

Student Game Showcase Donation

June 2022

The Fram Office of Applied Critical Thinking was proud to be a sponsor for The School of Interactive Games and Media's 2022 Student Game Showcase. The categories for the Showcase were *analog game design, excellence in audio, excellence in design, excellence in narrative, excellence in visual art, technical excellence, game impact, game experimental, biggest dreamers and grand prize*. Our office sponsored the *Game Impact* category

Game Design and Development students Emily Horton, Veronica Vitale, Gavriel Miles, Rye Ress, Savvy Blaum, Abby Cavalluzzi and Connie McGinnis, won *game impact* with their game, Boiling Over. Boiling Over depicts the real-world issues that transgender people face. Players play as Hazel, a part-time college student who is working as a barista to save up for a study abroad program.

<https://plushbunch.itch.io/boiling-over>

It was decided that the money donated to the winner of *Game Impact* would go to a charity in the name of the winning student/team. The team chose **Montgomery Pride United** as the organization for their charitable choice. *Montgomery Pride United* provides a safe space for LGBTQIA+ people and advocates for their rights in the Deep South. The center holds support groups, provides resources, and hosts community gatherings. [Read more about Montgomery Pride United.](#)

The Fram Office of Applied Critical Thinking made a donation to *Montgomery Pride United* in the amount of \$250 in the Boiling Over teammates names.