

# Roundtable

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# KEEPING PLAYING PIANO

## Interactive Narrative Story

I will use several similar scenes (a pianist playing the piano) to show one pianist whole life via variable important elements in her life. I will include time/image/sound to manipulate the story (the physical characteristics of the girl, the difficulty level of piano music, different distractive stuffs, the layout of the girl's room...)(like when she is young, her mother teaching her piano, a bomb explode in her house when she is a teenager during World War II, she marries a violinist and when she is 89 finally die on the piano while playing with her grandson to end the story.) Basically, it is a tragedy story about a pianist with the background that the outbreak of World War II. What I want to express is the impact of war in one normal people's life and what art/music/anything beautiful could help during hard time in our life.

# Materials and Inspiration



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## The Pianist

A Polish Jewish musician struggles to survive the destruction of the Warsaw ghetto of World War II. <https://www.imdb.com/title/tt0253474/>







The trailer of the movie:

[https://www.youtube.com/watch?v=BFwGqLa\\_oAo](https://www.youtube.com/watch?v=BFwGqLa_oAo)

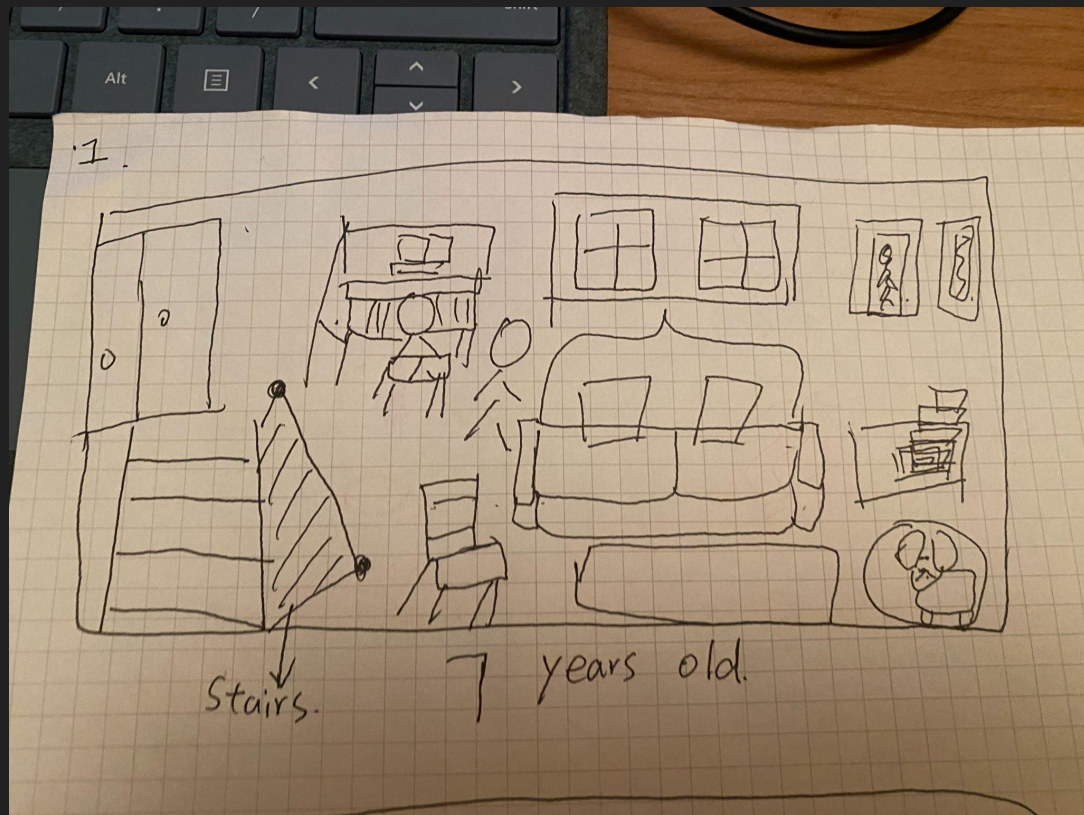
I always get distracted by anything around me while playing the piano when I was young



# Mechanism

1. Use click/pressed key/mouse to interact
2. 3D/2D;
3. Music to use in different scenario:      
4. Use one perspective
5. Use image/vector/sound/limited text to tell the story...
6. Control some object or character by mouse
7. I do not know how to interact with other software, but basically this will interact with human to help them understand the story.

