



ALEXANDER GRAY

On the verge of a cure

guide for game masters and solutions



Co-funded by
the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project Number 2022-1-IT02-KA220-HED-000085944

Objective of the game

1. Retrieve the **research** on the vaccine for the Distruptia epidemic
2. Find out who **killed** Dr. Gray and why
3. **Practice** research skills

How to play

- individually

or

- in collaborative teams

Remember to

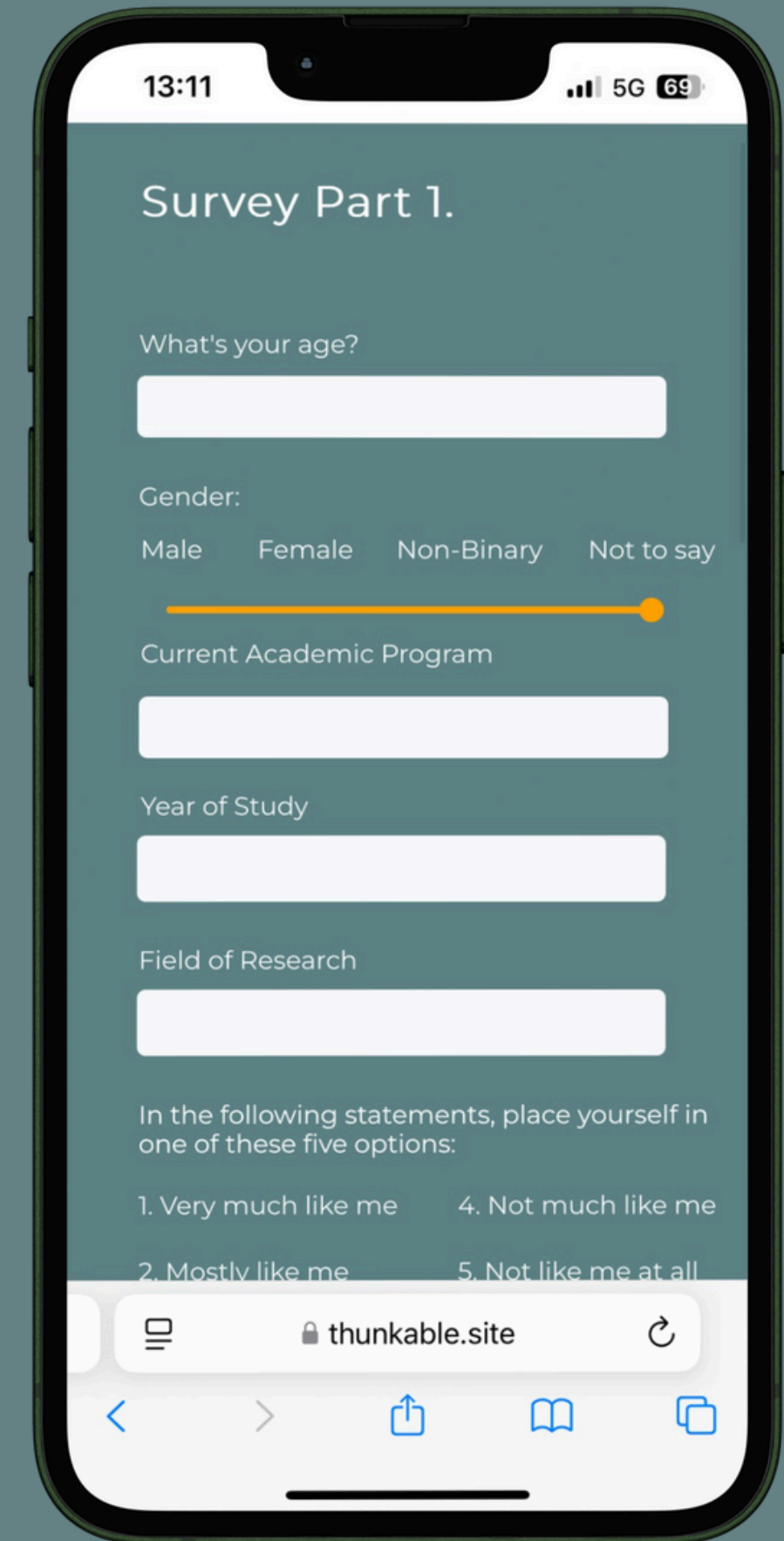
- read carefully the clues
- keep searching
- use Telegram as explained in the game:
@Gritproject_bot

Surveys

At the beginning and at the end of the game, please fill in the 2 surveys.

The second one represents an important data collection to develop a new methodology to measure grit using artificial intelligence (sentiment analysis techniques).

PLEASE ANSWER AS MANY ANSWERS AS POSSIBLE!



13:11 5G 69

Survey Part 1.

What's your age?

Gender:

Male Female Non-Binary Not to say

Current Academic Program

Year of Study

Field of Research

In the following statements, place yourself in one of these five options:

1. Very much like me 4. Not much like me

2. Mostly like me 5. Not like me at all

thinkable.site

Characters

The detective has to investigate who killed the reknown scientist Alexander Gray.



