

Appendix E - UNIVERSITY HONORS PROGRAM  
SENIOR PROJECT - APPROVAL

Name: Susannah Finley

College: Arts & Sciences Department: Art

Faculty Mentor: Sarah Lowe

PROJECT TITLE: \_\_\_\_\_

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I have reviewed this completed senior honors thesis with this student and certify that it is a project commensurate with honors level undergraduate research in this field.

Signed:  Faculty Mentor

Date: 12.2.03

General Assessment - please provide a short paragraph that highlights the most significant features of the project.

Comments (Optional):

The project, a board game that conveys the experience of homelessness to high school students, required the development of a personal relationship with those who provide services to Knoxville's poor and homeless. Susannah came into contact with the Knoxville Coalition for the Homeless early in the project. She was so impressed that she later joined their Advocacy Committee and designed two logos pro bono for the Coalition's permanent use. The project itself is intended for use in schools, churches, and community organizations nation-wide and as such was streamlined for low cost, easy travel and expected wear and tear. Each player takes the part of a character in the game. Each character has a past history and encounters a series of events that may or may not plunge the character into homelessness. Each player is given pieces representing a job, transportation, and a savings account. These come into jeopardy during play and cause the players to become emotionally invested in the outcome. The project is intended to create greater feelings of empathy towards the poor.