

3.5.5 Ride to Live (All students)

Hazard test

The Ride to Live website is different to the main Centre for Road Safety site. Note the increased emphasis on interactivity and the way the Hazard Test apparently gives control to the player of how the story of the ride develops. Do the Hazard Test a few times to help identify its textual features.

In small groups, describe the game in the table below:

Aspect of gaming	Description of aspect in Ride to Live
The action of the game	
How the rules are designed and used	
Its narrative and aesthetics	
How you are positioned by the game	
The context in which the game is played	
Its capacity to teach	

Criteria adapted from Beavis C, Walsh C, Bradford, C O'Mara J, Apperley T, Gutierrez A (2015) 'Turning Around' to the affordances of Digital Games: English Curriculum and Students' Lifeworlds. In English in Australia, Vo 50 pp.30 – 40.



Levels of interactivity

- minimal – choice through clicking for a set of channel choices
- moderate – choice of several closed bodies of information, such as hyperlinks and web pages, where the order of reading can influence meaning and response.
- full – ability to change an open-ended core text to create a new text.

Interactive text	Level	User control of meaning
Ride to Live Virtual Ride		
The Speed Adviser App		
Safer Roads NSW		
Interactive Crash statistics		
NSW Road Safety Facebook		
An online chat		

