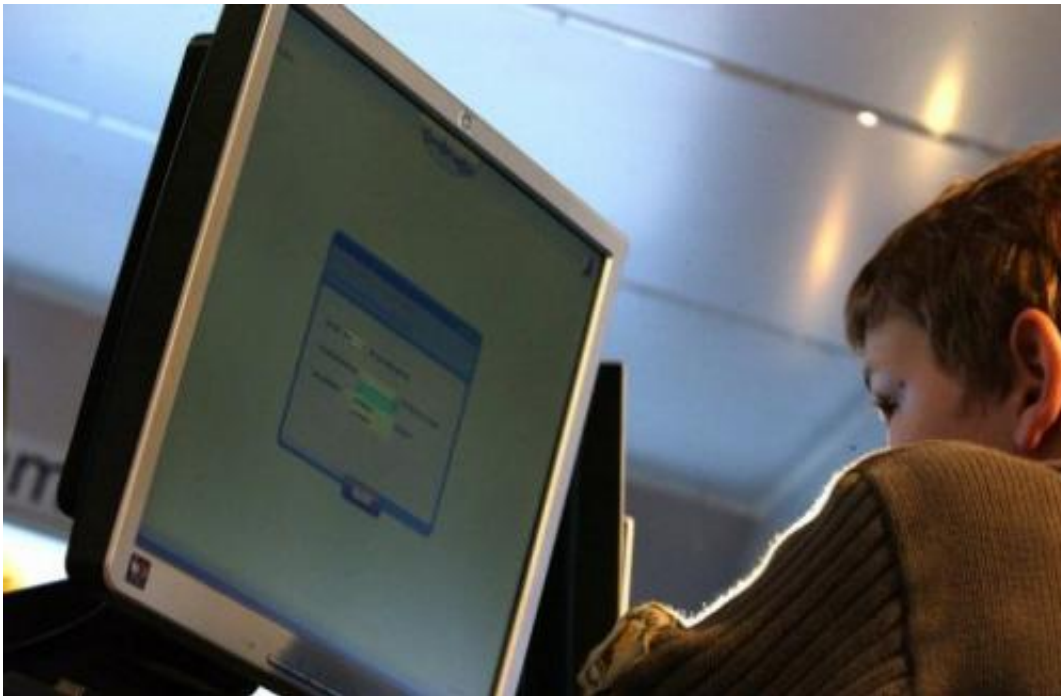


# US diplomacy goes virtual with youth video game

December 12 2012

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The game "Trace Effects," allows players to follow a university student

named Trace, from the year 2045, who has accidentally traveled back in time to the present.

"In order to get home, he must complete a challenging mission to change the future for the better by helping six different young people accomplish great things and have a positive impact on the future," a statement from the State Department said.

"This innovative language learning [video game](#) will complement students' classroom English language instruction through interactive 3-D multimedia learning adventures. Trace Effects is geared for players aged 12-16."

The game allows players to "take a dynamic journey through the United States, traveling to cultural locations like Kansas, New Orleans, the Grand Canyon, New York City, San Francisco, and Washington, DC," the statement said.

It explores "themes related to entrepreneurship, community activism, empowering women, science and innovation, [environmental conservation](#), and [conflict resolution](#)," the statement added.

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