# Stages Example



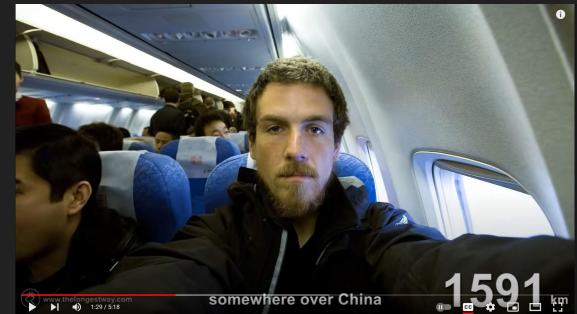
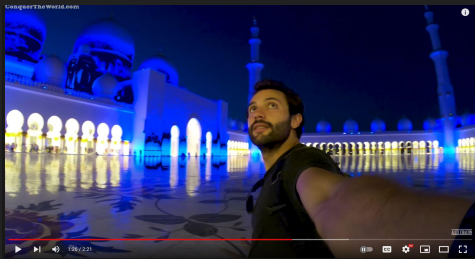
# Digitally Travelling Around The World

Inspiration:

<https://www.youtube.com/watch?v=5ky6vgQfU24>

<https://www.youtube.com/watch?v=BoQ3pEi8qtl>

Use Camera to interact with computer, pretend you have travelled all over the world by capturing selfie with background of various countries famous spot.





# Mechanism

1. Use camera/image/music/text(indicate weather, location, and other information) to interact;
2. At the end, make a collection of these photo like this:

But have no clue how to do that.





# Stealing Books From Library

A game with 3 difficulty level to successfully steal book from library.

Inspiration:

Lupin The Third: [https://en.wikipedia.org/wiki/Lupin\\_the\\_Third](https://en.wikipedia.org/wiki/Lupin_the_Third)

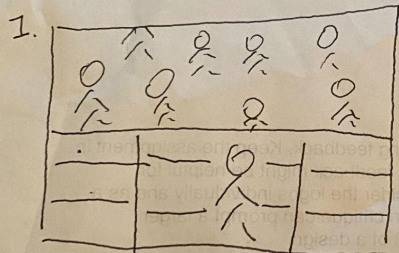
Story about a group of smart thief

The Book Thief: [https://en.wikipedia.org/wiki/The\\_Book\\_Thief](https://en.wikipedia.org/wiki/The_Book_Thief)

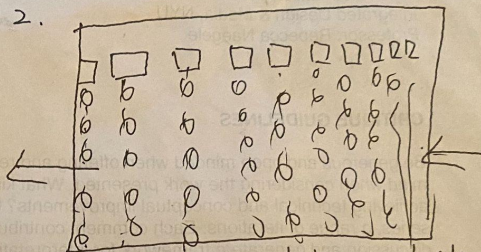
A story about how to get relief by stealing book and reading book during world war two.



# three levels

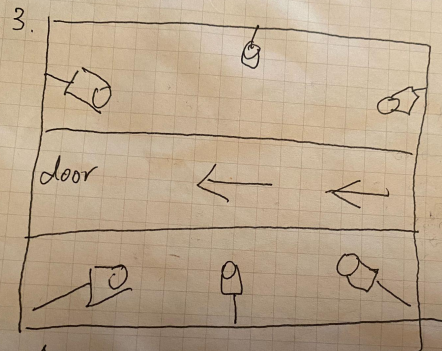


People walking in the library will look at you randomly. You have to grab a book and escape quickly from caught.



Go across delivery desk through 10 long line.

When someone step forward, find opportunity squeeze in and pretend in to be wait in the line.



Avoid camera.

The camera will move. and stop periodic, find a time to run out without being captured