Therapeutic Serious Game Setting
-For Supporting Children's Mental Health After Pet Loss.

MORGAN

For you.

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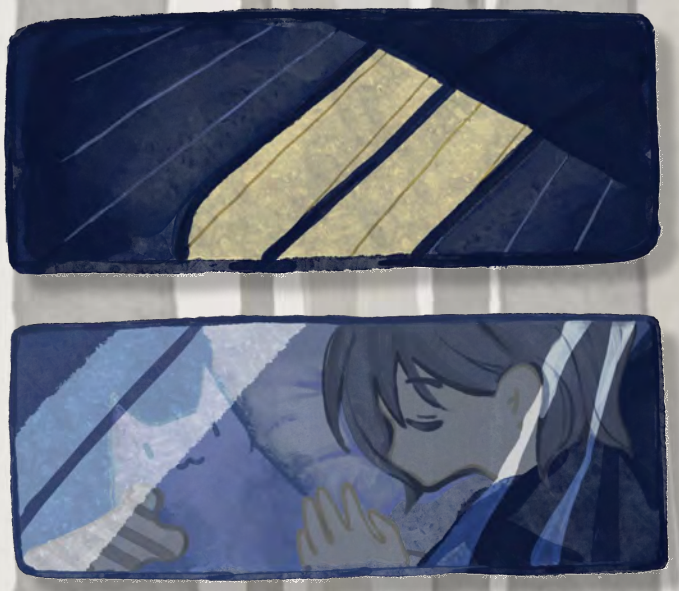
Chapter 1-1

A STORY



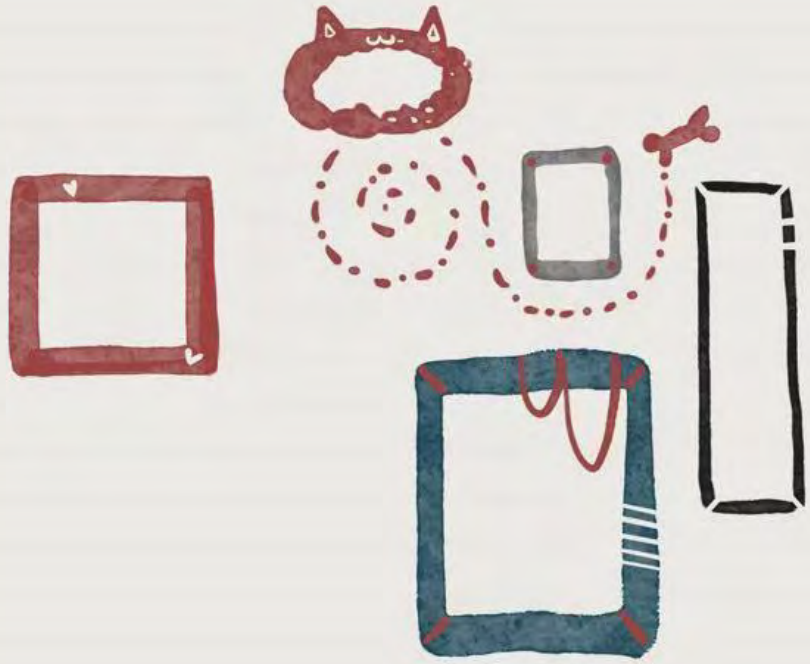
Between here and nowhere...there was a child...That's how a story usually begins. But this time, before that, there's something else:

In older times, when adults and children still believed in the Otherworld, there was a special "Rite of Requiem". It was a ritual reserved for children and their animal friends who had left. When the mist blurred the boundaries and the moonlight was gilt with gold, the child would fall sound asleep with the comfort of his family, and then, in his dreams, in the Otherworld, there was a spirit, waiting.

The spirit was very old, and no one in the world knew how long it had been around, but everyone was convinced that they once met. The parents would tell the child this before they slept, it would answer every question, it would help you meet your friend again, it would allow you to have one last time together, and then it was time for a farewell.

