



# Heart of Hearing

# The Creators



**Skyler Considine**

- Artist / Animator
- Narrative Designer



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- Developer
- Sound Designer



# Premise

Heart of Hearing is a first-person, narrative choice-based game where players experience the story of a family raising a deaf baby boy. Players switch perspectives between the parents and the child himself. The game is based on a true story and allows players to make choices that can either follow real events or explore alternative possibilities.

# Core Concepts

## Gameplay

- Narrative Choices
- Perspective Shifting

## Challenges

- Navigating Early Intervention
- Learning Sign Language

## Game Progression

- The Early Year of Childhood Development





# Intended Player Appeal

- Emotional connection to characters.
- Engaging narrative that explores real-life challenges.
- Opportunity to learn about deaf culture.

# Motivation for Structural Elements

## Inspiration and Education:

- Immersive storytelling to foster empathy.
- Interactive elements to teach sign language.
- Choices that reflect real-life challenges and solutions.



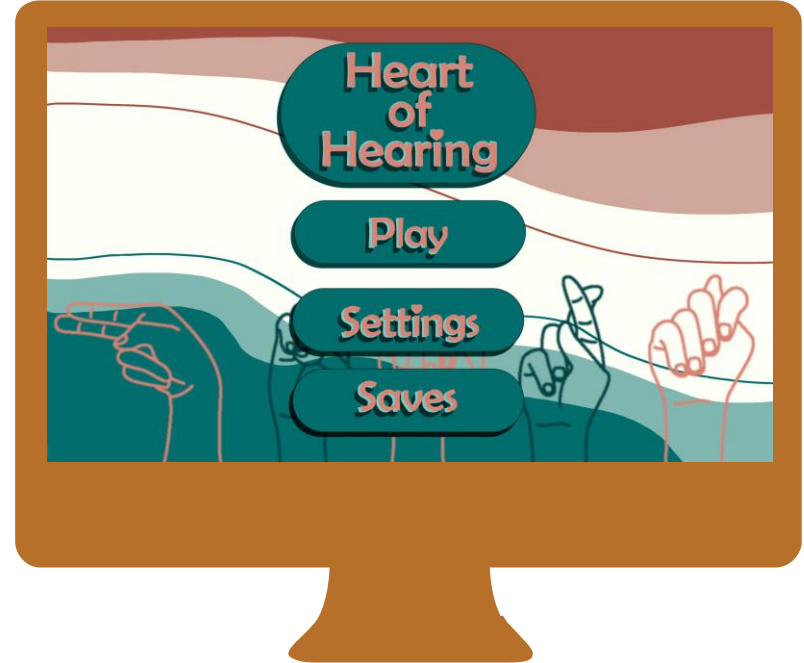
# Game Platform

## Platform:

- Unity-based game available on PC and potentially mobile devices.

## Reason for Selection:

- Accessibility and broad reach.
- Capability for detailed narrative and interactive elements.



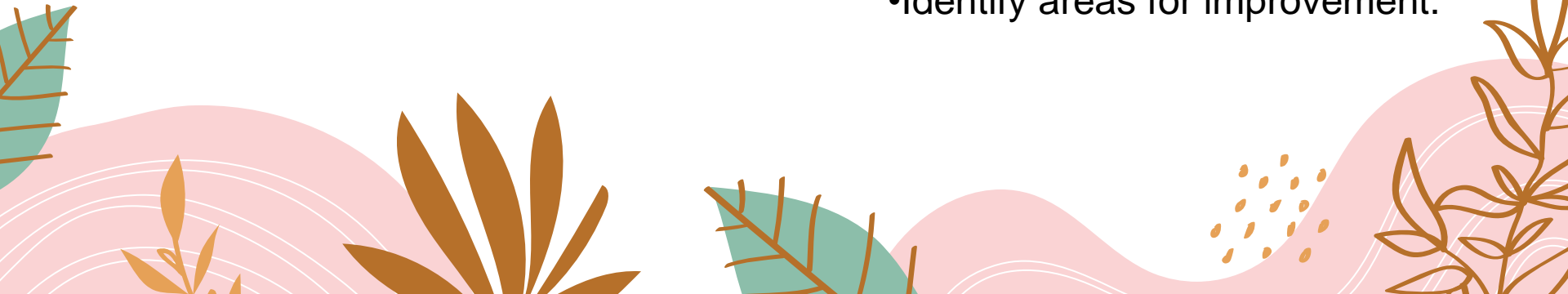
# Playtest Goals and Objectives

## Goals

- Evaluate fun and engagement.
- Assess educational impact.

