

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
CREATIVE CALL

1. Title

Day In the Life Of (DILO)

2. Organizers and presenters' names and affiliations

Andy Lin & Belinda Huang, Students of Design at the University of California, Davis

3. URL of the demo website or video

#

4. Abstract (ready for diffusion). 200 words maximum.

DILO aims to reduce the stigma surrounding anxiety disorders and anxiety based depression by raising awareness for anxiety through an episodic point-and-click graphic adventure game.

5. General description of the Project

What

Player will engage in the waking routine of a character and will be tasked to make decisions that will affect the outcome of the character's story

Decisions will be limited by time so the player has to think and act fast

Player will be able to choose different characters to play through

How

Sound, voice feedback / recognition, detect tone of player

Audio and visual feedback of character's thoughts and emotions

First-person visual experience

Experiential space (kinect, VR), user makes decisions through motion, allows for surround sound, player can hear the different tones and pitch of the audio feedback

Player will hear continuous heartbeat to provide a more enriched experience

Player can replay the day for different outcomes or choose another character

Player can take action at the end of the day to support and raise awareness for anxiety

Why

At the end of the story, player will see their character's outcome compared to other players

Player will see the character's mental health of the day rated / ranked based on their decisions

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

Our content falls within the sub-category of "Critical Perspectives on the Use of Technology for Peace". Because technology is a powerful tool that can support peace processes and conflict resolution, we strive to stretch its potential to areas that do not currently receive the aid of art and design. We have thus chosen mental health, specifically anxiety disorders, to be our field of focus to provide relief for. In a culture where marketable productivity is historically valued above proper attention for self-care, individuals experiencing anxiety and depression find themselves buried within the pressures of not discussing their needs. Open discussion is necessary but not happening. Mental health stigma and discrimination are real and a result of stifled silence around the issue, perpetuating a toxic cycle of isolation for the people who need care. Over time, this produces an intense disruption to personal and internal peace, which is far too often overlooked as a necessary part of external and communal harmony. However, defending, or even simply explaining, the legitimacy of mental disorders can instill tension, so by using an experiential tactics, our platform seeks to utilize technology to make the unfamiliar realities of mental health disorders a bit more understandable to someone on the outside.

7. Biographies of the Author(s).

2 azns having a ruff week (Thursday, February 16, 2017 1:36PM)