

Abstract:

Obsessive-compulsive disorder (OCD) is one of the most prevalent psychiatric disorders in the world. Its symptoms are highly heterogeneous, so that each person can experience it differently. However, the unpleasant feelings connected to the disorder are common for everyone. This thesis aims to educate a broader audience about OCD through a series of mini-games. These games try to simulate symptoms related to numbers and symmetry, which is one of the symptomatic dimensions of this disorder. They also try to induce negative feelings (such as anxiety) associated with it to explain the topic further.