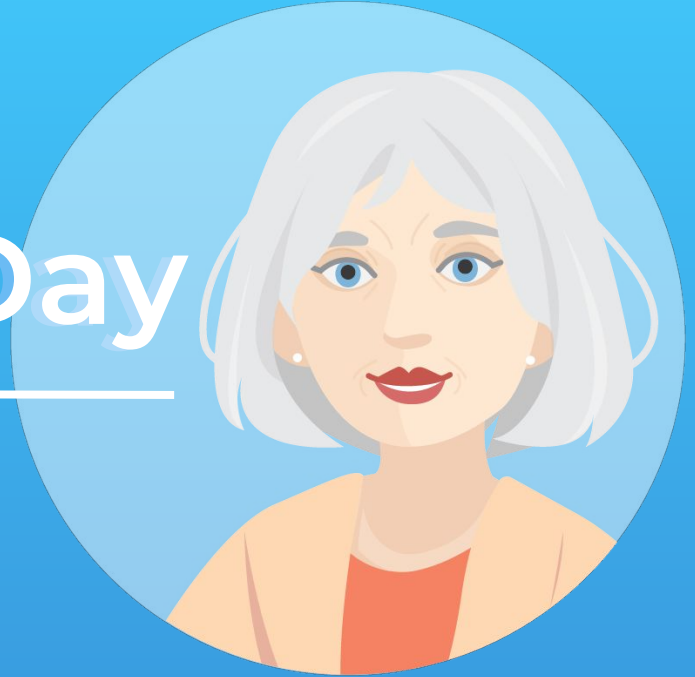


An Elder-nary Day

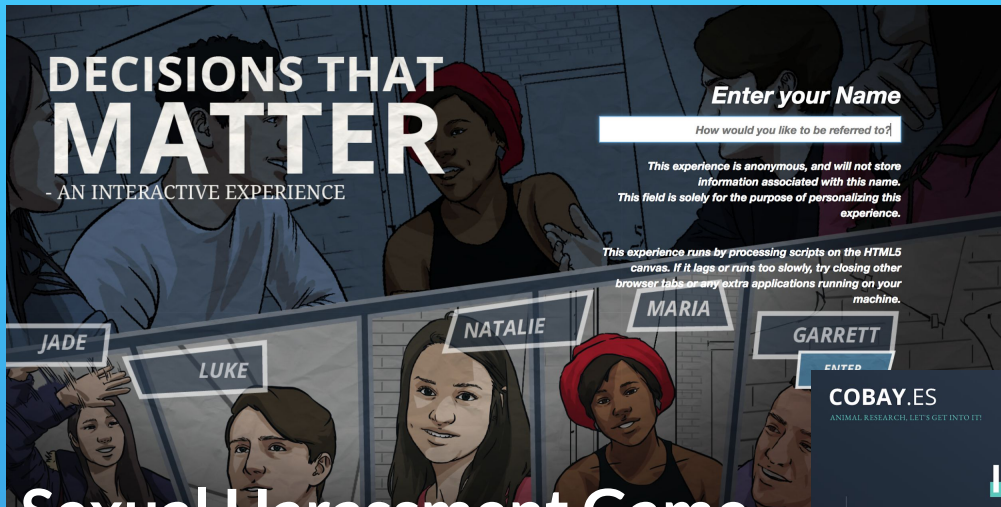
Annie Hu
DES 157
Final Project



0 About An Elder-nary Day

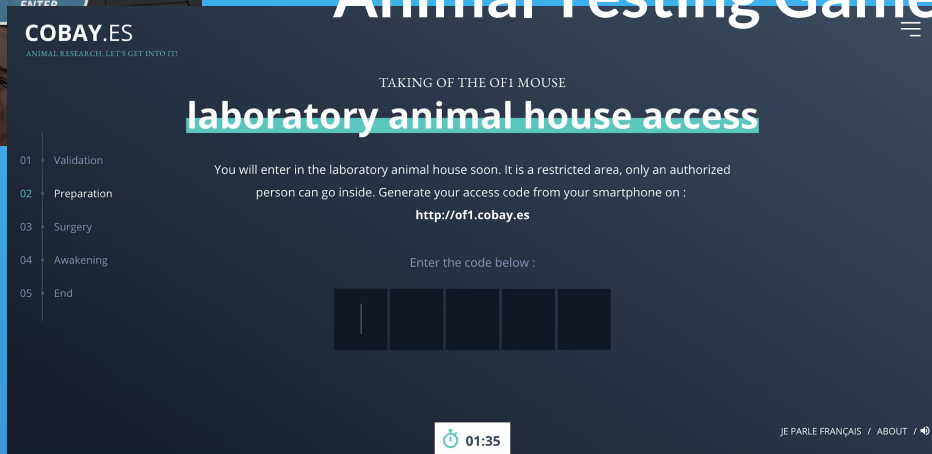
- Interactive story about the daily life of a typical elderly
- Aims to bring awareness to the mental health of those ages 65 and up
- Brings attention to an underrepresented yet massive population