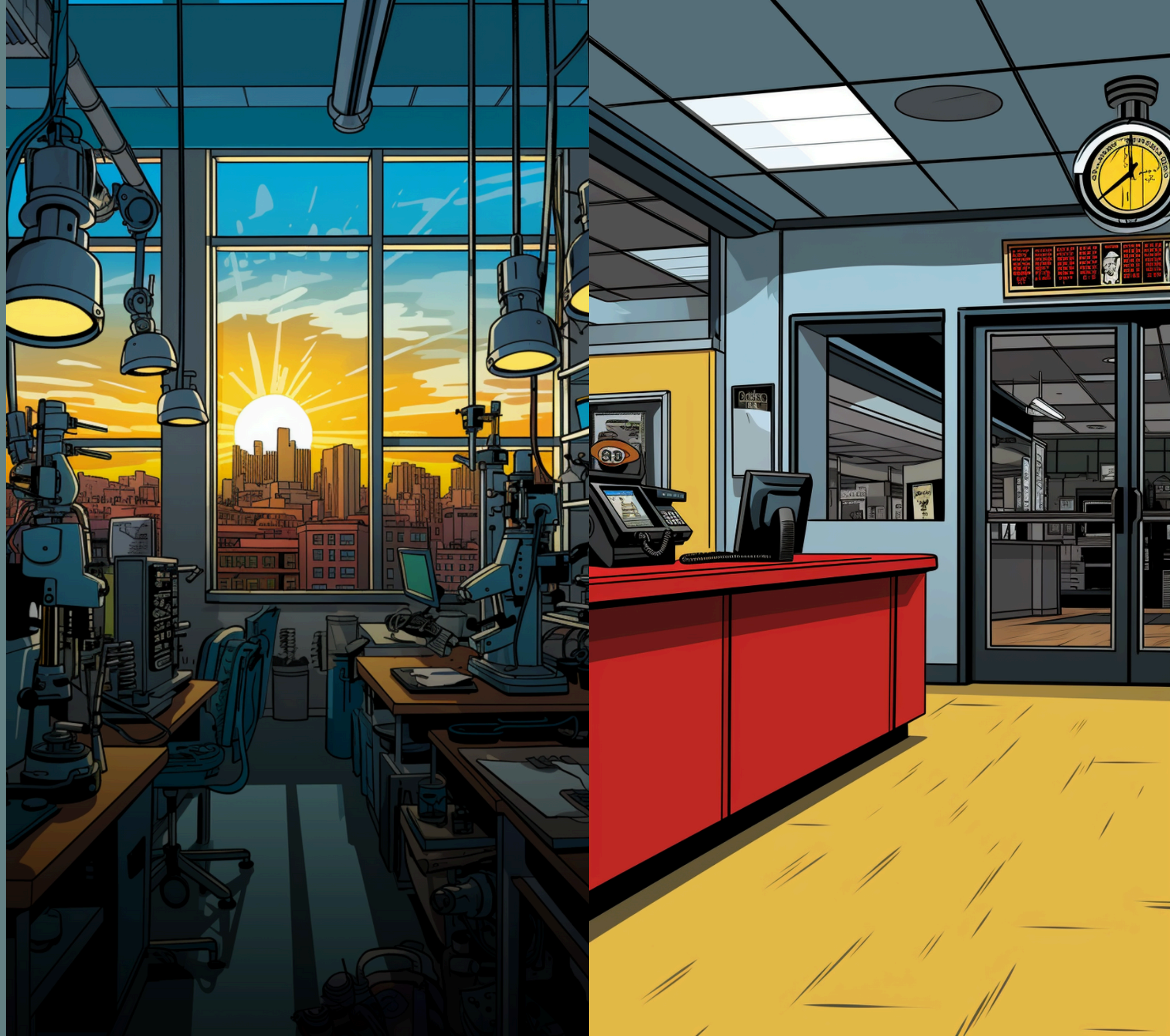
Characters you will meet in the game



Game environments

These are the places you will need to visit while playing:

- Forensic Unit
- Gray's lab
- Gray's office
- Main lab
- Entrance
- Locker room



The game is not linear!

you will need to collect clues in the different game environments and reach the solution (both in terms of finding the killer and in terms of finding the cure to the disease).

It does not proceed in a linear fashion.
It does not have subsequent steps.

How does it ends?

You are asked to reach 2 different results:

- find the cure to Disruptia
 - this is clearly stated at a certain point of the game!
- identify the killer and the motivation for the murder
 - this result does not appear as a solution within the game. At a certain point you will spot a button which notifies that you have managed to explore the entire game and that you could click on a link to go to an external page to find the solution to the murder.



Survey Part II
and solutions...

A learning experience on research skills

The game is a learning experience on research skills.
Before and after playing you will be asked to reflect on your learning journey and to respond to a series of short questions.

Make sure you answer to the questions.
The data collected will be used by the project team for a dedicated research on AI tools for measuring grit.

Clues

Things to be opened:

- Gray's lab: the document holder needs a code which can be retrieved following Donovan's suggestion you can find in the questioning area (use Telegram!)
- Gray's office: there is a computer with a 3-digit password. Check out what Laura Morris says regarding passwords.
- Main lab: a paper is mentioned, Elicit as a tool for bibliographic search is mentioned. This can be useful for the pc password.
- Locker room
 - Donovan: Coldplay's song
 - Spencer: easy, very easy password (she says when questioned)
 - Morris: check out the Divine Comedy (the word to enter is in Italian!)

Clues

Things you need to have discovered to solve the game:

- Gray's office:
 - in the drawer, together with the paper, there is an opera ticket which was not used. Another one was used (as you could see in the locker). What does this tell you?
- Main lab: Careful to the first delusional misidentification syndrome!
- Gray's lab: the things found in the drawer are strategic. One points out a theme related to a syndrome while the second one is a name which is a clue for the My Will clue.

Clues

- Forensic Unit: MY WILL. Try to find out where to type it. Once found, you need to decipher that using a specific cipher which is suggested with a picture. Many different ciphers are mentioned once the pc is unlocked. Among those, use the one suggested by the guy in the picture in the drawer in Gray's lab.
- Entrance: is there a love story going on? Who with? Check out also the video in the unlocked pc.



ALEXANDER GRAY

On the verge of a cure