

The technology I created a narrative about is called the Subconscious Accessor, a tool that can access the subconscious and reveal underlying traumas or other issues, a process that usually takes months of therapy counseling, to improve diagnosis, speed up the therapy process, and serve as a faster and less expensive alternative to treating mental health. With this technology, it has the potential to affect lower to middle class communities without the time and or money for healthcare or psychiatric services by allowing them a more accessible means to treating their mental health needs. However, if this technology is marked as more of a high end product, it has the potential to raise its production but be more exclusive to upper class communities.

This project guides the user through several states that tell a story about this technology, in which the user is allowed to make decisions that affect several variables. The first are the success of the tech companies that make the technology and the overall socio economic equity in society. The mental wellness of three different players, each with different economic backgrounds, is also being tracked with each decision. There are five different outcomes that the user can create, each exploring the relationship between company commercial success and class inequality.

I chose a simplistic and clean design approach for this project. I really wanted the narrative to be the focal point of the work, so I put my time into appealing typefaces and clean typography. I also wanted a large emphasis to be on the fluctuating variables, as I found it most important that this project focuses on how a company at peak financial success can lead to the disenfranchisement of one or more particular communities. For this reason, I used a lot of the real estate inside the canvas for visualizing the variables going up and down inside of chart graphics. I wanted the visuals to feel soothing, clean, and polished so that they are easy to read and understand without too much distraction from the text. I tried to use a simple color palette to help illustrate sections of scenarios, decision making, and results for clarity and hover effects for straightforward user interface.