

FINAL PROJECT PROPOSAL

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ISSUE: The formal education system in America follows a dated curriculum that does not allow enough room for discussion about the present state of our world.

Specifically, I am talking about looking at the larger context of the global economy and global issues.

CONCEPT

AUDIENCE: Students in America ranging from elementary school to high school, although I believe some adults would be interested in this issue.

INTERVENTION: Taking a classic American board game, such as Life, and shifting the American perspective to a global one by re-designing it.



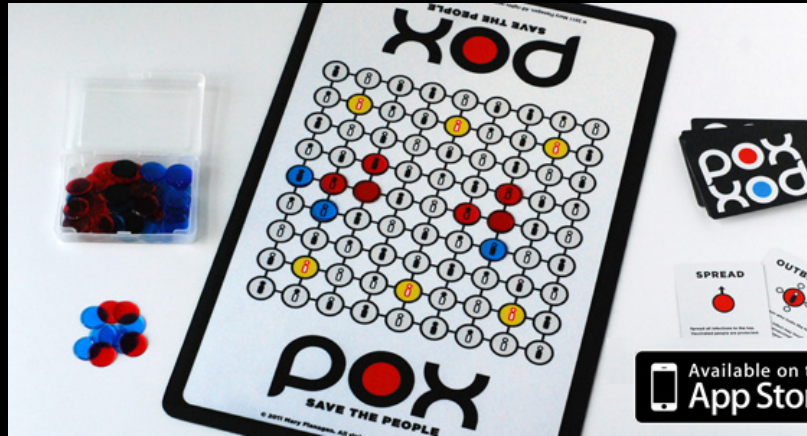
PRECEDENTS

Other games that serve an education purpose and are based around real-world issues

AYITI



POX



NIMBY

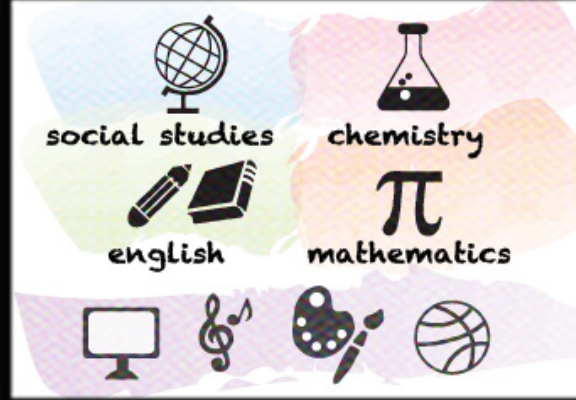


Gamesforchange.org

STORYBOARD



Most kids go to school



Formal education system



Formal education bubble



Intervention – global game



Awareness of current issues