As time went on, people began to think how childish they had been, how they could believe in such a silly tale, even make the children follow it too. Dead is dead, and the dead are condemned to rot.

The spirit was forgotten.



Between here and nowhere...there was a child, his name was Morgan.
The poor boy lost his pet. His dog died (or maybe it was sold, or maybe it was just lost), or in any case, in his opinion, “suddenly one day he disappeared.” He was sad. He searched under the bed, he searched the kennel in the yard, he searched the crack between the stove and the wall, he searched every corner of the house.

But still, he couldn’t find his dog. The adults in the house told him that dead is dead, and dead things rotted and then stunk, so they threw the thing away. But Morgan couldn’t understand. His dog must have gone somewhere, or it wouldn't have disappeared without telling him. So, he ran out of the house, crying.

This is where Morgan's story in this world can end. For the adults in and outside the house never saw the boy again. They sometimes said that disobedient children ran away from home and ended up missing. Or in other times they said that he went mad and fell into a river and drowned. Or, of course, it could also be said that the child accidentally stepped into the other side while looking for his puppy. You can pick one to believe, as they tell the same thing anyway.

In the Otherworld, Morgan met a dying spirit. It was a native of this place, maintaining its power by people's belief, but now along with this fragile place, it was forgotten. Spirits were not the kind of creature born to die easily, but it was weak now.

“I can't find my doggy. Can you help me?”
“I can,” the spirit said, “but I don't have enough power anymore. Would you trade your soul for it? You'll lose your form and never able to get back to your side.”
“As long as I can see my doggy, I will!”

The spirit got the child's soul and was able to regain its form. The child was left with only the barest consciousness, a floating mass of pale same as a spirit that was about to vanish, like the moon in the daytime.

Between here and nowhere...a child called Morgan set off on an ancient ritual which was long forgotten, with the spirit who just restored its form.

