

“Lie × Life”

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Background



With the increasing sophistication of scams in Hong Kong, citizens remain vulnerable due to a lack of formal education and awareness about fraud. Unlike other regions that integrate anti-fraud education into academic curricula, Hong Kong lacks systematic training or resources to help its population identify and respond to evolving scam techniques. This educational gap, coupled with limited collaboration between government bodies and NGOs, has resulted in a growing number of scam victims.

Methodology

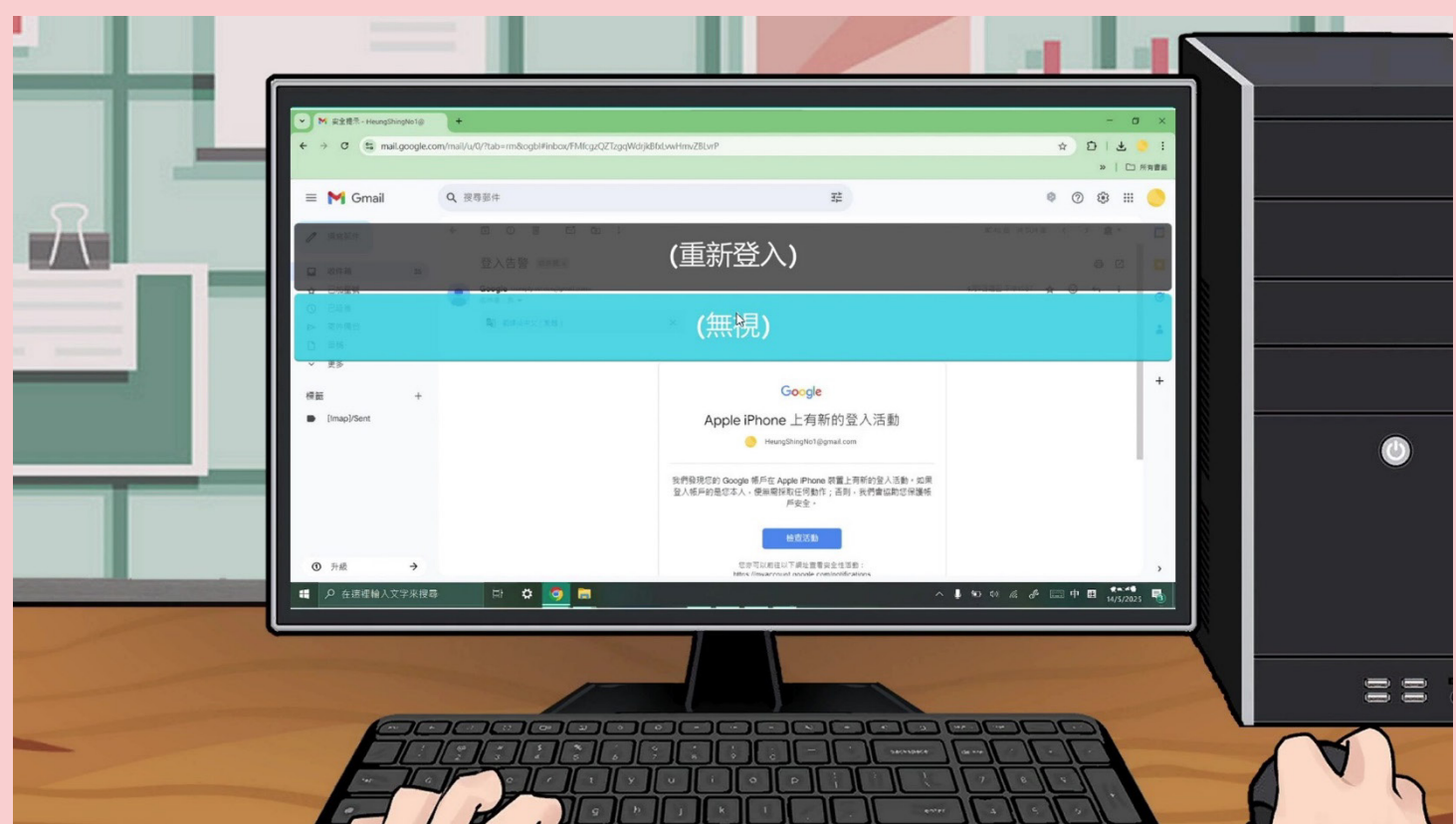


The visual novel game was developed using Unity and incorporates both primary and secondary data. Real-life scam cases were sourced from personal experiences, social media, and news reports.

12 tasks across **4 age-based levels** simulate actual fraud scenarios e.g. fake websites, online trading, phishing, and AI-based impersonation scams...



- Players are presented with branching narratives and multiple endings depending on their choices.
- A randomized task system increases replayability.



4-6 tasks for each level (~3 exclusive tasks and 3 common tasks)

To complete the game, players must pass 3 tasks; otherwise, they will need to restart the game.

