

# **SenseU**

## **THESIS**

**Submitted in Partial Fulfillment of  
the Requirements for  
the Degree of**

**MASTER OF SCIENCE  
(Integrated Digital Media)**

**at the  
NEW YORK UNIVERSITY POLYTECHNIC SCHOOL  
OF ENGINEERING**

**by  
Catherine Louise Small**

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# Title page

Similar to the Cover Page above except that it includes the signatures both the thesis or project advisor as well as the department head. On the lower left hand section of the title page you should also include the “Copy No. \_\_\_\_\_:” section (this is for numbering the copies of the bound documents from 1 to 4) and right below include your University ID number. You are required to submit four (4) bound copies of your thesis or project report. The date appearing on the cover page should be the month and year of the expected degree award date and not the completion date of the work. Standard format for the cover page is shown in Figure 2.

# Vita page

Catherine “Catt” Small was born on December 28, 1989 in the Bronx, NY. She began coding at the age of 10 and designing at the age of 15. She graduated from the Fiorello H. LaGuardia High School of Music and Art and Performing Arts as a Fine Arts major in 2007. In 2011, she graduated from SVA with a BFA in Graphic Design in 2011. With a design career spanning over ten years, she has done design work for companies of all sizes including Bedrocket, NASDAQ OMX, and Scholastic. She is currently working as a Product Designer at SoundCloud. Catt’s work has been covered by many publications including BuzzFeed, Black Enterprise, and The Mary Sue. She has spoken at schools and events across the country, including TEDxFoggyBottom.

# Acknowledgements

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Finally, I would like to thank my parents, Kenneth Small and Patricia Cooper-Small, for raising me to be the person I am today and continuing to support me.

# Dedication

To my incredible fiancé, Whitman Lawrence Scholz, as well as my loving parents, Kenneth Small and Patricia Cooper-Small, for supporting me at the best and worst of times.

# Abstract

The purpose of this project is to improve sex education for young American adults. Although sexual activity has many benefits, many people in America think of sex as a negative activity. There is a dearth of information about sex in many American schools. Many people seek sex education via the internet. However, online information varies widely. SenseU, a game in which players act as a resident assistant in college, will help young adults learn about sex. Resident assistants in America often resolve interpersonal conflicts between college students. The game features 11 characters with conflicts related to issues such as sex, gender, sexuality, and consent.

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# Bibliography

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