They traveled through the misty forests,

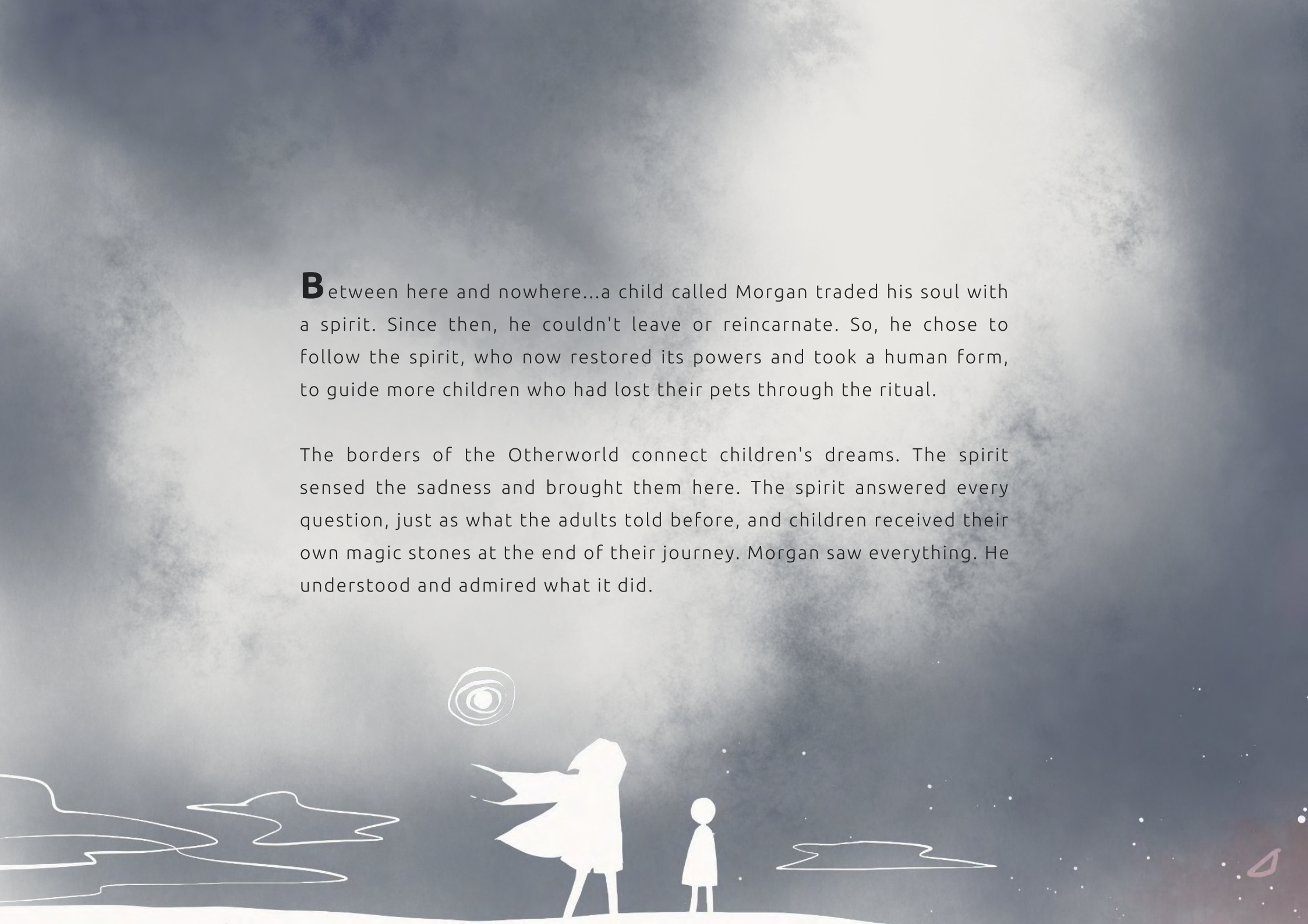
cooled down the angry volcano,

then walked through the magic desert

and the depressing glacier.

Along the way, Morgan showed the spirit his most cherished memories of time he spent together with his dog, and begged the spirit to bring it back alive. But the spirit said, even the oldest spell could not make time reverse. Finally, they reached the end of the journey, the River of Rebirth.

“Take this,” said the spirit, “it’s a piece of Morganite. it contains your fondest memories, it can alleviate your grief, and better understand what it means to be together and apart.”
“And it matches your name well.”
Morgan now knew his dog was gone. But leaving didn't mean losing.
“You asked me why you're special? Why? Because you saved my life. And there aren't many children come here alive and in real.”



Between here and nowhere...a child called Morgan traded his soul with a spirit. Since then, he couldn't leave or reincarnate. So, he chose to follow the spirit, who now restored its powers and took a human form, to guide more children who had lost their pets through the ritual.

The borders of the Otherworld connect children's dreams. The spirit sensed the sadness and brought them here. The spirit answered every question, just as what the adults told before, and children received their own magic stones at the end of their journey. Morgan saw everything. He understood and admired what it did.

After hundreds and thousands of dreams, Morgan gradually accumulated power through the memories of other children. He learned from the spirit how to take a human form.

For the spirit, however, the human form could not last long. The loss of power was fatal.

The forgotten spirit finally faded.

Between here and nowhere...a child lost his soul took in a human form. He guided sorrowful children through an ancient ritual, just as what the spirit once had done.

