

A391\_2018AbstractEversGarret

## Abstract

Games, although perhaps seen by many as a pastime or leisure activity can, via their design, communicate to an audience a set of beliefs or ideas about how the designer sees the world. This can be done to great effect, but we feel that there are very few games with an overt social conscience. So, with Project: Harmony, we attempted to craft a game that broached these subjects, providing much needed catharsis for our university experience, and allowed us to model the game design process as a whole.

Honors College  
Ball State University  
Muncie, IN 47306