

# Ideas addressed-Shared

## Conceptualization:

The Idea for shared is to share and reinforce reification about life as a homosexual man. During research I have found that video is the most impactful form of media. To differentiate my idea from other software I decided to create an interactive experience stemmed from homosexual men. With an addition of other features to strengthen the users frame work of "Plan, Do, Study, Act".

To appeal to the community, I decided to create this app as an offline concealed experience as it appeals with the most common form of orientations used by this community (content, relationships). This presentation of intimate stories will help build a personal communication stream via interactive stories.

## Work

### Content & Dis/information (Re)Design & Strategy

My application has different types of media which I hope by watching, Listening, and writing different stories I would strike one of the users preferred literacy skills (problem solving, communication, creativity, collaboration) With different types of media I have also made a small hierarchy to tell the user what aspects of the app should be prioritized.

### Supporting Learning & Collaboration with Gamification

I have added a soft progression system in my application. My plan was to order the stories starting from universal experiences to more niche stories. An example would be starting from coming out stories to the topic of lust and envy from a gay man's perspective. While all of the stories can be played at any order in the stories menu. In order for a user to listen to a story in a different form (audio) a user must play through the interactive story first before they unlock the story podcast.

### Data, Information, & Knowledge Management

How the PDSA framework exist in my app is users first watches and goes through different stories. They then pick what stories to listen to uninterrupted. They then can read and share their own stories with some new found perspective. The hope is for users to take the lessons learned and apply them to their own lives.

## Future Work

### Supporting Learning & Collaboration with Gamification

I would further support a user's learning by adding more game elements to encourage more use of the app. This would look like a secret achievement system that rewards users based on the stories they have played through. My hope with these achievements is to instill that the narratives build up to a bigger epic.