**Liberosis**: The desire to care less about things.

n. the desire to care less about things—to loosen your grip on your life, to stop glancing behind you every few steps, afraid that someone will snatch it from you before you reach the end zone—rather to hold your life loosely and playfully, like a volleyball, keeping it in the air, with only quick fleeting interventions, bouncing freely in the hands of trusted friends, always in play.

https://www.youtube.com/watch?v=011XyEYgjTo

https://vimeo.com/82132818

Potential themes:  
Idea: A man who is weighed down by responsibilities letting go and abandoning everything in order to have greater freedom. Could have this change be simulated in a change of art-style and/or from 3D to 2D.

Idea: Could have the first level repeat itself endlessly, with the exit to the "fun" (Liberated) part of the game available at all times, but the player's own stubbornness to finish the first level might prevent them from taking that way out. This would represent people stuck in dead-end jobs and unwilling to take the risk to remove themselves from that job.

Life Is Strange: Has a somewhat liberating feeling that any decision you make can be reversed and changed by you as the player. However, that freedom is taken away by the end of the first episode when your time travelling abilities are removed and you cannot save a girls life.