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## Summary

Julia: a Science Journey is an adventure about viruses, society, and life choices. The story begins in 2020 as our main character lives a humdrum teenage life while she deals with high school, her family and her friends. Will you help Julia navigate through the complexities of adult life while the COVID-19 pandemic changes her world forever?

## The game

Julia: ASJ follows an episodic structure and the first chapter was published in November, 2022. It is freely available for Windows, Mac, and Linux, and it can be played in English, Spanish, and Catalan languages.

## Features

- Experience the first episode of a **story-rich tale of personal growth** amidst the covid-19 pandemic
- Contribute to a citizen science project
- Play mechanics inspired by everyday challenges: detect fake news, deal with teachers, bike faster!
- Face adulthood by surviving high school while preserving your mental health

## The DiHealthEd Project

Julia: ASJ is part of the DiHealthEd project which is an innovative scientific initiative on Digital Education supported by the [Catalan Research Agency](#) and led by the [DIDPATRI](#) research group at the Universitat de Barcelona. The mission of DiHealthEd is to **evaluate the potential of video game-based learning to promote critical and scientific thinking** in the context of the current global emergencies such as the COVID-19 pandemic and climate change.

Everybody willing to contribute can help us achieve this research objective. **How? Simple: just play Julia: ASJ!** While you play, anonymous information will be recorded about your game choices and the ways you face and master the challenges posed by game mechanics. Later, we will analyze these data and publish the results in an academic article with Open Access, so you will be able to read the study in case you are interested.

Julia: ASJ is being developed by [Murphy's Toast Games](#), an independent development studio that creates transformative gaming experiences to foster a critical society based on scientific thinking and curiosity.

This ambitious initiative is the third project of the team after [Evolving Planet](#) (2014) and [Ancestors: stories of Atapuerca](#) (2018); these previous projects were played by a total of over 100.000 players.