

Games that Change Lives: Social Impact Done Right

Elizabeth MALER CEO - Abiding Bridge















« This game helped me come out of the closet. »





« This game made me realize that I was homophobic and that I had to change. »





« This game has helped me accept my past. »







« This game made me realize I was too jealous and had to work on it. »





Indirect social impact







Our responsibility as authors is not a choice.





Direct social impact





The player is just a witness.







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31/01/2016 **10:00 PM**

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You know, you're 18 now, and I think you can't make all your important choices based on what you think a superior entity has chosen for you. Quit trying to read the date the way you'd read tea leaves ;)

All right, that was a bit raw, especially for telling you happy birthday, but I hope my advice will help you address your adult life more serenely.

To: Alice

Happy birthday!

Thanks for your advice, but you know, I don't attach thaaaaat much importance to dates! I've got to go, folks are calling me out on keeping a phone glued to my face instead of enjoying the evening. Plus my dad is getting ready to give me his big surprise present. I'll bet it's

Send draft

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The story of this phone is fictional, but the events described here are realistic and based on actual events.

Searching through the content of another person's phone is a violation of the owner's privacy. You are about to enter the private life of a fictional character, but do not repeat these actions in situations outside the parameters of the game without the consent of people involved.





MARCH 18-22, 2019 | #GDC19



Choose your battles.



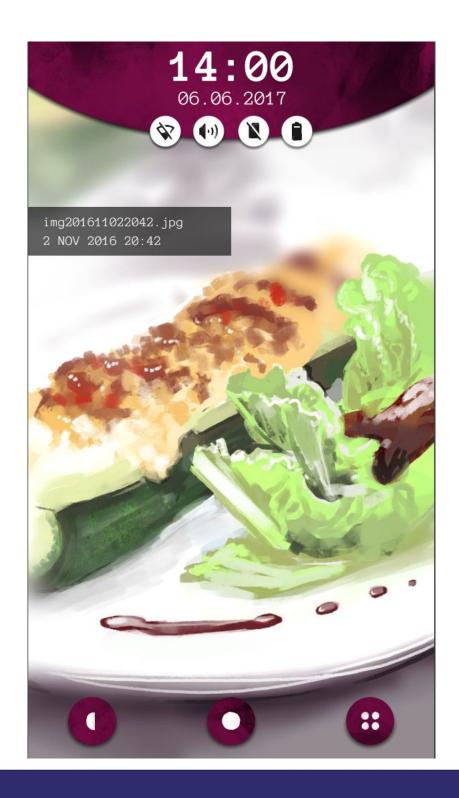
















Playtest







Research







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