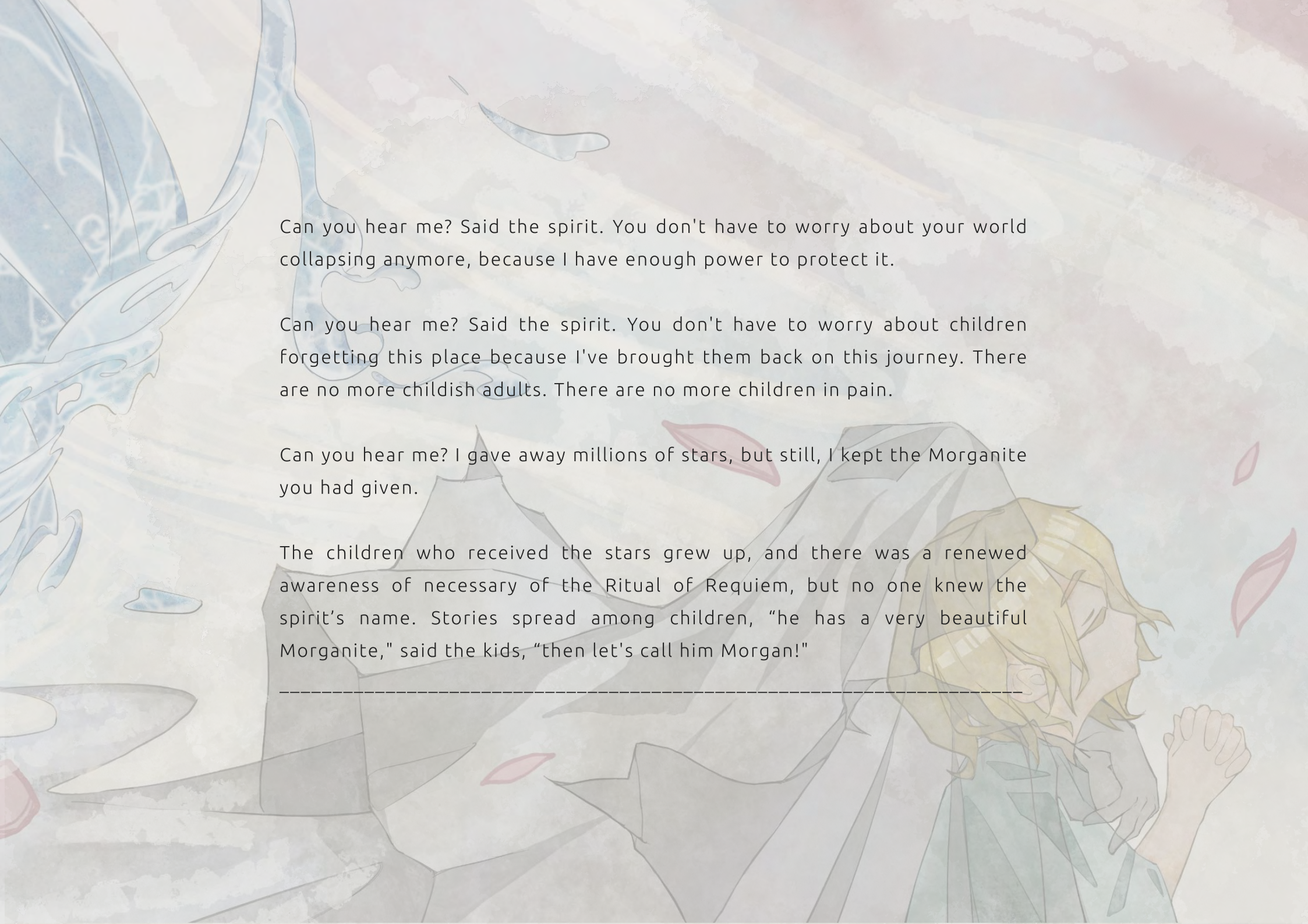
Without the spirit, Morgan began to feel lonely, and though he had grown well into a competent guide, he still longed for the figure who had been beside him when moonlight cast on the ground, silvery and golden. I'll give the body to the children, just for the moment, he thought to himself, so that I can see its figure as if it was still there.

The tiny guide floated next to the same body as the spirit had been beside. He glowed a soft but firm glim, like the moon on a starry night.

Between here and nowhere...there was an Otherworld connecting with children's dreams. At the begin and at the end of this world, where the ocean met the sky, there was a spirit, waiting.

The spirit had witnessed so many memories that he gained powerful magic. He visited dreams of lonely, sad children and took them to the end of the world.

The spirit had witnessed so many memories but he forgot his name.



Can you hear me? Said the spirit. You don't have to worry about your world collapsing anymore, because I have enough power to protect it.

Can you hear me? Said the spirit. You don't have to worry about children forgetting this place because I've brought them back on this journey. There are no more childish adults. There are no more children in pain.

