PORKY

by Shreiya Chowdhary

WHO IS PORKY?

Porky is a virtual piglet who's sole existence in life is to help two people get to know each other through the power of discomfort.

He invites you to enter a child-like maze that plays on the 'dare' part of the popular game 'truth-or-dare'. the players must both perform the dares with each step they take so as to acquaint themselves with each other.

At the end of the day, Porky just wants to skip all the awkwardness that comes in the beginning of a relationship so it's easier for two people to REALLY get to know each other.

HOW IT WORKS

Reminiscent of traditional maze-based board games, Porky is a wide-screen based labyrinth that has one player (to symbolise one unified bond) that is controlled by the directional keys (up-down-right-left) of a keyboard.

Each step that the player takes (represented by a heart), creates a message from Porky on the right side of the screen asking the real-life players to perform tasks.

The game also has incentives that are provided by the venue at which it is played - some en route and some not. Depending on the comfort level of the users, the player can move towards the incentives or just quickly exit the maze.

SO WHERE DOES THE DISCOMFORT LIE?

- For two people who recently met (or any other circumstance where two people who are romantically inclined towards each other but are yet to explore each others personalities), talking freely or exposing personal traits could be a daunting task.

- In this case, we have to understand that for any relationship to reach that level of comfort, a certain period of discomfort is a valid possibility to consider.

- So it's safe to say that the point of Porky as a game is to achieve that level of comfort while performing those tasks, along with knowing that at the end of the game - the users would have achieved an amount of knowledge in about 5 minutes, which they would have taken about 5 months to gather.

- To sum it up, Porky as a game gives you the benefit of two comforts through the journey of one uncomfortable one.

TESTING THE IDEA

SAY HELLO TO ALEX
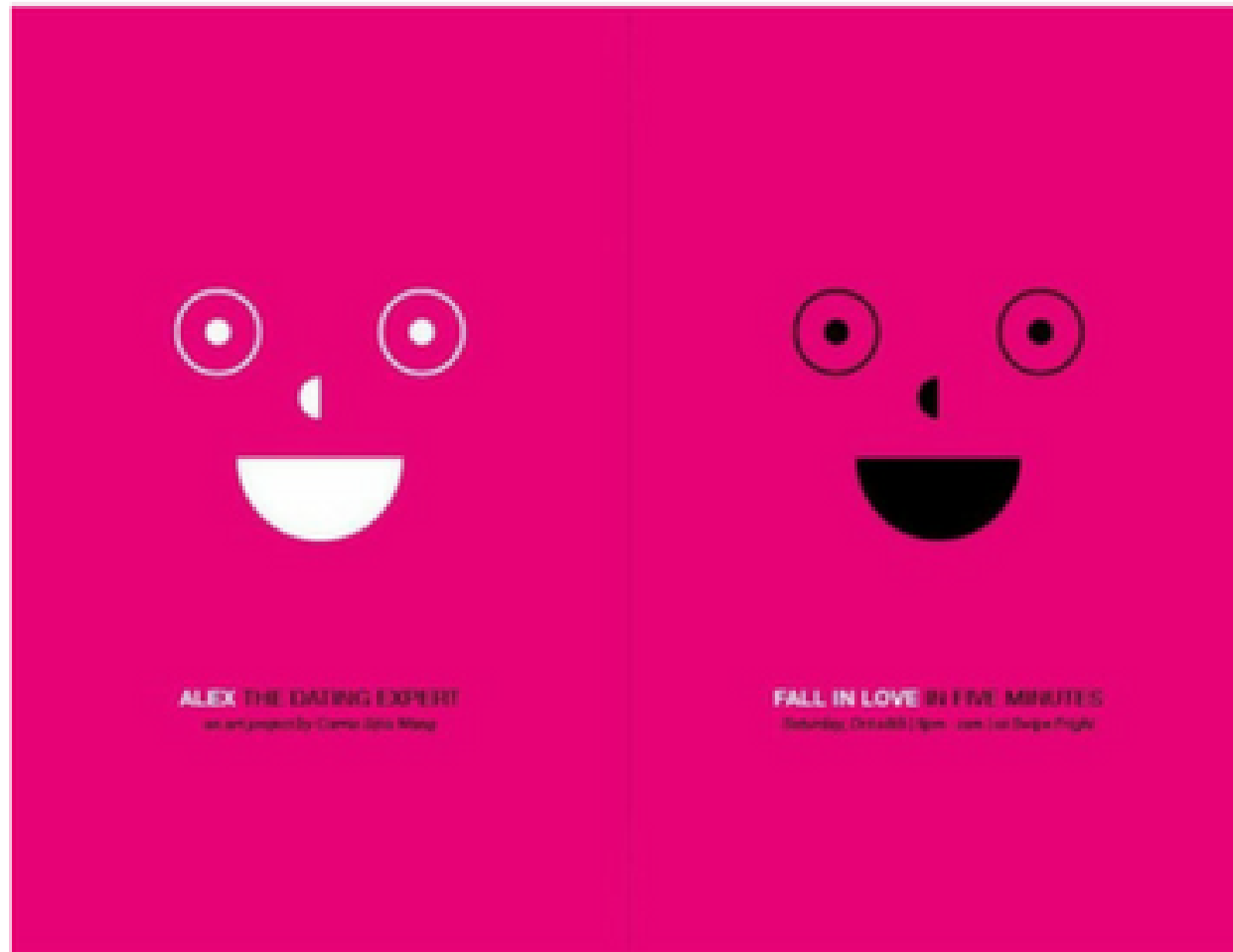
ALEX THE DATING EXPERT

- With the help of my classmate - Carrie S Wang, Alex, the virtual speed-dating assistant was born. We used the same concept of asking the users to enter a journey of discomfort by listening the Alex and obeying his commands - so as to get to know each other better.

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- Hence, the tagline - Fall in love in five minutes.

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- We decided to test our product by showcasing at Gabe Barcia Colombo's Swipe Fright - a Halloween event held on the 28th of October '17.

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- It's safe to say that the game was a great success and the journey was one that the users appreicated.

DID IT WORK?

Definitely!
There was a feeling of apprehension at first but it soon resulted in more people wanting to go through a roller coster of emotions to have that feeling of comfort with each other.

After speaking to a few couples, I saw that most of them were happy with the idea of having saved all that time they would have spent in getting to know each other, which they could now use more productively - for instance, by indulging in activities that they would enjoy together.

Moreover, they felt that those 5 minutes of discomfort allowed them to understand their own individual selves better.

IT WORKED!

END GAME

After considering all possibilities of how this game could be best utilised and where it could be played, it was clear that it needed to be an option at a place where most people go to get to know each other - restaurants.

Porky can be pitched as a light-hearted option to be considered by couples who come out for dates to restaurants.
The restaurant would have to partner with me to have screens at every table, and provide a minimum of 6 incentives that would be centered around the services of that place. Because of the noise that is inherently prevalent at these joints, two sides of the table would have the directional keys to control the player (up-down-right-left).

I see a game of this kind turning out to be extremely helpful in situations where two people need a lightly forced ice breaker to help them out.

Thanks for listening!

Come play
shreiya.github.io/porky