## Objectives

- Gather player feedback on enjoyment and learning.
- Identify areas for improvement.





# Playtest Questions

## Engagement

- What did you enjoy most?
- What was frustrating?

## Educational Impact

- What did you learn?
- How has your perception changed?

## Gameplay and Mechanics

- Were the choices clear?
- Was the interface intuitive?



# Affinity Diagram

## Positive Feedback

*Engaging narrative*

*Strong emotional connection to the characters*

*Educational impact on understanding deaf culture*

*Meaningful choices*

## Negative Feedback

*Confusing game mechanics*

*Difficult sign language interface*

*Lack of visual cues for choices*

## Suggestions For Improvement

*Add detailed instructions*

*Simplify sign language controls*

*Implement more visual indicators*

*Introduce more background for the characters*

## Emotional Responses

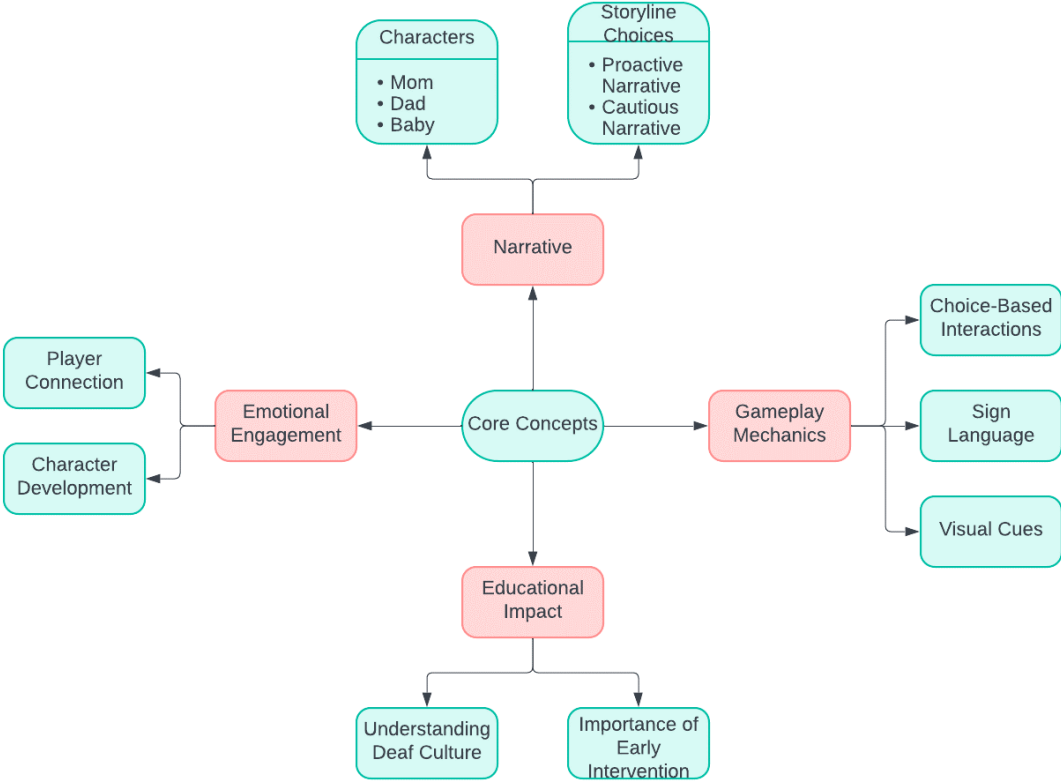
*Felt empathy for the family*

*Strong connection to the baby's perspective*

*emotional engagement with the parents' challenges*

*Increased awareness and sensitivity to deaf culture*

# Concept Map



# Proposed Changes

## Improve Game Mechanics Clarity:

Reason: Some players found certain mechanics confusing.

Change: Add more detailed instructions and visual cues for interactions.

## Increase Emotional Engagement:

Reason: While the emotional connection was strong, further engagement could be beneficial.

