

Control Deck Design Values:

- **Short description:** *Control Deck* incorporates a variety of physical inputs with a time-based game experience. A large board of switches, buttons and sliders is presented to the user and utilized to control and maintain a deep-sea submarine as presented on a display or projection behind the board.
- **Experience:** Participants will interact with the board according to in-game time-based instructions. A successful or failed completion of the command will result in corresponding effects to the submarine. This rush to complete tasks establishes the player's motive while also emotionally attaching them to the success of their submarine and its mission.
- **Theme:** *Control Deck* immerses the player in a foreign setting at the mercy of obscure controls. This experience confronts the mystery and wonders of unexplored places like the deep ocean, putting participants in a high stakes situation that creates a personal connection. Furthermore, *Control Deck* strives to demonstrate the value of physical inputs in an experience- how these points of interaction can increase player involvement and overall immersion.
- **Point of view:** Participants will see a large board of flashing lights and obscure controls with unclear labels which blends into a digital display of a submarine cockpit. The water surrounding the ship ripples by as they crawl along the ocean floor. They will hear the deep pulse of the ocean, interrupted by rhythmic beeps and beats of the machinery. When a command intercepts the console screen in their cockpit, participants will brush their hands over the many controls of the deck, searching for the correct one. If they find it, the satisfaction of a button click, a switch flip or a slider zip confirms that everything remains stable. If they fail to find it in time, the deck emits a flash of red, cockpit sirens blare and emergency lighting informs of necessary correction.
- **Artistic Style:** *Control Deck's* submarine game experience utilizes a thickly outlined, cartoonish style. Objects and visuals are 2D, but are placed in layers and display parallax and motion to create a unique sense of dimension. Colors will be limited, allowing for the critical nature of flashing lights and signals to stay in focus. This simplified, fictional art style allows for a more imaginative perspective from the audience, suggesting that truly unexpected things could occur in this deep ocean setting. This also allows for the game to embrace

fictional creatures and settings, furthering the sense of wonder *Control Deck* strives to create.

- **Challenges and constraints:** Participants are encouraged to interact with the control deck in a timely manner according to in-game instructions. These instructions remain simple and slow-paced at first, encouraging the player to explore the board and experiment. Clear visual indications will match their success or failure to participate- a flash of green or a rainbow wave of light will fill the board and the game when a successful interaction occurs; a siren blare and red light fills the experience when they fail. This creates a clear cause-and-effect relationship, encouraging the player to interact in a timely fashion to avoid the scrutiny of red light and failure.
- **Context:** *Control Deck* is suitable for any installation location, given a platform for the control deck to be placed and a display of some form. This experience would be enhanced by a small, low-light environment to immerse the participant in the dark, deep-ocean environment. This will also allow for ambient lighting to glow and sounds to have more impact. *Control Deck* would be better suited in a presentation as a game experience, where players can watch and enjoy the experience freely.
- **Emotion:** Participants should feel a sense of rush and responsibility while playing *Control Deck*. Whether their experience lasts for several minutes or just a few seconds, participants should be left with a sense of wonder regarding exploration and the ocean. They should consider the level of accuracy and interaction required to control a vessel in this context, giving a sense of danger and adventure to exploration as a whole.