

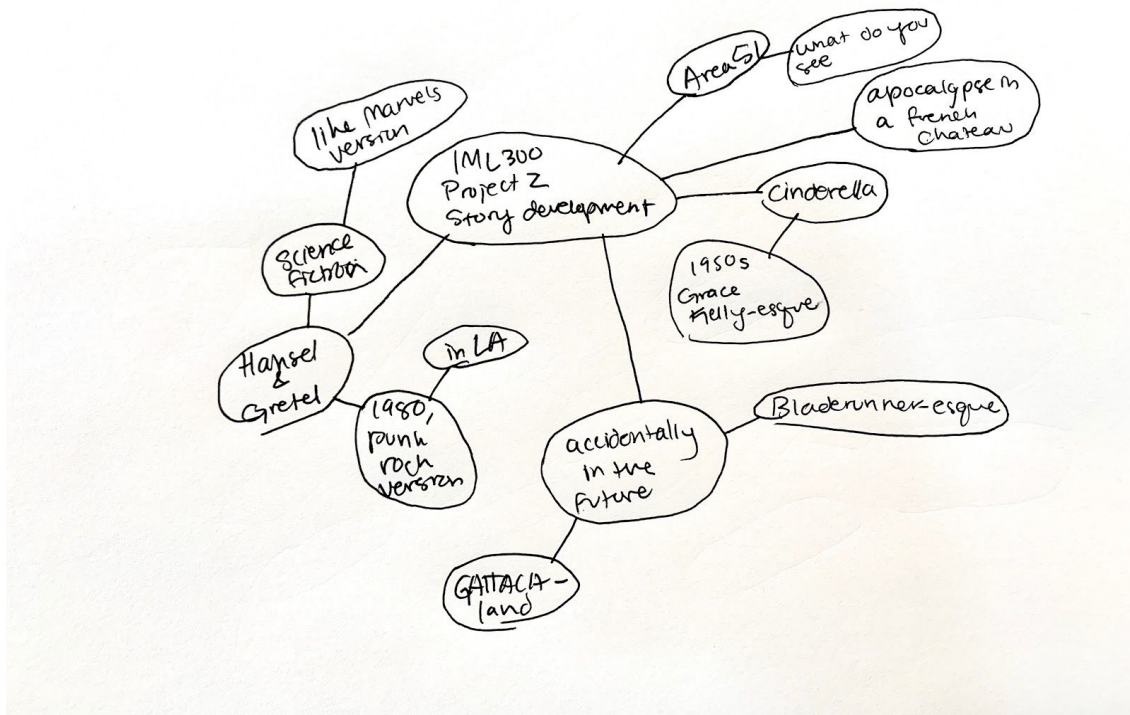
Goals:

Create a relevant and interesting story that uses famous stories as an allegory to project our current world situation.

Characteristics:

Incorporates current issues (access to resources, climate change, oases playing into the socioeconomics, and confidentiality between economic wealth statuses) to be evaluated using commonly known fairytales.

Script or Diagram of Narrative:



Hansel & Gretel

- famine in Medieval Germany
- father leaves them in the Woods
- they use bread crumbs to find Their way back home
- they see a house made of Breads, cakes & sugar
- a witch invites them in, Offering a meal
- she traps them in the house & forces them to do chores
- one day, Gretel agrees to light The oven so the witch can eat
- Witch asks Hansel to hop in The oven to make sure it is Warm enough to bake bread
- Hansel pretends not to Understand and so the witch Gets in the oven to Demonstrate
- Gretel locks the witch in the Oven and get her brother
- the two find jewels and Treasure, which they take
- they find their way back home, Finding that their stepmother, Whose idea it was to get rid Of the siblings in face of Starvation, has died
- they live happily ever after With their father off of the Witch's wealth

