

Dead Air

A narrative phone dialling simulator



“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.

