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DM 997X MS Thesis In Digital Media – Fall 2015

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Thesis Paper Outline

- I. Vita
- II. Acknowledgements
- III. Dedication
- IV. Abstract
- V. List of Figures
- VI. List of Tables
- 1. Introduction
 - 1. Thesis statement
- 2. The effect of religion on the reception of sex in the United States
 - 1. Sex in religion
 - 2. Religion and gender
 - 3. Religion in the United States
 - 4. Religion's effect on the modern media
 - 5. Religion's effect on sex education over the years

3. Sex education

- 1. Current state of sex education
- 2. How does a bad sex education impact people?
- 3. How does a good sex education impact people?

4. Sex positivity

1. What is sex positivity?

- 2. Why does sex positivity matter?
- 3. Benefits of sex
 - 1. Mental
 - 2. Physical
 - 3. Social

5. Educational games

- 1. The educational power of games
- 2. Educational games young people play
- 3. Competitive analysis of sex ed games

6. Creating a game to educate young people about sex

- 1. The game's target audience
 - 1. Why people in this age range?
 - 2. Why for mobile?
- 2. Building a curriculum for a sex-positive game
 - 1. Book research
 - 2. Curriculum research
 - 3. Sex education survey
 - 4. Synthesizing research
 - 5. Themes explored in the game
 - 1. Benefits of sex
 - 2. The sensual mind
 - 3. The sensual body
 - 4. Kinds of sex
 - 5. Consensual sex

6. Society

- 3. Building a narrative
 - 1. "Res-life"
 - 2. Excerpts of dialogue from the game
- 4. Designing the game
 - 1. Sketching
 - 2. Wireframing
 - 3. Prototyping
- 5. Programming the game
- 6. Usability testing
- 7. Exporting the game for app stores
- I. Results
- II. Conclusion
- III. Bibliography
- IV. Index