

DEMINDED

THIS GAME WAS
CREATED AS PART OF A
HKU SCHOOL
ASSIGNMENT

No. 0

68 september 1198

18 cents

DESIGN PILLARS

- Puzzle game
- PCA Dementia
- 60s



SIX MAKES SENSE

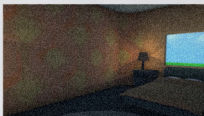
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THE CONCEPT

This game focuses on portraying the surreal experience of dementia in a heartfelt, delicate way. And also serves as a way to open the players' eyes as to how heartbreaking and life-changing dementia can be for people. The game follows our main character Mr. Perterson, an old man suffering from dementia. The players are unaware of this at first, and only find out when they finish the game.

SOUND

The sound in this game is three dimensional. There is feedback audio for both interaction with objects and walking around. Even the music has specifically been chosen to fit the 60s theme. We chose not to let the character speak until the end to create a more immersive experience where you feel like you are the actual character, because you'll have to repeat the lines yourself. This way, finding out the actual age of the character will become even more heartbreaking.



ABOUT

Posterior cortical atrophy (PCA) is a rare form of dementia. It's also known as Bálint or Benson syndrome. This disease affects visual abilities first. Someone suffering from PCA will not see or recognize objects or be able to keep them apart. They might also see colors different from what they are or might not be able to read, while they don't need glasses. In some cases, the patient will suffer from hallucinations.

90 per cents of patients suffering from PCA are diagnosed with Alzheimer's disease as well. For more information: contact the Dutch Alzheimer fund.