- Think about the world in a different point of view

Comparative Research



Sexual Harassment Game

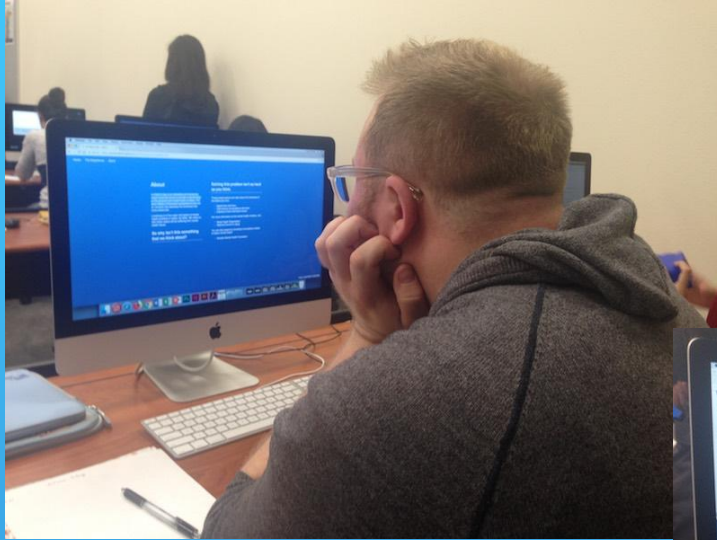
Animal Testing Game



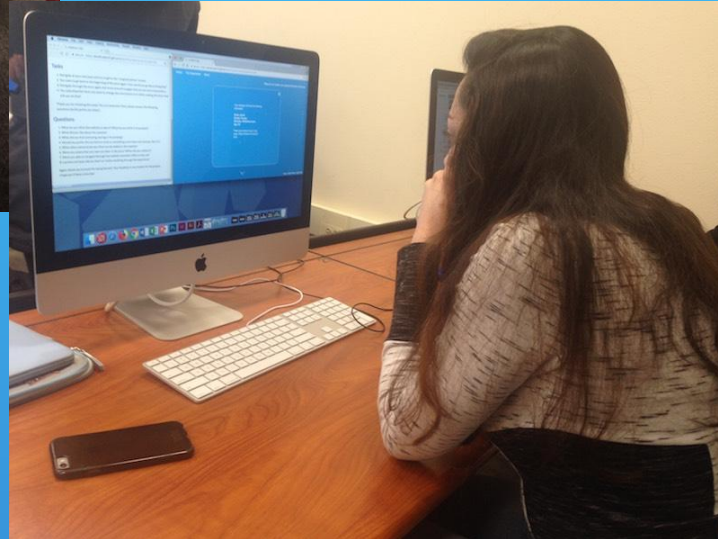
2



3 Audience Testing



- Remove unnecessary buttons
- Add more context
- Combine illustrative styles
- Maintain coherence



4 Final Product