Can you hear me? I gave away millions of stars, but still, I kept the Morganite you had given.

The children who received the stars grew up, and there was a renewed awareness of necessary of the Ritual of Requiem, but no one knew the spirit’s name. Stories spread among children, “he has a very beautiful Morganite," said the kids, “then let's call him Morgan!"

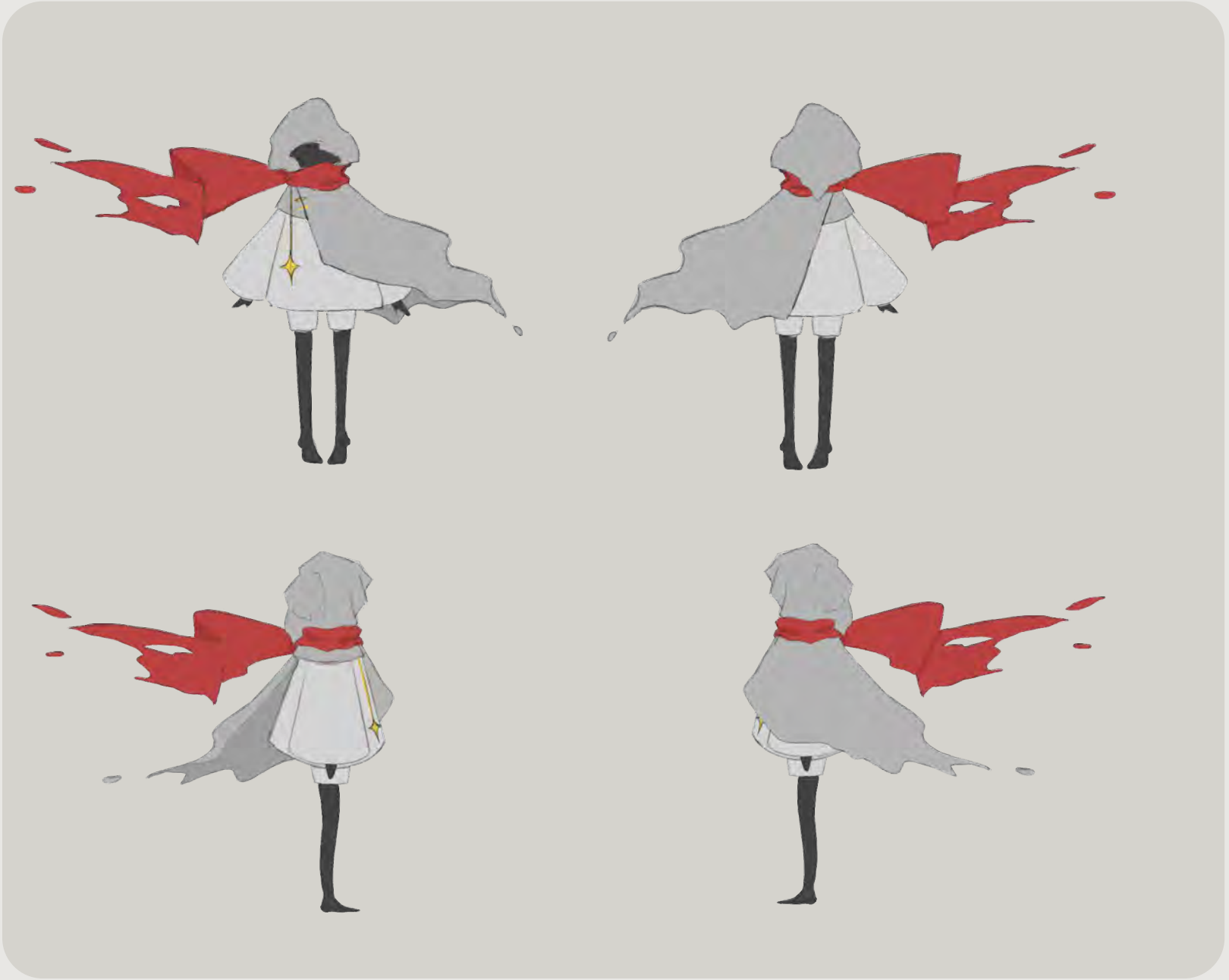
_____

“Remember me.”

