



In Partial Fulfillment of the Requirements for
Barrett, the Honors College

Heather Harrenstein

Will defend her thesis + creative project

**The History and Practical Applications of Video Games as a
Medium for Dispersing Knowledge of and Generating Discussion
Around Sustainability**

Abstract

Games are prolific as an educational medium, and are able to tell a much richer story than pictures or words alone. This has led to the widespread phenomenon known as “gamification” in the educational and business sectors, as well as educational games. While gamification itself is very prolific, its application to sustainability issues has been somewhat limited. With the progression of technology and the high percentage of gamers within the population, the time is ripe for a paradigm shift.

Thursday, April 11, 2019
3:00 p.m.
Wrigley Hall, Room 401

Faculty, students, and the general public are invited.

Honors Thesis Committee:
Hanna Breetz
School of Sustainability – Associate Professor

Justin Selgrad
School of Computing, Informatics, and Decision Systems Engineering – Lecturer