

# Dead Air

A narrative phone dialling simulator by Matthew Shaw

"I don't think anyone has made a game that is just audio" - Terry Greer, one of our first lectures

Dead air is a narrative experience with no graphics, except what you can make up in your head. All the action has already happened, and all you can do is pick up the pieces

Built inside an a GPO746 made in 1980, Dead Air has a very simple concept. Listen to phone records from numbers around the town, and piece together the full story.

However, to save space, the archive system only recorded one side of the conversation, and only the words spoken, not the actual audio.

## Technical Details:

- Uses an arduino uno to interface with the original hardware of the phone, sending messages over serial every time the cradle state is changed or a number is dialled
- A unity project takes the serial messages and uses them to switch the state of the game, then plays the relevant audio
- The phone acts as a normal set of headphones, allowing the audio to be heard through the handset

