



TIME: Feb 2022 - Jun 2022

TOOLS: Photoshop, Affinity Publisher, Miro

TASKS: Game Design, Art, Print

CONTEXT: 4th Semester Game Jam (Theme: Change)

TEAM: Hannah Kamal
Lilly Steger
Angelina Rademeier
Dalia El Hassan
Maja Abou Nasser
Jalil Daif



About the Game:

PAREYENOIA is a four player board game in which the players try to avoid being detected by the giant eye of the totalitarian surveillance state. Each player has a credit score that rises and falls depending on their behavior cards. Win by hoarding more credit points than your fellow citizens and be favored by the eye OR play by the rules just to escape the system.

Retrospective:

In this 3 week project time was of the essence. We were tasked to create a game that would discuss "change" be it political, ecological, social etc.. Early on we made the decision to create a board game and we started out strong by researching themes we would like to discuss in our game. I had fun going overboard with the behaviors, in making them sound ridiculous we poked fun at how surveillance states argue their disregard for privacy. I really liked crafting jokes, imaging thematically fitting scenarios and creating something with socio-political undertones that invites one to think about current issues while still staying lighthearted.

