Graphic Design Showcase

2026

CONTINUUM by bold



NUR AMIRANI ZULFIQAH BINTI THOUPIL

Nolihuai: Poverty And Food Struggles Awareness In Sabah

This project focuses on the design and development of an interactive Visual Novel aimed at exposing the reality of poverty and food insecurity in Sabah in a meaningful and engaging way. The game introduces players to the daily struggles of a low-income family through hands-on mechanics and engaging storyline. Designed with a slice-of-life adventure theme, Nolihuai encourages players to actively participate while experiencing the systemic link between poverty and hunger.

The design aims to enhance public understanding of SDG 1 (No Poverty) and SDG 2 (Zero Hunger), while also building empathy and critical thinking. By combining gameplay and real-world issues, this project creates an immersive learning experience that fosters awareness and inspires action toward social change in Sabah.

