



# TRANSCENDENCE

## The Final Newsletter

Well everyone, we've reached the end of our journey together! It has been an enlightening and successful semester. We created a complete mobile experience that we hope will prove successful in teaching traumatized children how to understand their thoughts, feelings, and behaviors. Our client will be testing with 50 patients over the coming summer months and we look forward to the results of their study in August.

The process of creating our final product is a story in and of itself (as our newsletters have chronicled). Going from an interactive storybook to a full-fledged game in order to follow the fun, integrating education into gameplay design, narrowing our target age group... They were all major steps along our path to successfully achieving our project goals. Our final presentation today was the capstone on development.

Thank you to all readers who walked the path of discovery with us. We hope that even people who fall outside our target demographic will be able to play our game. Then they will think about their own personal understandings of thoughts, feelings, and behaviors, as well as how they can improve their outlook on negative daily life experiences. TF-CBT: Triangle of Life is our small contribution towards creating a better world.

Once again we are Team Transcendence, and this is goodbye!

