

What gets in the way of an ordinary plan?

Finish the demo, continue, and choose one later story.



[Launch the game](#)

Pair: _____

Date: _____

1. Before you start What makes a place or service accessible to different people?

2. Witek's goal What was Witek trying to do in the chosen story?

3. The difficulty What made the goal harder? Describe the specific situation.

4. A choice and its effect What did you try? What happened next?

5. Where did the difficulty come from? Circle one or more:

space technology rules or procedure another person's action several sources

6. What did it affect? Circle the relevant words:

safety time independence privacy relationships something else

7. Workaround or change? Did the solution remove the cause, or did it only help in this one situation? Explain.

8. Your proposal What should change, and who could make that change?

Before you leave

One change that would make this situation easier for the next person is:

Do not enter personal information in the game's conversations. <https://witekadventures.com/play>