

Kai ‘Opua

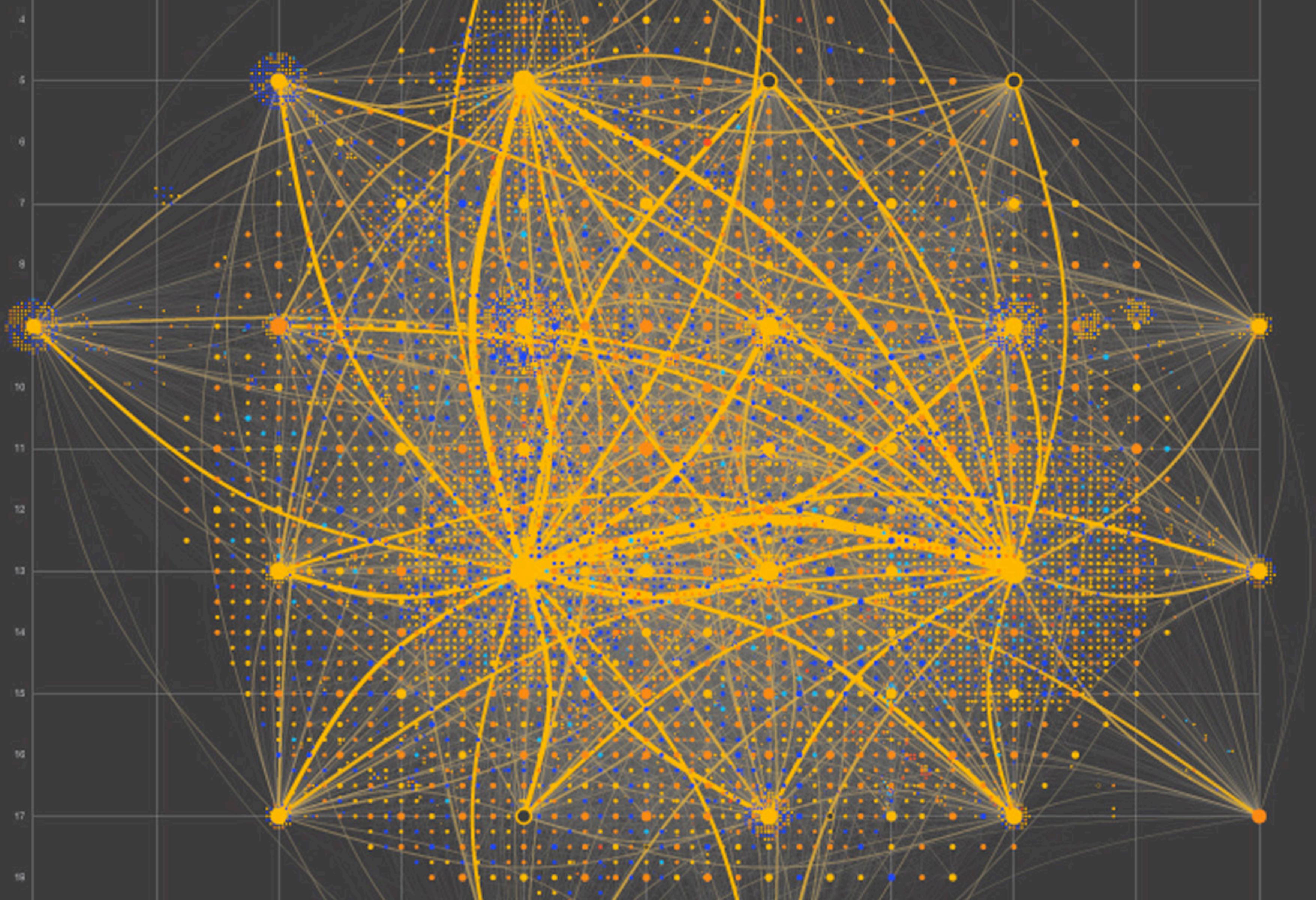
MFA Thesis
Visual Communication

by
Collin Hover