Chapter 1-2

CHARACTER DESIGN

[Morgan]



The form of an old spirit which faded long ago.

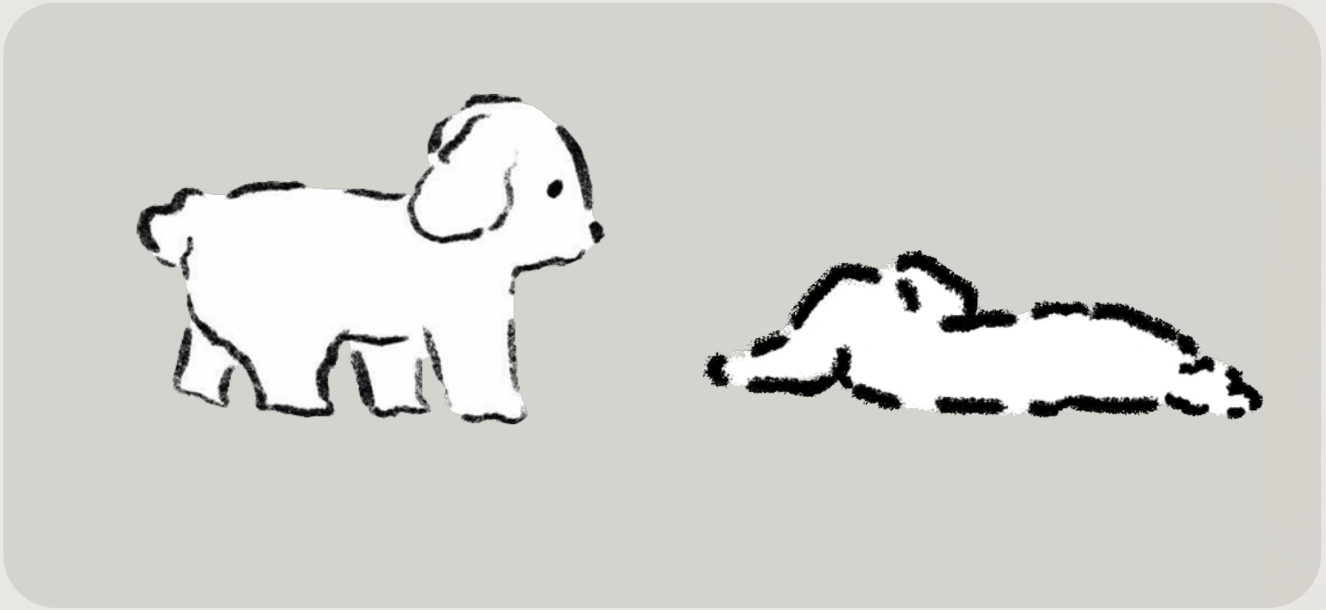
Player character

[The Spirit]

"I know your thoughts.
I can see your memories.
come with me."

Guiding role, the true Morgan

Doggy



Chapter 1-3

SCENE & PROPS DESIGN

~~Remember Me~~

Main Poster

Home

The Forest Of Denial

OF DENIAL

The Volcano Of Anger

Volcano In Anger

Volcano In Rain

The Desert Of Magic

OF MAGIC

The Glacier Of Depression

OF DEPRESSION

The River Of Rebirth

OF REBIRTH

The picture

“A piece of memory.”

The hourglass

The magic book

The magic star

The collar

The toy

The bowl

Chapter 2-1

Game Theory Introduction

[Cognitive Behavioral Therapy (CBT)]

A psychological approach that helps individuals identify and change negative thought patterns to improve emotional well-being and behavior.

Empirical Support

CBT is well-supported by extensive research and has been proven effective in treating various psychological disorders.

Efficiency In The Short Term

CBT is often a short-term therapy, typically producing significant results within 12 to 20 sessions.

