

# Tenure Track

A Professor Simulator

## & Critical Simulation Game

Gamification from real life made into a video game

In the vein of "quit lit" and satirical games like Cow Clicker, Tenure Track simulates the day-to-day life of a modern-day tenure-track professor.

Gameplay consists of seconds long days filled with:

- Responding to student messages via phone and email text
- Responding to office visitor inquiries
- Grading exams based on an answer key
- Managing a budget for supplies and research assistant salaries
- Completing research using the research platform

Several platforms are navigated using the desktop monitor:



Unimail - An institutional email portal  
 ConnectUp - A social media site that includes student profiles  
 Zambaba - An online retailer where objects are purchased for delivery direct to your office  
 CashOut - A banking application for managing your funding  
 GENi - A research platform; research is undertaken by clicking a button on a proposal, instantiating a loading bar; research must be managed alongside other tasks in real time; time-to-completion can be accelerated by paying research assistants; completed research materializes in your office in the form of binders

Groundbreaking Research

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Characters are visible only through their messages to you.

Even office visitors' words are displayed as speech bubbles. The instrumentality of socialization is enframed.

Simulated Space and Physics

The virtual space imparts and uncanny phenomenological experience of office work.

Various "Endings"

There are various endings to the game; in one likely ending, the player achieves tenure and the days continues to loop in much the same way.

Regular performance reviews

Serve to limn the rules of the game for the player while indicating progress; attempting to discern the outlines of the algorithm has its costs, however: players are judged on how ethical they are, and bending the rules affects game outcomes.



TenureTrack.org

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