WHAT?

A serious game about censorship and misinformation in today's world.

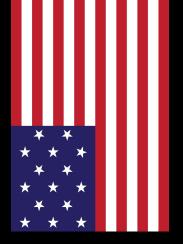


WHY?

Awareness

Censorship

Misinformation



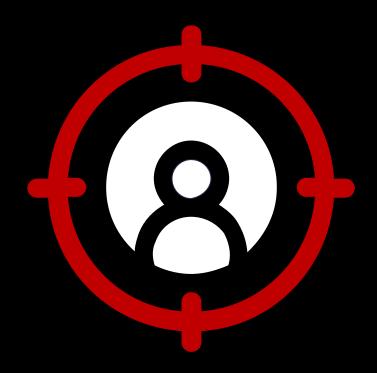






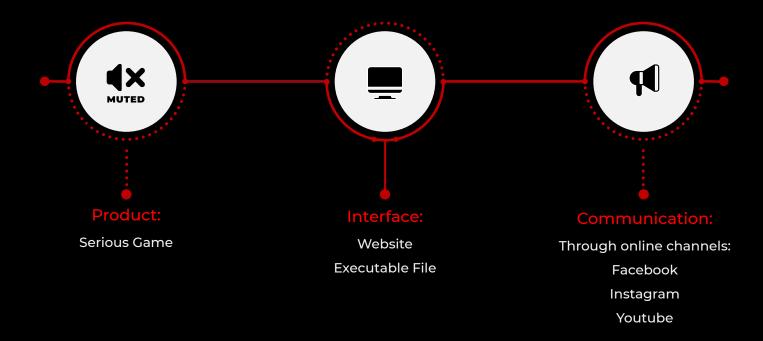
WHO?

Young Adults (ages 18 to 30) and everyone who questions what is true.





HOW?





UX?

The experience begins with the user being behind the eyes of a journalist, eager to seek the truth behind the recent commercial war between the United States and China.