Promotes Patient Autonomy

CBT emphasizes the active participation of the patient in the treatment process. The skills learned during therapy can be applied in various aspects of life, enhancing self-management and reducing the likelihood of relapse.

[Serious Game]

A game designed with the primary purpose of education or therapeutic intervention, beyond mere entertainment.

Therapeutic Reach

Reaching people who are underserved by treatment

- Training program engages children;
- Serious games reach out to counselor-resistant teens.

Appeal

Making treatment more appealing and maintaining interest

- Narrative
- Sense of accomplishment
- Other reinforcement strategies

Mechanisms Of Change

Providing opportunities for learning

- Skills pratice
- Alternative treatment processes

Supporting Practice

Support the achievement of goals in existing practice

- Support relationship building and trust building
- Games as homework reinforce treatment goals

[ABCDE Model]

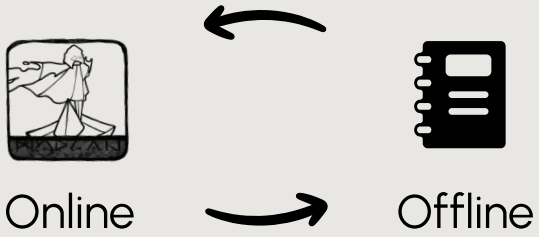
A structured CBT framework to help individuals reframe negative thoughts.

A (Activating Event)	**B** (Belief)	**C** (Consequence)	**D** (Disputation)	**E** (Effect)
The situation that triggers a negative emotional response.	The thoughts, often irrational, that arise in response to the event.	The emotional and behavioral outcomes of these beliefs.	Challenging irrational beliefs to foster rational, positive thoughts.	Observing the positive changes in emotions and behavior from reframed beliefs.

[Diary In CBT]

A therapeutic tool for tracking thoughts, emotions, and behaviors, promoting self-awareness and cognitive restructuring.

- Emotional Expression and Releaseal responses and behaviors.
- Cognitive Restructuring and Thought Pattern Adjustment
- Enhancing Self-Awareness and Emotional Regulation
- Maintaining Connection and Emotional Support
- Goal Setting and Behavioral Adjustment
- Tracking Progress and Identifying Concerns



OUR SOLUTION: A serious game based on CBT ABCDE model and diary writing.

Chapter 2-2

User Journey

Home

A: Activating Event
The Pet's Death

Old Belief
"My Pet Isn't Gone."

Denial Forest

New Belief
"My Pet Is Gone."

IDENTIFYING IRRATIONAL BELIEFS

Consequence:
Denial Only Offers Temporary Relief.
Disputation:
Picture Memories Will Stay.
Effect:
Warm Memories.

Mountain C

MANAGING EMOTION

Belief "It's All One
Consequence Volcano Bu
Disputation Breath Help
Effect The Volcan

Magic D

CORRECTING UNREALIS

Belief "I Will Revive
Consequence Each Attem
Disputation Endings Giv
Effect The Desert

Diary To Track Progress
Analyze Children's Beliefs And Responses

Of Anger

IS AND BEHAVIORS

's Fault"
rsts As Anger Grows. .
os Calm Down.
o Quiets, Restoring Peace.

esert

STIC EXPECTATIONS

e My Pet"
npt Failed
ve Life Meaning
Blooms Into An Oasis

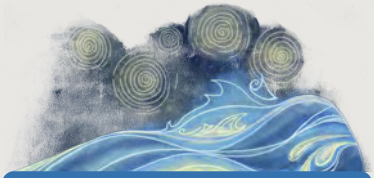
Old Belief
"I Won't Be Happy Any More"

Depression Of Glacier

REBUILDING POSITIVE COGNITION

Consequence:
The Glacier Traps A Ship.
Disputation:
Collecting Memories Melts The Glacier.
Effect:
Warm Memories.

New Belief
"Memories Are Warm"



StarRiver Of Rebirth

The Child Guides The Pet's Spirit To The Afterlife.

Digital Memorial

A Child And A Spirit...
A Long Forgotten Ritual...
A Journey Of Growth...