

Fermi Paradox

A VR audio story

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Fermi Paradox

https://editor.p5js.org/mcshanneng/present/gFs_hXxEx



Project Goals

Focus on narrative & creative development

Play and spend time with the creative story development

Freedom to try new things and ways of telling a story

Exploring how we can use technology to enhance, support and share our work

Create structure to support our creative production process rather than fix us into a particular story line

Project Description

We wanted to learn about a world we are dreaming up together through the various character's interaction with it. The characters have different perspectives on the common experienced all of them share.

We used creative exercises, such as guided visualizations and personal development tools, supported us doing this work and enabled us to see the world being spun, through our character's point of view.

We used audio design to help shape the world through environmental sounds related to the character's story.

Synopsis

This audio project
aims to world build
tell a story by sharing
multiple character
perspectives and
using sonic
landscape design

Technical:

- Website (built with P5 code) where listeners can access the story
- Audio landscape design in Reaper, including VR effect

Aesthetic:

- Building on past work aesthetic that has us hooked
 - Old school tech unrefined
 - Sci-fi dystopia

Story writing process:

- Creative approaches to story development
- World building on a micro-scale
- Vignettes of a same time and place

Mechanics for world building:

- [Treat Yo Self](#)
- Improv
- Corroboration, consistency, cohesion



Our guiding value

Building on past work...

Space Junkyard Blow-up

Life as a space junkyard hauler is a sweet job, with many perks like being your own boss and access to all the Space garbage that you could want! But there are also risks that come with the territory.

Space Junkyard Blowup is a two-player puzzle game that explores what happens when a friend blows up into pieces on the job, and the only thing that can help them is the junkyard scraps and a communication channel between the players.

[Demo video of game](#)



Junkyard A

[Link to interactive webpage](#)



Junkyard B

[Link to Interactive webpage](#)



