ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
CREATIVE CALL

1. Title

Untitled *for now

2. Organizers and presenters' names and affiliations

Anh Lam – UC Davis, Design major

3. URL of the demo website or video

9hours.github.io/des157 *
*please refer back for more updates
*please refer to links under PROJECT

4. Abstract (ready for diffusion). 200 words maximum.

I imagine this project as a small, introspective game about taking care of a robot and teaching it how to be human. This is an exploration and exercise of what I find difficult to believe in: humanity. What better way to examine humanity than having to take care of something that is not alive in the first place?

5. General description of the Project

The Game.
Taking care of a robot and teaching it how to be human. You can name the robot (or not). You can give the robot gifts. You can ask the robot how it's doing. The robot can perform different tasks and ask questions that you will have to provide the answers to (this might be difficult to code for).

What are the game mechanics?
I haven't hashed out what exactly I want yet, but I'm thinking of using the mouse (click and drag the robot) and the WASD keys to move the robot itself around.

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

I believe the content fits into ISEA because it's an exanimation of the relationship between technology, art,

and human. Yeah.

7. Biographies of the Author(s).

I'm a tired 4th year student majoring in Design at UC Davis.