<http://aws-website-mediaauthoringprojectone-7lsd9.s3-website-us-east-1.amazonaws.com/>

*If this link stops working for any reason, all web files are available for download here:* <https://github.com/HenryHolloway/MediaAuthoringProject1>

*Simply group all files in the same directory and open “index.html” to begin the program.*

When tasked with telling a story through a non-linear narrative, quite a few ideas came to mind. I explored different ideas that would allow users to affect the outcome of the story. This eventually led to the idea of using a command line interface to let the user find their own story. Written from scratch in Javascript, HTML and CSS, I sought to answer the question: given access to someone’s terminal with no context, what could you learn?

You can see every file, but you can’t open pictures or videos, only text files. Still, this presents enough information that the user can learn what they want, and create their own story about the computer’s owner. There is a certain thrill that comes with the curiosity of having unfettered access to someone’s computer. However, without the ability to do anything malicious, the information that can be learned is often something you could learn by having a conversation with the PC’s owner. In this case, you explore the environment of Ryan DeLorge.

There are various threads you can pull; if you find his journal entries, which lead up to an encounter with someone he used to know. However, that story ultimately ends in disappointment as the details are lost due to data corruption. Somewhere, there exists a hidden directory, but in the realm of “weird things you could find on someone’s computer”, the contents are not all that strange.

This art project also seeks to have the user question their identity. Who are you, in Ryan’s life? Are you hacker? Did you find access to his computer on an insecure website? Do you know him and real life, and are taking a cursory look through his files before he comes back to his desk? These are questions the user must discover and answer for themselves.

This was a very interesting medium for storytelling. Although sometimes technically challenging, the project was very enjoyable. I will definitely use this medium again, and in all likelihood will continue to update this very project.

Bibliography/references:

https://codepen.io/isdampe/pen/YpgOYr

<http://fallout.wikia.com/wiki/Museum_of_Technology_terminal_entries>

<https://twitter.com/dril/status/384408932061417472?lang=en>

Poem by Dolores M. Garcia