Meeting Officer Roberts
A Strategy-Based Interpersonal Skills Game

Meeting Officer Roberts is a first-player virtual conversation game that uses a revolutionary conversation engine to place players in a role of a police sergeant and allow them to experience the challenges that accompany awkward, uncomfortable, and sometimes hostile feedback conversations with a typical officer.

The objectives of the game include:
1. Develop a conceptual understanding of the strategies and tactics that underlie effective and non-effective feedback conversations.
2. Develop the player’s self-awareness in regards to their own feedback conversation behavior.
3. Provide faculty with behavioral data and players with a shared experience that can make the subsequent classroom discussion more pedagogically productive.

In the game, players must utilize awareness of emotions (emotional intelligence), active inquiry/listening, and negotiation skills to arrive at the best resolution to the problem at hand.

The technology platform developed for this project is a new breed of branched storyline technology. The platform is designed from a psychological perspective to provide concurrent conversation threads, dynamic activation of conversation threads based on emotional and contextual criteria, and dynamic non-player character reactions based on emotional and contextual criteria.

The game is currently being beta-tested by 40 police sergeants enrolled in a leadership course. Preliminary utility ratings yielded that 82% felt this would help them have better feedback conversations with their officers, and 31% felt it would help them have better conversations overall.