STUDIO 2: MINOR PROJECT PITCH

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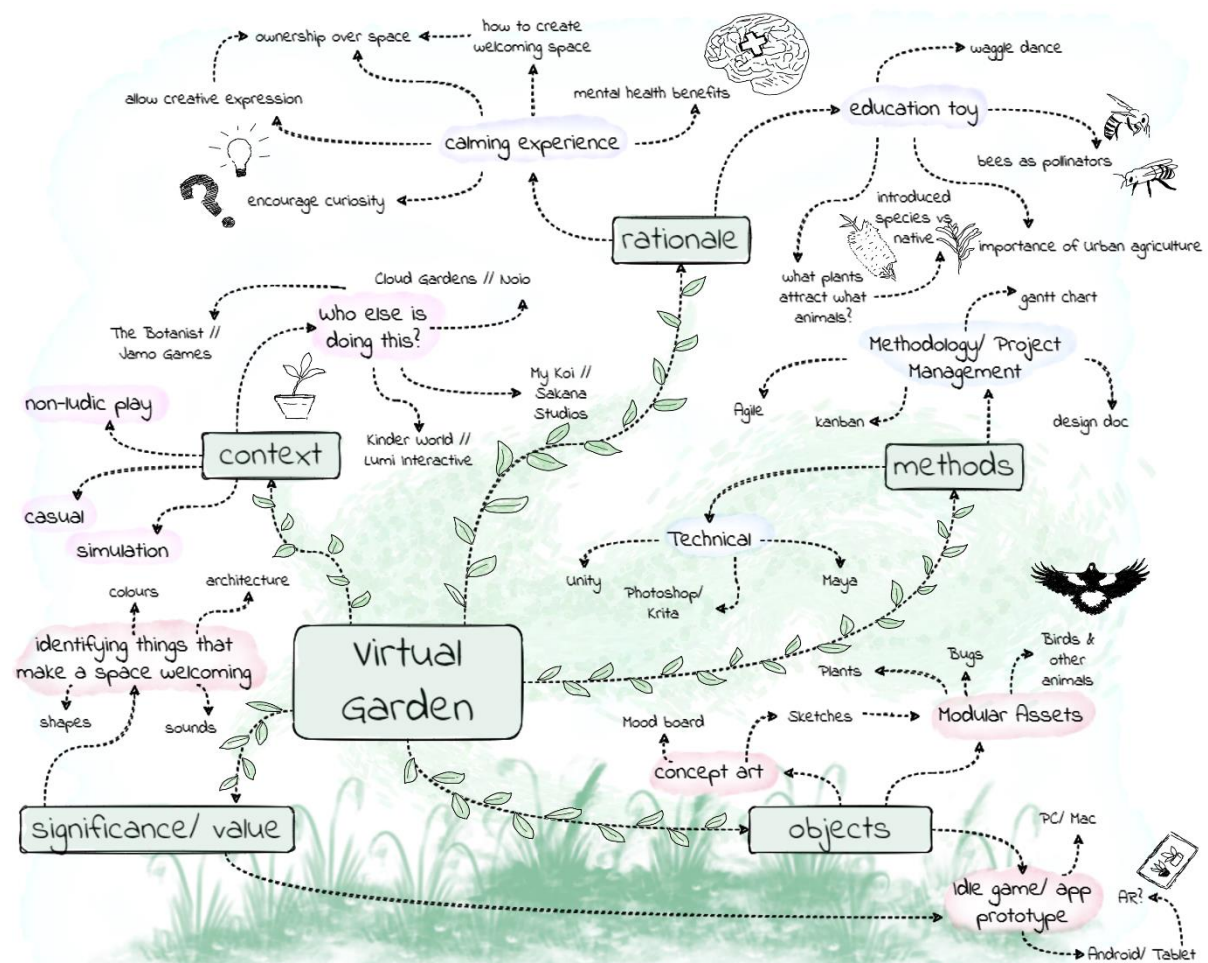Hayley wilson / MAGI Studio 2 / 2021

For this project I intend to create a virtual slice and production documentation for an augmented reality Android application that primarily explores the idea of creating welcoming spaces. As people find themselves spending more time inside, I want to provide an opportunity for them to bring the outside in. This will also facilitate players to have ownership over a space and hopefully inspire creativity. I also want to experiment with creating paidiac rather than ludic experiences.

The game/ app would use a set of physical cards that when placed and scanned by the user's device creates 3D assets of various plants. These can be viewed alone but will also work as tiles that when placed in conjunction with each other produce different effects. This way a user can create new and interesting spaces with a modular set of cards.

CONTEXT

I was inspired to create this by games such as Cloud Gardens (2020) where a player changes the environment by placing various plants that interact to create a garden. The difference will be that with this project, there is no set objective to cover an entire space and players will be encouraged to place things however they prefer.

Figure 1 Screen capture from Cloud Gardens

Other influences in regards to technology have been taken from creative practitioners such as Marc - O – Matic and the work they created for Melbourne International Games Week and the recent installation Flinders Quarter Augmented Art Walk by various artists.

Kinder World (2021) is an in development project by Lumi Interactive that is also using plants as a way of creating cozy spaces. Their focus is to maintain a singular houseplant and has a social component where users practice acts of gratitude which then nurtures the plant.

Figure 2 Screenshot of Kinder World

Figure 3 Kinder World key art

METHOD

User testing will be very important for this project to ensure that the technology used is easily understood, performs as intended and the intention comes across. This will require me to survey a range of users with various levels of computer literacy and backgrounds.

Identifying what makes a space inviting will also be something that requires testing and research. What colours, shapes and sounds produce the desired emotions? How can these be used in a beneficial way? As part of this project, I hope to further develop my programming and game art skills.

PRODUCTION

This will be achieved by working within Unity, Vuphoria, Maya and Krita/ Photoshop to create the required assets for the project. I will create a basic prototype with placeholder assets and begin user testing as early as possible. Documentation outlining timelines will also be produced within the first few weeks.

The 3D models will be modular, and low poly so that I am able to have a wide variety of combinations without requiring an extensive asset list. Concept art will also be produced within the first two to three weeks to give direction and help create a cohesive design.

REFERENCES

Cloud Gardens 2020. PC [Game]. Noio.

Figure 1 https://re-actor.net/wp-content/uploads/2020/09/Cloud-Gardens-678x381.jpg

Kinder World 2021. Android, iOS[Game]. Lumi Interactive

Figure 2 https://lumiinteractive.com/wp-content/uploads/2021/02/android-kinder-world-home.png

Figure 3 https://i2.wp.com/lumiinteractive.com/wp-content/uploads/2021/03/kinder-world_key-art-01.png?fit=1182%2C801