Scenes of using smartphone

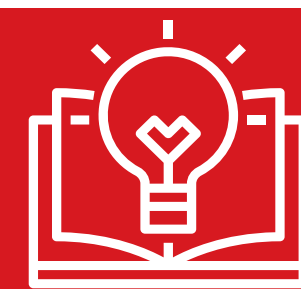
Live2D animations are designed to resemble their real-life appearance, enhancing immersion.

AI-generated Cantonese voiceovers add further realism, although limitations in voice diversity pose challenges to their authenticity.

Voice dialogue



Objectives



1

Develop an engaging and informative educational platform that helps users identify and understand various scam tactics.

2

Raise scam awareness, simulate decision-making in fraud situations, and provide an accessible, interactive alternative to traditional educational materials.

3

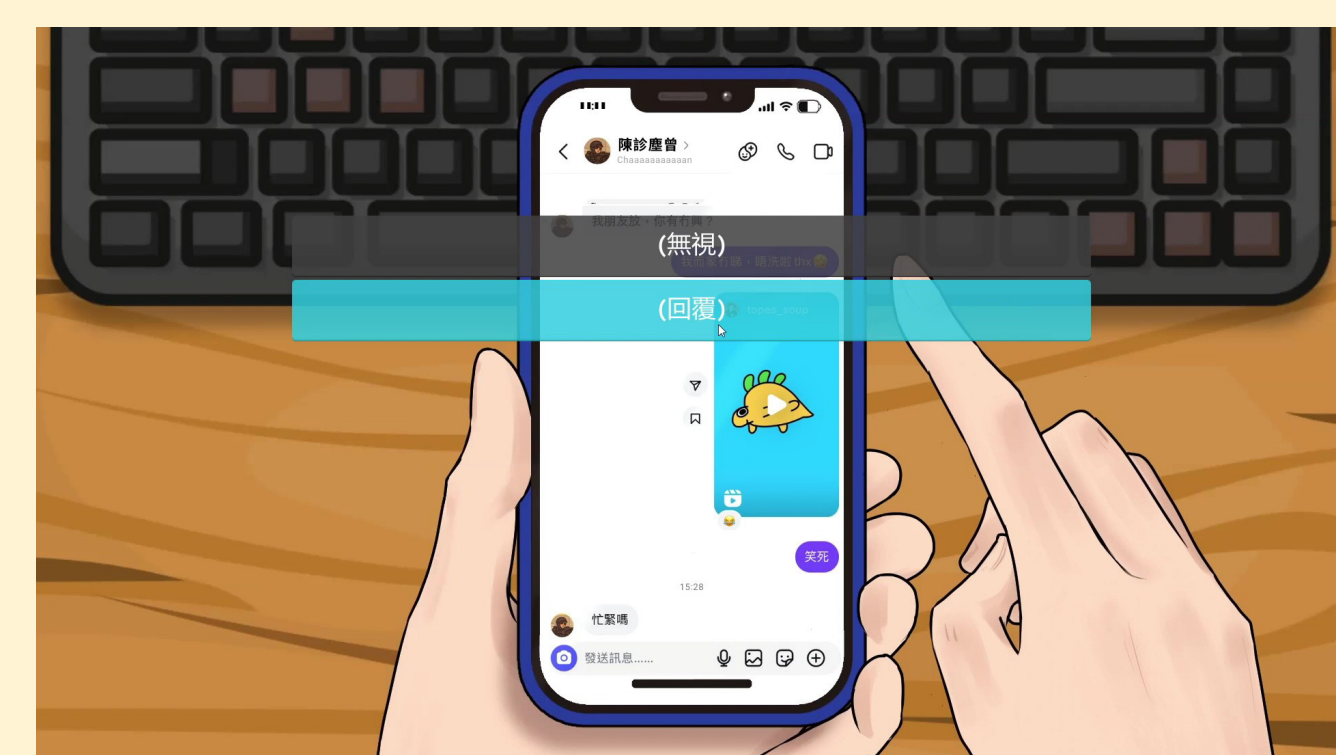
By targeting vulnerable groups, especially those under 18, over 65, and young adults, the game aims to become a useful and straightforward tool for schools, NGOs, and community centers.

Findings

A playable, fully functional 2D educational game has been developed, representing a new type of educational tool that simulates various scam encounters.

User feedback:

The game's structure, including its first-person perspective, simplified controls, and age-appropriate challenges, enhances the understanding and retention of anti-scam knowledge, and the AI voiceovers contribute to immersion.



The game effectively teaches players how to detect and avoid scams by simulating complete and detailed scam cases.

Conclusion

Considering the available timeframe, the number of tasks was reduced from 18 to 12. However, as the final work is playable and bug-free, it still has the potential to serve as educational material.

For the long-term development of the project, more tasks should be added to ensure that players understand all scams throughout the game, including any new types of scams. Additionally, tasks can be set with varying levels of difficulty.