Food System 6 (FS6) is a non-profit organization committed to advancing regenerative poultry farming in the United States. While conventional farming remains dominant, regenerative practices offer significant ethical and environmental benefits. However, widespread adoption has been hindered by insufficient financial support and infrastructure, which are the gaps FS6 seeks to address.

To support this mission, the DSI team developed an interactive game that translates technical research into an accessible, educational experience. The game engages users with the real-world challenges faced by poultry farmers, with a particular focus on the systemic disadvantages confronting regenerative producers.

At the start of the game, players select a farming type and character - conventional or regenerative - which determines the kinds of events they encounter throughout the gameplay. These events unfold randomly over a 24-month storyline and are inspired by real-life scenarios that affect financial stability and farm resilience. The disparities between farming systems become apparent as players navigate financial stressors, environmental risks, and support limitations. The game includes a range of features such as visual effects, animations, event-based progression, an achievement badge system, and a tracker for financial and resilience metrics. Through this interactive format, the game seeks to educate a wide audience and build momentum for a more sustainable and equitable agricultural future.
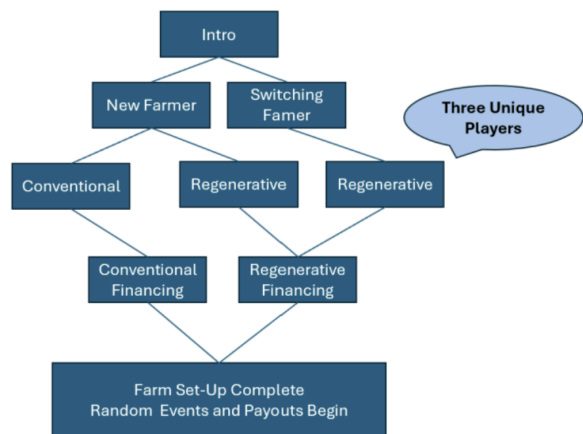

Figure 1. Flowchart of the game storyline showing key components of the game, including player role selection, random event sequences, and outcome tracking mechanisms such as financial and resilience indicators.
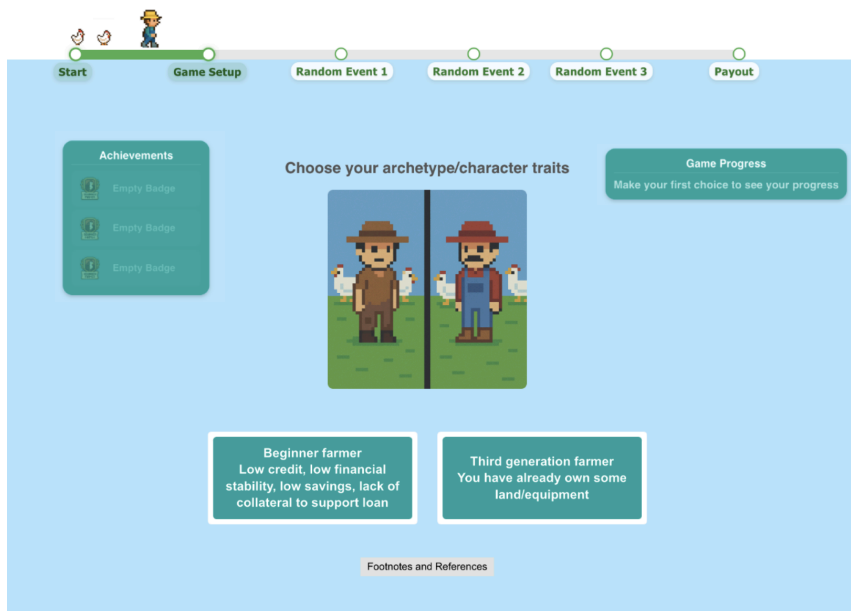

Figure 2. Game interface with animated timeline, achievements bar, game progress tracker, and question prompt with pixel-style images.