Synopsis

LIVE MY LIFE AND LEARN IF YOUR CHOICES ARE SIMILAR TO MINE

My daily life brutally collapsed the day Marie, my wife, took her own life.

The violence of the death led to a forensic investigation, to reporters pushing doubt on the nature of what happened... and even though Marie suffered from bipolar disorder, the demons of remorse of our fresh break-up started to show up.

To try to get a grasp of why Marie gave up on life, I keep remembering our life together, the choices I made. It is a necessary evil to find the right words to Théo's questions, our 5 year-old boy, in order to help him to cope with his mother's loss.

Both a visual novel and an adventure game, *Lie in My Heart* is the exploration of a family tragedy and of the autobiographical possibilities of videogames. The game relies on the concept of « expressive games »: play experiences that give players the opportunity to take someone's place in order to explore personal psychological and social issues, as well as moral and ethical dilemmas and their consequences. This concept is the result of several years of research carried out by game designer and researcher Sébastien Genvo

- A narrative, interactive and artistic experience that redefines one's conception of "what a game is"

- This game includes sensitive and moving topics inspired by daily life and real events

- It is both easy to play and deep in its content, and the game's mechanics create high replay value

- Beyond its personal story, *Lie In My Heart* illustrates universal topics such as losing a loved one, coping with mental illness, and helping a child to deal with death

- Inspired in its visuals and soundtrack by strong cinematographic and musical works (such as David Lynch's universe, Steven Wilson's music and the band Tool)

The game's author

Game designer at Ubisoft between 2001 and 2002 (he worked on the game *XIII*), Sébastien Genvo is a Professor at the University of Lorraine and the first one to have defended a PhD on videogames in France (2006). He is currently the manager of the Expressive Gamelab, dedicated to the study of videogames as an expressive medium. In 2011 he designed the free indie game *Keys of a Gamespace* (KOAG), his first experimentation on the notion of expressive game and one of the first game to explore the question of autobiography through videogame.

Released in French, English and Portuguese, KOAG received many praises from critics, being called "one of the best 12 Free Games of 2011" by the British newspaper *The Telegraph* that described the game as "intriguing and, at times, profoundly moving, this is an impressive piece of work." According to *PC Gamer* KOAG was "an incredibly engaging, gorgeously presented and confidently delivered game".

Keys of a gamespace, 2011

Arts, game design and programming : Sébastien Genvo

Soundtrack : David Dupuy & Sébastien Genvo

Contact : expressivegamestudio@gmail.com

Estimated game duration: 1h30 + multiple playtroughs

Game available in French, English, Italian and Portuguese

@expressivegame

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« *A game that will make you live a deep and authentic experience* »

Release date : October 4th, 2019
on Steam
(PC & Mac)

STEAM®

A game edited by Cogaming Rising

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COGAMING RISING is the Publishing part of the Cogaming group.

Cogaming Rising, created in 2019, aims to promote independent video games. We support developers to highlight and communicate about their games.

The first game published by Cogaming Rising is *Lie In My Heart*, a visual novel developed by Expressive Gamestudio.

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