

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

1. Title

Hello, here is our proposal submission

A Daily Walk

2. Duration (only workshops and tutorials)

Half day ____ Full day ____

3. Organizers and presenters' names and affiliations

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

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

The content of this project falls within the subcategory 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 conversation 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 support. 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, this project platform seeks to utilize technology to make the unfamiliar realities of mental health disorders a bit more understandable to someone on the outside.

5. Rationale, instructional methods, and description

The objective of this game is to have players engage in the daily routine of a character as they are tasked to make decisions affecting the outcome of the character's day. The game will initiate with the player choosing a character to take on, (potentially) varying from student to working young adult to a parent, but each will have an anxiety disorder. Each character's story will then begin as they wake. As moments pass,

the user will be presented with choices that must be made in a limited period of time to simulate the speed of consideration that needs to happen in reality. No one choice is the obvious right one, and many decisions will vary greatly in ease, as prescribed by the disorder. This virtual-reality game will require players to interact with motion and voice input. As a constant in the game and for added accuracy of simulation, sounds of breathing and heart beats will change according to situations in the game. At the end of each character's day, the player will be able to view their character's outcome alongside the results of other players ranking of mental health condition based on their decisions. Players will be encouraged to share their experience on social media platforms such as Facebook and Twitter since our goal is to widen the audience on topics of mental health. We hope that this acts as a call to action to raise awareness for anxiety disorders.

6. Plan to solicit participation (only workshops and tutorials)

7. URL of website (only workshops and tutorials)

8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)

9. Biographies of the Author(s).

Both authors are Bay Area natives, currently in their last year studying Design at the University of California, Davis.

Andy Lin is a fourth year design major with a focus on web design.

Belinda Huang is a fourth year design student with an interest in multimedia art.

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Organization: Students at the University of California, Davis

Web page:

Title:

Abstract:

Keywords: peace, health, mental health, well being, anxiety, game, story, interaction design, interaction, experiential space, visual, simulation,

Sub-themes: Please select one or more sub-themes

Bio creation & data

*Critical perspectives on the use of technology for peace

Media art, landscape and heritage

*Interdisciplinary platforms for coexistence

The cultural dimensions of bio-creation and peace

*Design, Art, Science, and Technology