Change: Introduce more narrative depth and background stories for the parents and mentors

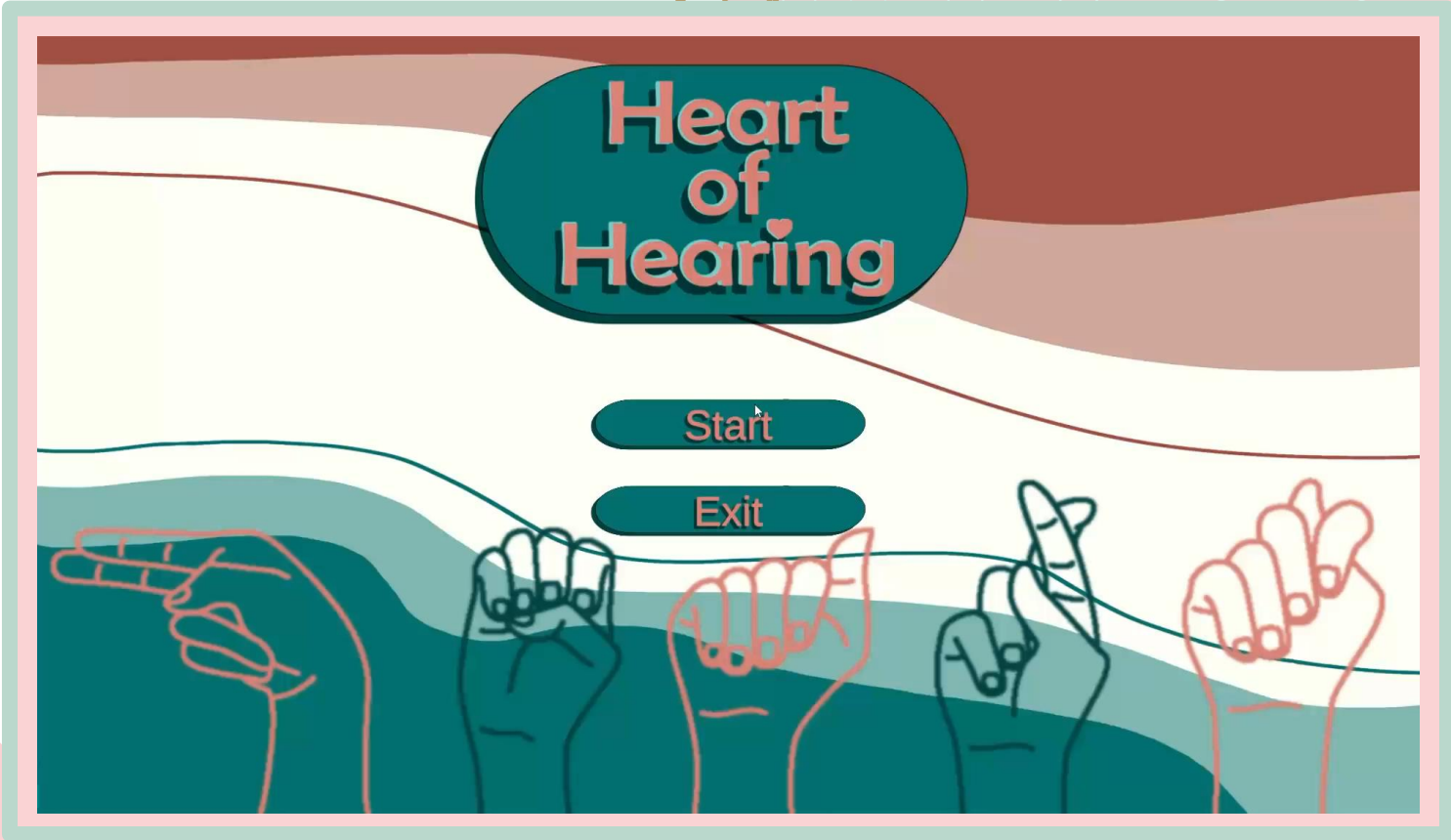
## Add More Visual Cues for Choices:

Reason: Players suggested that additional visual cues would help in understanding choices.

Change: Implement visual indicators that highlight the consequences of each choice.



# Demo



# Project Plan

Task	Week 1-2	Week 3-4	Week 5-6	Week 7-8	Week 9-10	Week 11-12	Week 13-14
Define Mechanics & Gameplay	X						
Develop Narrative Script	X						
Create Prototypes	X	X					
Implement Core Mechanics		X					
Design UI		X					
Create Artwork & Assets		X	X				
Integrate Narrative Choices			X				
Finalise Prototype			X				
Internal Testing & Bug Fixes				X			
Conduct Playtesting				X			
Analyse Playtest Data					X		
Implement Changes						X	
Final Prototype							X



**Thank you.**