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PORTFOLIO

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Game Projects



Me, the Machine, and Edgar

A project created by myself as a game designer and a Char-Rnn machine learning algorithm trained on the complete works of Edgar Allan Poe.

The game project intended to examine the concept of authorship and the bounds of ownership of works created with an AI by placing the game designer into a more passive role for the generation of the piece. The algorithm generated the raw text for the game's script, which was then curated by myself to form the entire game dialogue and story whilst the game's visuals were generated using a Style Transfer algorithm that I had trained.

Created in Unity 2D utilising C#, Python, ML5.js, P5.js, Char-Rnn and Style Transfer algorithms

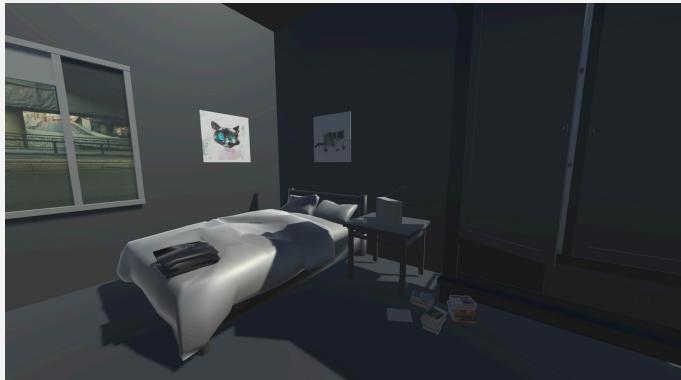


Vignette

A project exploring creativity and its interaction with AI.

In this project I used a GPT algorithm as a project partner, spending time training it on the project and its themes before developing in collaboration using the iterative design process.

Created in Unity 3D using GPT3.5 and C#

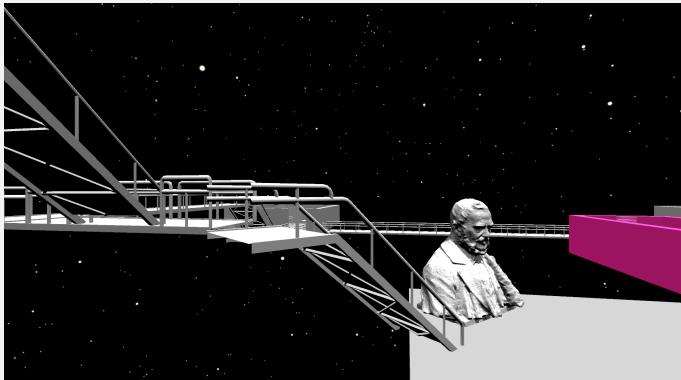


The Scholar and the Orphan King

A narrative game project exploring the use of games as a medium for criticism.

An abstract narrative game design project that presents a criticism of the commodification of higher education, presenting a story of the quest for knowledge and the cost of such a journey.

Created in Unity 3D using C#



New Normal

A walking game about the liminal spaces in towns and cities created during the early days of the first COVID lockdown.

Addressing the health anxiety caused by the initial lack of information regarding the spread and severity of COVID this game analyses the feeling of constant anxiety, where everyday tasks and places suddenly felt hostile and the air itself deadly, that this messaging caused.

Created in Unity 3D using C#

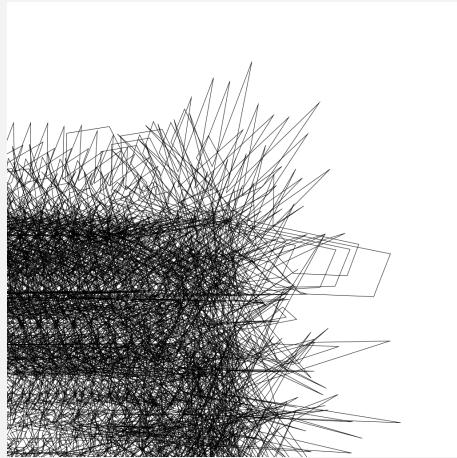


The Museum of Corporate Ownership

A light hearted and satirical puzzle game, looking at the use of copyrights and how this intersects with the production of art.

Created in Unity 3D using Visual Scripting

Creative Coding



Self Portrait

A project that explores the use of the image subject as a tool to generate a random noise for the final work, with this the artwork encourages the viewer to consider the relationship between the subject of an image and the work itself.

The project begins life as a digital mirror, where the position and environment of the subject is used to generate a unique image, this image is then used as a set of instructions to bridge into a physical artefact. Taking inspiration from the works of Simon Russell, a simple pattern is repeated and layered to create a dense and complex image as the final artwork.

Created in OpenFrameworks using C++

Pareidolia

A project that aims to play on our tendency to perceive a recognisable image or shape in a random visual pattern.

Inspired by cloud-watching, the artwork encourages viewers to load arbitrary meanings into the shape and patterns created by its patterns.

The project starts its life digitally and bridges to an analogue outcome. A code containing only two lines and a polygon is used to create these complicated series of patterns which are then turned into printed stamps. These stamps are used randomly to remove the human input element as much as possible, and to realise the final artwork.

Created in OpenFrameworks using C++ and 3D printing/rapid prototyping techniques



Bruno

"Bruno" is a non-human device that suffers from social anxiety. When left alone he is calm, but if someone approaches him, he gets stressed and panics until he is alone again.

The aim of this physical computing project was to explore the concept of anthropomorphism and if a non-human item can be seen to "feel" a human emotion, from the point of view of human observers, and if this makes the item more "human" in their eyes.

Created with Arduino using C++, rapid prototyping, and physical computing/electrical engineering techniques

The London Underground Orchestra

A front-end web application utilising the TfL API to transform live train arrival data into an engaging and interactive audio and visual experience.

The train arrival information called from the API is sonified and mapped to the underground network, where notes have been assigned to each station and instruments to each of the lines.

The final product presents an organic symphony, where out of the randomness of the data music begins to emerge.

Created in JavaScript using Tone.js, React, Node, SVG, and API calls/manipulation

