

## **Folio 1 - Advanced Play Design**

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### **Rationale**

Throughout this collection, I have experimented with various forms of play, in order to build aspects and mechanics into my Studio practice. Overall, this collection has helped me set the basis for the gameplay, as well as the setting and concept for my game, which is a Pet Game in which the users need to interact with a character in order to make it express different emotions and reactions.

Each form of play served directly to inform my practice, and I used the concepts seen on class to build upon each aspect of the project, all of this is detailed as follows.

### **Play and Observation**

Using observation to produce a self-portrait, I decided to make a footage of mobile captures I've taken during my stay in Australia, and some of the places I saw in airports. Reminiscing these moments, made me feel nostalgia, which is why I decided to apply a filter and add a tune that would convey this sensation.

The playful aspect of this footage resides in the fact, that it is subject to interpretation, the audience may find themselves questioning if the footage makes any sense, or where this footage was captured in. Linking this exercise to my studio practice, it was a first approach towards representing an emotional state through visual media.

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### **Play and Tinkering**

With tinkering, I ended up creating an endless feeding game, the aim was to create a simple mechanic that would showcase shifting of shape in the character.

This practice helped in shape my Studio project, due to the nature of the shifting character, and the reactions it obtains while interacting with different objects.

With this response, it is my intention to evoke play by making the user wonder how differently will the character react each time. Eventhough it was a very basic idea, this mechanic permeates throughout my Studio 2 practice.

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### **Play and Materiality**

With this exercise, I intended to portray the idea I had in CPS, in which I made objects interact with the real world in unexpected ways. At the same time, I used the concept of Playful Materiality to merge the real world, with the world of animation. This is why I decided to use the setting of a windy storm, and place a lantern that sways due to the ferocious wind. This product served to illustrate this mechanic, in the end I wasn't able to implement this mechanic due to a lack of coding skills. But it served to reflect on ideas and possibilities.

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## **Play and Place**

I used this space to develop the place where my character would revolve in, which had already been established in my CPS exercise. I linked my previous iterations and decided I would design a stage that could adapt to a mobile screen, in order to allow touch interaction with the character. I simply designed a lantern and added a rough doodle of the character that moves around. This is key in helping me visualize where my project is headed.

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## **Play and Objects**

For this task, I combined what I did for the Tinkering, Materiality and Place exercises. And integrated it into the stage, in which objects interact with the character to produce different reactions. The stage also shifts slightly, depending on the character's movement. This is a closer approach towards the game I have in mind, although it also helps me realise I need to add other kinds of goals and triggers in order to make the game feel more complete. In most recent feedback, I've considered reducing the scope of the reactions and emotions I am representing.

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## **Conclusion**

For the next half of the semester, I will use my findings to build upon more specific aspects of my game. Now that I have set the basis for my game and have a clearer picture of what I am going to do, I hope to relate future ideas in a more efficient manner.