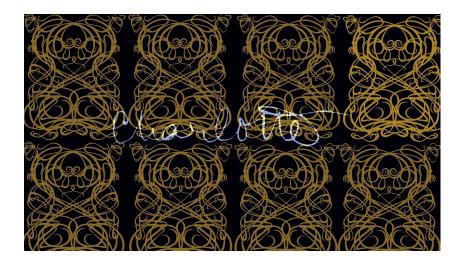## 4   CHARLOTTE
Elizabeth Goins

Elizabeth Goins
Exploration/Walking Simulator Game, 2016
https://www.extinctangel.com/games.html
PC, Headphones/Speakers, Mouse and Keyboard

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. "Charlotte" allows players to step back in time to late 19th century America. The setting, a mansion described in the short story The Yellow Wallpaper, is a metaphor for the mind of Charlotte Perkins-Gilman. Perkins-Gilman was an important American suffragist and the author of the story. Each room represents an aspect of Perkins-Gilman life and contains ephemera that describe the influences surrounding her at the time. There are two timelines in the game: the narrative timeline of the fictional story arc of The Yellow Wall-paper and the narrative of Charlotte's life which is frozen in time, a memory palace