

Contemporary Challenges:

Making A Difference

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Research

“Implicit bias is described as prejudices that unknowingly influence thinking and reaction to events and information” (Implicit bias training, 2016).

We have taken inspiration from other action-adventure games following poverty and revolution such as Assassins Creed, as well as SPENT.



Plot Overview

The plot is based on a character experiencing the effects of blind spotting and poverty as they revolt against the oppression they are objected to.

It will be a signal player game as it will only be one main character.

Character Designs

Cargos and boots
to highlight
(exaggerate) that
he's working
class



Ripped dirty
clothing to
highlight his
poverty



Awareness Pitch

The aim of this game design is to educate the audience about Blind Spotting and its effects. The player will the player will gain knowledge on the topic by playing through the eyes of a character being affected by blind spotting and poverty.

Bibliography

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