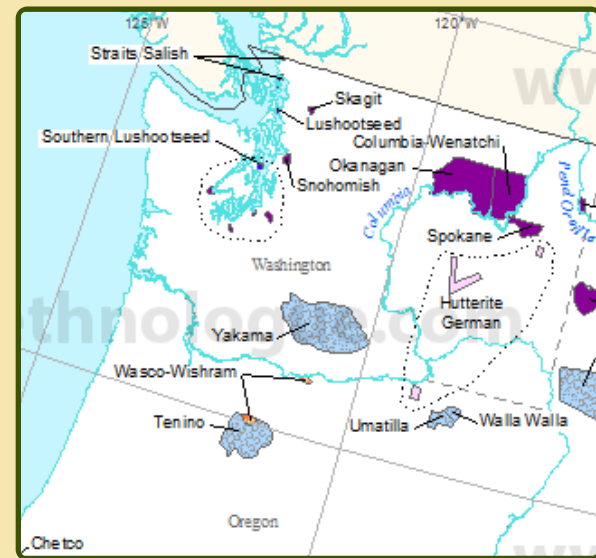# captíkʷɬ

helping preserve traditional Northwest cultures through modern educational gaming

Problem

Endangered Languages

Okanagan-Colville (nslxcin) is an Interior Salish language listed as "critically endangered" by the Endangered Languages Project, one of 150-or-so endangered languages in the United States today.

Oral Traditions

For the Colville Tribes, as with many indigenous cultures, elders are struggling to pass on their knowledge to future generations. They are eagerly exploring how to encourage active engagement with their rich cultural heritage through technology.

Inspiration & Authenticity

Our project was inspired by Never Alone (2014), an adventure game inspired by Inuit culture — but "style over substance" can diminish its impact. In contrast, Captíkl offers culturally appropriate, linguistically comprehensive gameplay that is both entertaining and educational.

Thanks

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Process

Design
Generate storyboards for interactive content & UI; Consider effective & fun game mechanics.

Develop
Build using C# & Unity engine; Create proof of concept using pre-made & custom assets.

Demo
Present a working prototype for in situ testing, player feedback, & further revision.

Define a Workflow
Establish tools & parameters for game development.

Determine Value
Demonstrate an educational & entertaining interactive story, based directly on indigenous sources.
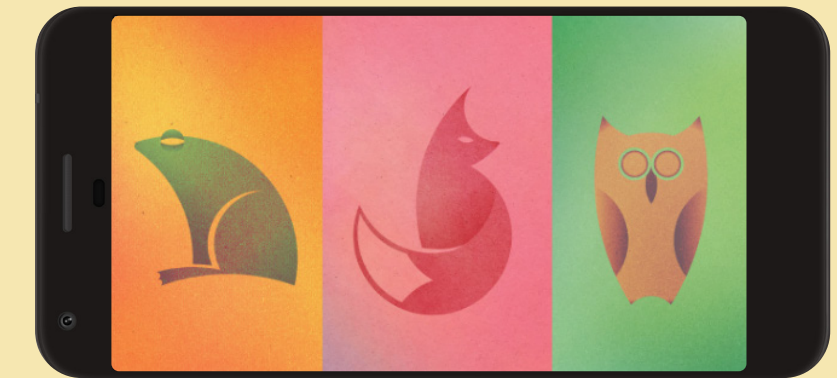
Deploy
Build the groundwork for continuing cooperation with the Colville tribes.

At every stage
Maintain open communication with tribal representatives to ensure cultural sensitivity and user-centered collaboration.
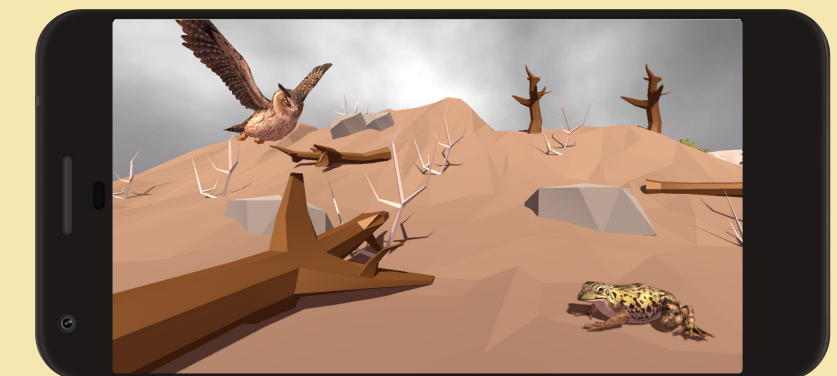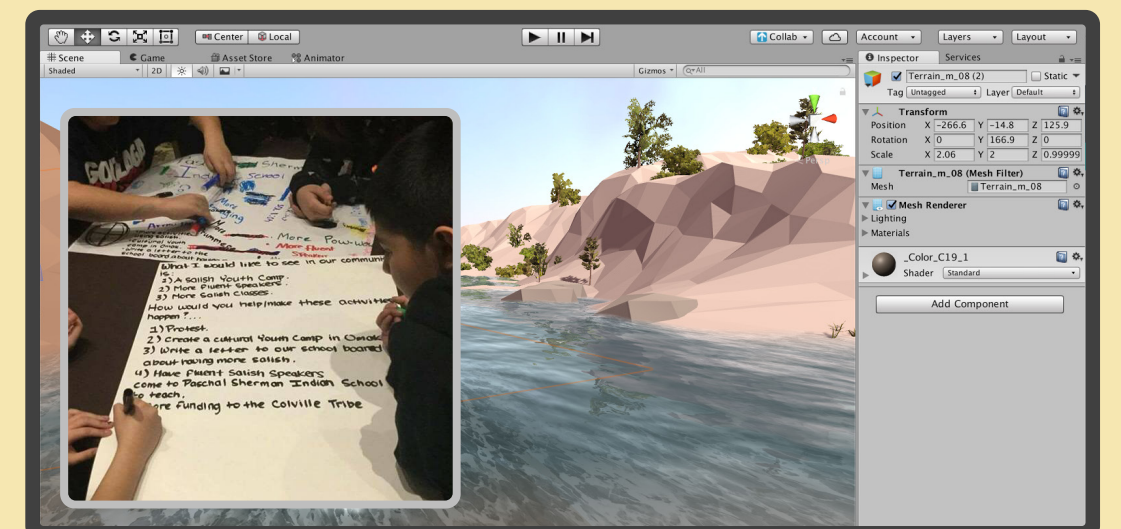
Potential

Select a character straight out of Okanogan legend!

Overcome educational challenges based on the nslxcin language!

Adventure through carefully-designed levels set in the Colville area!

Made by MSIM students using C# & Unity;
Sets the stage for Colville youth to make interactive captikl on their own in the future!

team WORDPLAY

ian durra, elton sequeira, rajat sethi, akshay singh, allen snider