My Story

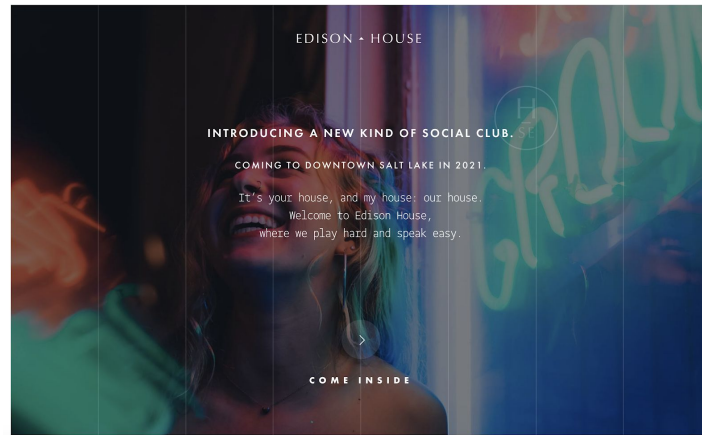
- the world is dying due to climate Change
- protagonists go to an "Eco-Oasis" Where people have been saving Seeds and there are resources to Live
- they must stay here in order to Confirm confidentiality
- dystopic issues: who gets seeds/ Land, agism, racism issues, access To resources, humanism and robots, Distribution of water, like colonialism As it is har to establish yourself
- characters are placed into servitude, (Think English showing up to Jamestown, or Grapes of Wrath, or Indentured like Hansel & Gretel)
- How they get out of servitude: Either patrons sponsor their Existence, they discover a new seed, Or they flee the new society and Help form a commune/cult (think Handmaid's Tale)
- “Happily Ever After”: live off of Profits from the discovery of the New seed, live happily in new Commune/cult, or they live off of The sponsorship by the patron

Inspirational Artwork:



Inspiration Websites: Four examples of Websites as Inspiration:

The Edison House, Salt Lake City, UT



<https://edisonhouseslc.com/>

- Concept
 - Informational site about a new club based in Salt Lake City where members can engage with other people, and generally live their lives around others.
- What you like about the site/ why
 - I like the interactivity of this site, and how they have a breakdown of the club's facility and what can be found on both levels or in each room. Also, there is a strong use of direction from the introductory page to the home page.

Rouser Lab



<https://www.rouserlab.com/>

- Concept
 - This website is created to educate people on climate change.
- What you like about the site/ why
 - I like the interactive design of the website- how the bubble grows as one scrolls down, and how it bursts at the bottom. Also, the visuals are nice, contemporary, and evoking.

Greta Thunberg Website



<https://theyearofgreta.com/>

- Concept
 - This website is created to voice Greta's purpose in the international community, and show efforts she has made in face of the worsening environment.
- What you like about the site/ why
 - I like how this website reimagines the interactivity a user can have with a timeline. Also, while the purpose is empowering and much-needed, I also like the 3D modeling incorporated into the visuals of the website.

Illuminating Radioactivity



<https://illuminating-radioactivity.com/>

- Concept
 - This website creates a narrative about radioactivity.
- What you like about the site/ why
 - I like how the website is organized in a narrative format but also educates the user about radioactivity. Visually, I think the vintage collage looks nice and can become a source of inspiration, as well.

Concept (1-2 paragraphs) –

Who is your target audience? What do you hope to convey about yourself and/or your work with this site? What will be the key elements and concepts behind the experience of your site? How will you leverage the medium of the web?

- Target audience
 - For everyone bored in terms of the coronavirus and indoors currently
- What do you hope to convey about your work?
 - I hope to convey strong visuals and a strong flow between page or aspect of the story
- What do you hope to convey?
 - I hope to convey an interesting and engaging story that evaluates the future and possible issues
- What will be key elements/ concepts behind experience?
 - Information alongside ways for users to design their own narrative
 - Interactive map
 - Maybe some visual that is consistent between each page
 - Base information off of food computers and the seed dispensaries
- How will you leverage the medium of the web?