

Mendes, B. (2023). *Transforming trauma with games for social change*. Abstract from CUNY Games Conference, New York, United States.

This research explores and develops intersections between social change and games by examining ways in which social change may be propelled through creating and playing a game by persons that have experienced trauma. The framework touches upon game theory, digital and art games, and learning through play, which may bring self-directed learning. This game creation and play may assist development or acquisition of literacy skills like critical and reflective thinking, which may in turn bring signs of social change. Pilot study data analyses, which covered areas such as verbal or physical violence/abuse and gender equality, show tendencies toward social change that merit investigation for future research. This qualitative research utilizes case studies in communities from Portuguese Universities.