Thesis Dialogue Narrative

NPC=N, Player=P  
\*Some grammar mistakes in the player’s line are intended because they are displayed in the buttons that make the choice. The display of the word counts is limited by buttons.

\*Colors imply significance and mood when dialogue is talking about self-harm related facts.

\*Orange: Warning (Negative), Green: Safe/Hope (Positive), Red: Danger (Negative), Blue: Calm/Expectation (Positive)

\* Words bolded are the symbolization of the self-harm facts and element.

Day 1 (Part 1)

N: Help!! Somebody help me get rid of this **monster**!!

(Mission: Fight Monster)

P: You are **safe** now!

N: I don't know who you are, but thanks for saving me from that **monster**.

I don't know when it started to appear, it just keeps chasing me wherever I go, even in my **dreams**.

It became my **nightmare**, and it drives me nuts.

P: Who are you?

N: **Who** am...I? I can't remember, but you can call me whatever you want.

(Hint: Press t to open the dialogue.

Use this command to rename NPC

/tag @e[type=NPC] add [Name])

(Mission: rename NPC)

P: How about…

(Button: confirm name)

N: Cool!

P: Why are you here?

N: I just woke up one day, and I found I was in **this world** already.

I spent lots of days and nights here, but I couldn't find a way out.

I feel so **cold and lonely**, and suddenly you appeared!

You are the first person I saw; you must be the one to save me from here!!

P: Am I…? How?

N: You need to find a place to **hide** from those monsters first.

Get yourself a **house**. Mine is there.

P: Ok

(Mission: pick house location with add-on)

N: Do you like it here?

Here seems a good choice.

P: Yes, here (continue dialogue)/Other place (close dialogue)

N: Make sure you can sleep and cook.

(Hint: open inventory, check materials needed to craft a bed and cook)

(Mission: decorating house)

P: On my way (close dialogue)/I’m done (dialogue continue)

N: Lovely!

Now, take a photo of your house and the trees around.

(Hint: Take a screenshot with your position, your house, and trees that make you feel comfortable. Keep it in your device storage.)

P: Love the pic (set time to sunset)/**Come in visit?** (Set the time to midnight. Dialogue continues)

N: **…No**

P: Okay…

Day 2 (Part 2)

N: Morning.

P: What you doing?

N: I’m collecting material to craft a **controller**. Would you please bring me 10 (material)? They are in the woods next to the (specific location needed).

(Mission: collect material)

P: On my way (close dialogue)/Here you go (continue dialogue)

N: Thank you. Now I have got everything I need, but I’m not sure how much I need exactly /the order to put them in.

Would you please help me to test it out?

(Hint: Press E to open Inventory; craft tab is on the right.)

P: Let me try (dialogue close)/ Sorry, I have no clue (Dialogue continues)

(Mission: Try putting these materials in different orders.)

N: I can’t either…How come?! I remember that piece of note says this way. (starts to cry)

I want to leave here! Please, let me get out of here!

P: Do **you think** I am **unable** to figure this out? The key out of this world is on a random note?!

N: **NO**! I **never** thought of you in this way. That note is from the former owner of my house. He wrote that he left this world by crafting this **controller**. Why don’t you trust me? Why am I in this world? I’ve never committed a crime, but I feel like I am **trapped** or in jail. Actually, this place feels worse than jail. I live in **hopelessness** every day; not even for a moment can I escape from it. My feelings and emotions of the brightness are fading away! I’m dying in this world, only this **fire** reminds me I’m still alive! I don’t want to talk to the cookware or the door anymore because they are not real. **I need help**. (emotion falling apart, shows in fire coming out burning everything done)

P: **I need to get you out of here!!**

N: Trust me! Please trust me that the note will work. Please help me escape from this world!

P: Let’s go!  
(Mission: take NPC to the waterfall)

(Fire transformed to black stuff)

N: …

P: Are you OK now?

N: I am better. I am sorry if I hurt you. I didn’t mean to.

P: You **hurt** worse than me. How come?

N: I don’t know. I can’t …**control** the **fire**. When I feel sad, alone, scared, or trapped, I end up **hurting myself**. I don’t really want to be like this, I don’t want you to discover this and ~~being~~ be ~~scared~~ afraid of me, but I~~’m~~ also expect~~ing~~ this to happen again ~~somehow~~.

P: I **believe** in you.

N: But I don’t even believe in myself. And I worry I will disappoint you.

P: Let’s try the craft again. We will escape from here.

(A moment later…)

N: I made it!! It was the exact same order and materials. Why did I succeed this time?

P: **Trust and support.**

N: Yes, the only difference is you! You’re now believing in me. We stood together and overcame the fire together. You **listened** to me and **understood** me. This was the key to success.

P: What is this **black stuff**?

N: Look at the flowers! The fire burned everything down, but this flower stays and grows. The fire and black stuff might help the flower to grow even better.

P: Cool, do you want to come visit my house now?

N: Yes, I think I’m ready. I’ll come later.

P: Waiting for you~

(moment later)

N: Hey! Look at the flowers. I put the **firetilizer**- fire fertilizer- the black stuff on the flower. It became the most beautiful flower I’ve ever seen. So, I bring this as a “Thank you” gift for you!

P: You’re welcome. What are your future plans?

N: I want to open a flower shop to sell this gorgeous flower. I just found out that my fire has something good. I can now use the controller to transform it into the “firetilizer” before it spreads and causes harm to me and those around me. Would you please help me with this business?

P: Absolutely! ***Welcome back***!

N: By the way, I’m Phoenix. You can call me Phyn.

**References**

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