

Overnight

Darren Law

University of California, Davis
dalaw@ucdavis.edu, darrenlaw.github.io/ex1

Abstract

Today's gaming culture includes 3D graphics, realistic environments, intense combat, and incredible art. Art even brings players in before the actual gameplay. But with art taking a backseat during actual gameplay, players are left with the impact in the back of their minds. I propose my browser game, *Overnight*, as an attempt to bridge that world.

Overnight

I will be incorporating a popular genre of gaming (horror), and incorporating a somewhat educational approach that brings together the intensity of playing a horror game, and the process in which one creates art. Horror games usually involve the human psyche, in other words, they make people think, make them wonder which is the same as art, an expression of one's self. I plan on combining that sort of intensity with a game that teaches the player traditional techniques of creating art. This may sound weird, but the idea is to create a place where the player's mind is focused on the art. Studies have shown that immersive games were proven to teach material better than games designated as "educational" games. The art is part of the gameplay. Of course, gameplay will be just as important as the art, as games today have gained massive recognition for gameplay despite "primitive" or "simple" art.

Synopsis

A brief synopsis of the game: Something happens to the player's father, something that's changed him. The player's is dropped off in the middle of the night to spend the weekend with their father, but something's not right. It becomes their job to figure out what's happened to their dad. What's responsible? Who is? Delve into the mind of an artist.

It's still a work in progress, but the idea is simple. Explore the house, find clues, and solve the mystery.

The Process

I plan on using HTML/CSS/Javascript to make this game into reality. The player will get a first hand look at different techniques of creating art such as stippling, crosshatching, smudging, as well as painting, printing,

and other techniques. It's to get the viewer to understand what happens/how art is created. It seems like a lot of learning, but if the gameplay and story are interesting, the player will want to play.

References

1. J. P. Gee, "What Would a State of the Art Instructional Video Game Look Like?" *Innovate: Journal of Online Education*, Vol. 1, accessed January 21, 2016, <http://nsuworks.nova.edu/cgi/viewcontent.cgi?article=1164&context=innovate>
2. Shawn C. Green, "The Relationship Between Online Video Game Involvement and Gaming-Related Friendships Among Emotionally Sensitive Individuals," *Policy Insights from the Behavioral and Brain Sciences*, accessed January 21, 2016, https://www.researchgate.net/publication/261066479_The_Relationship_Between_Online_Video_Game_Involvement_and_Gaming-Related_Friendships_Among_Emotionally_Sensitive_Individuals
3. Valerie J. Shute and Matthew Ventura and Fengfeng Ke, "The Power of Play: The Effects of Portal 2 and Lumosity on Cognitive and Noncognitive Skills," *Computers & Education*, Vol. 80, accessed January 21, 2016, <http://www.sciencedirect.com/science/article/pii/S0360131514001869>