

## Information

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My blog:

<http://explorelostworlds.blogspot.com/>

Web Site:

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### Game Information

**Title:** Charlotte

**Release date:** 6/02/2016

**Official Release Trailer:** <https://youtu.be/C3yBuYzH5zo>

#### Download the game at:

Full version (NSFW)

<https://magicspellstudios.itch.io/charlotte>

Educational version (free, without 19th century erotica)

<https://magicspellstudios.itch.io/charlotte-educational-version>

**Genre:** Story exploration, walking simulator, narrative, horror

**Category:** serious/educational

Developed by: Bad Girl Games, Extinct Angel, MAGIC, RIT

**Sound:** <https://www.freesound.org/>

**Abstract:** Charlotte is an exploration/walking simulator game that allows players to explore the history and culture of 19th century women through the short story, The Yellow Wall-paper and the life of its author, Charlotte Perkins Gilman. Players are put in the role of a woman trapped by the rest cure for hysterical tendencies so that they may empathize with the character's feelings of powerlessness and frustration.

**For more detailed information, please see:**

Visualizing Women in Charlotte, a historical horror game

[http://www.gamasutra.com/blogs/ElizabethGoins/20161017/283397/Visualizing\\_Women\\_in\\_Charlotte\\_a\\_historical\\_horror\\_game.php](http://www.gamasutra.com/blogs/ElizabethGoins/20161017/283397/Visualizing_Women_in_Charlotte_a_historical_horror_game.php)

Background: I am an associate professor of Performing Arts and Visual Culture at Rochester Institute of Technology and my research focuses on game design.



Charlotte

