

Anika Rahman

XR Design & Development

Professor Ricardo Miranda

7 May 2025

Interactive Environment Project Concept

Abstract

DOLLHOUSE is an interactive environment in which users can navigate a desolate, toy-like world inspired by the immersive play of doll houses. Users can explore a chaotic outer landscape, with sanctuary only available within a central dollhouse. Based on Janet Murray's concept of immersion, the experience encourages users to explore a fictional world that speaks on imagination in the face of reality. As dolls roam, fight, and stumble through the wasteland, the user must navigate the chaos of reality to reach the dollhouse.

Full Description

DOLLHOUSE is an interactive environment in which users can navigate through a desolate and uninhabitable toy-world. The environment is inspired by the world-building inherent in dollhouses, which are the spaces we build and inhabit during play. I was especially drawn to the immersive experience of creating these rooms and living vicariously through them using dolls.

As Janet Murray writes in *Hamlet on the Holodeck*, “When we enter a fictional world, we do not merely 'suspend' a critical faculty; we also exercise a creative faculty. We do not suspend disbelief so much as we actively create belief. Because of our desire to experience immersion, we focus our attention on the enveloping world, and we use our intelligence to reinforce rather than to question the reality of the experience.” (107) I wanted to recreate the sense of deep immersion we experience when we "play pretend" with dolls and toys. However, rather than recreate the perfect dollhouse, I wanted to build the environment that more so resembles our own. *DOLLHOUSE* explores how imagination, a space of control, can also become a tool for survival in the face of our reality.

Users are able to navigate a desolate land where dolls roam, fight, and stumble. These dolls are representative of everyday reality. By following a path, the user can find sanctuary in the dollhouse at the edge of the environment. Users can enter the house and travel to each floor and each room. The exterior environment will be able to be seen from each room.

Title Scene

- Title: DOLLHOUSE
- Subtitle: Time to play
- “Begin” Button

Materials / Textures

- [PBR Ground Materials](#)

Assets

- [FirstPerson Character Controller Package](#)
- [Children's Wooden Toys Doll's House Pack](#)
- [Puppet \(SketchFab\)](#)

Audio

- A mix of howling wind, distant metallic clanging, low drones, static and a wind-up music box.

Interactions

- NPCs (Dolls) will roam the environment. They will be animated to roam, fight and stumble.
- User will be able to operate the elevator in the dollhouse.