This project is a MFA
thesis



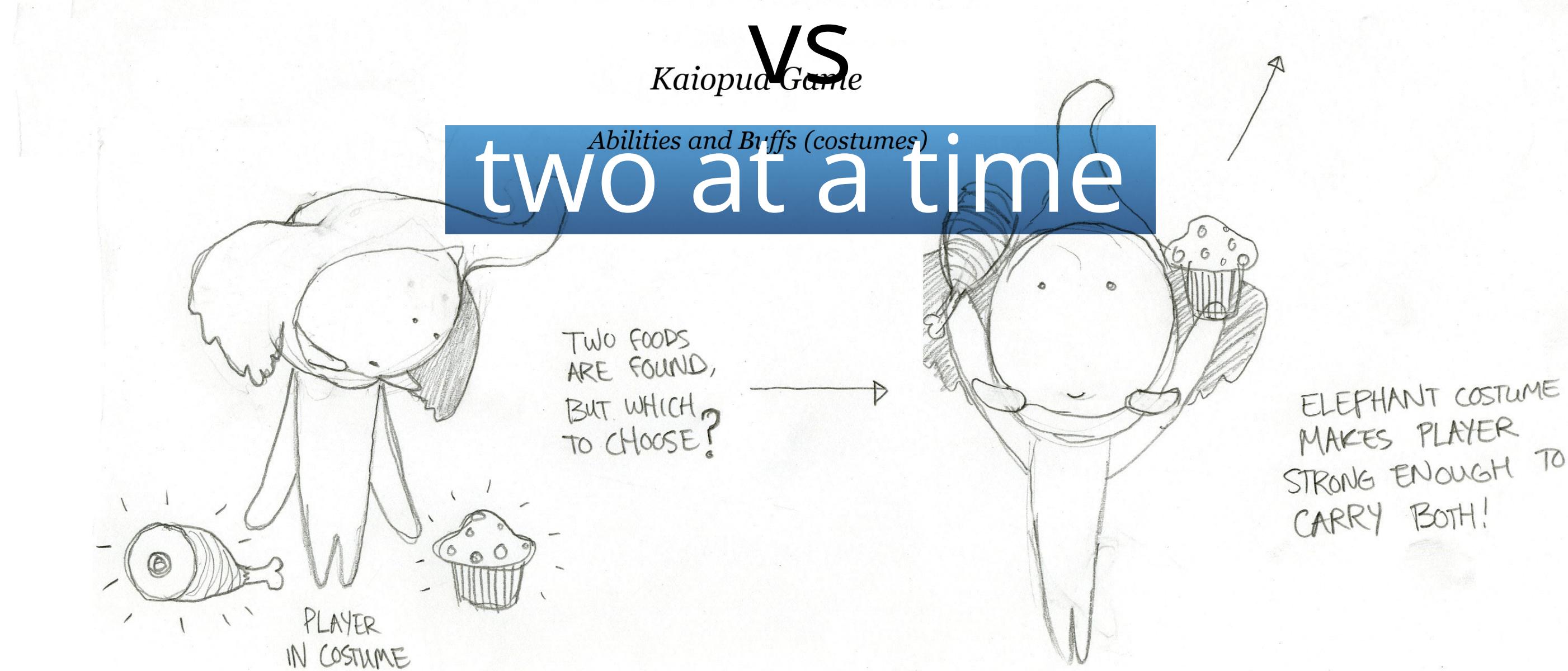
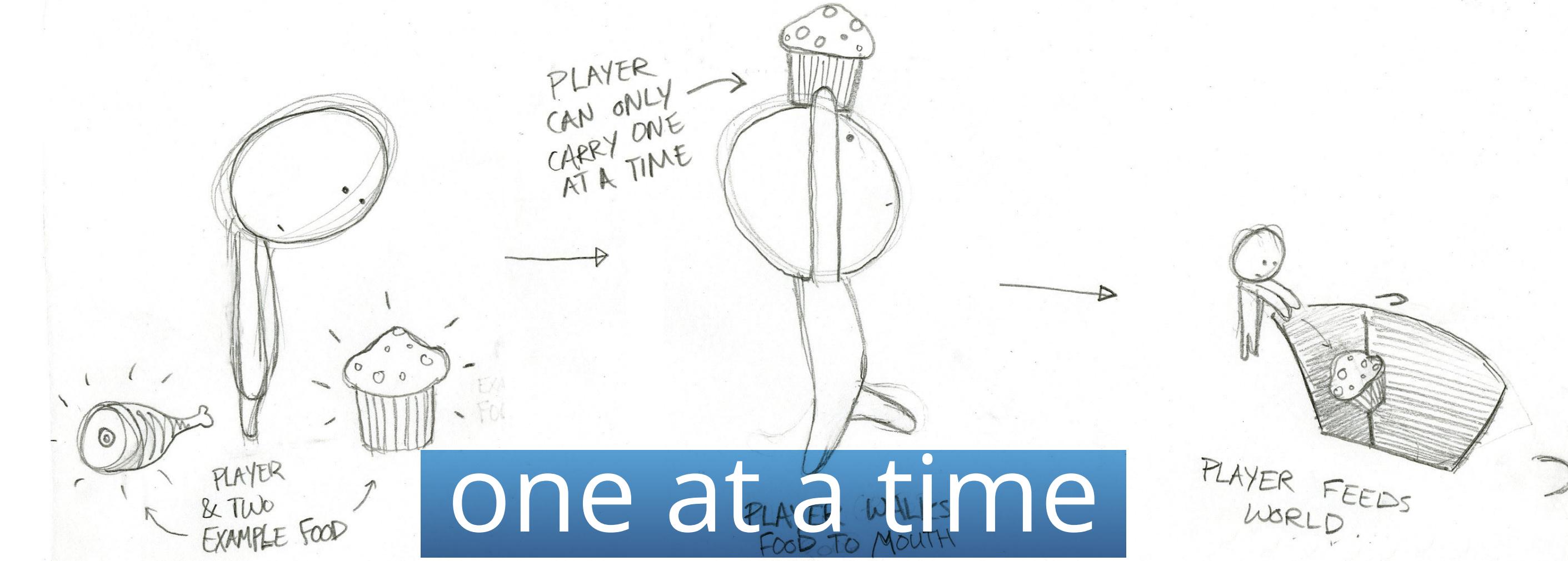






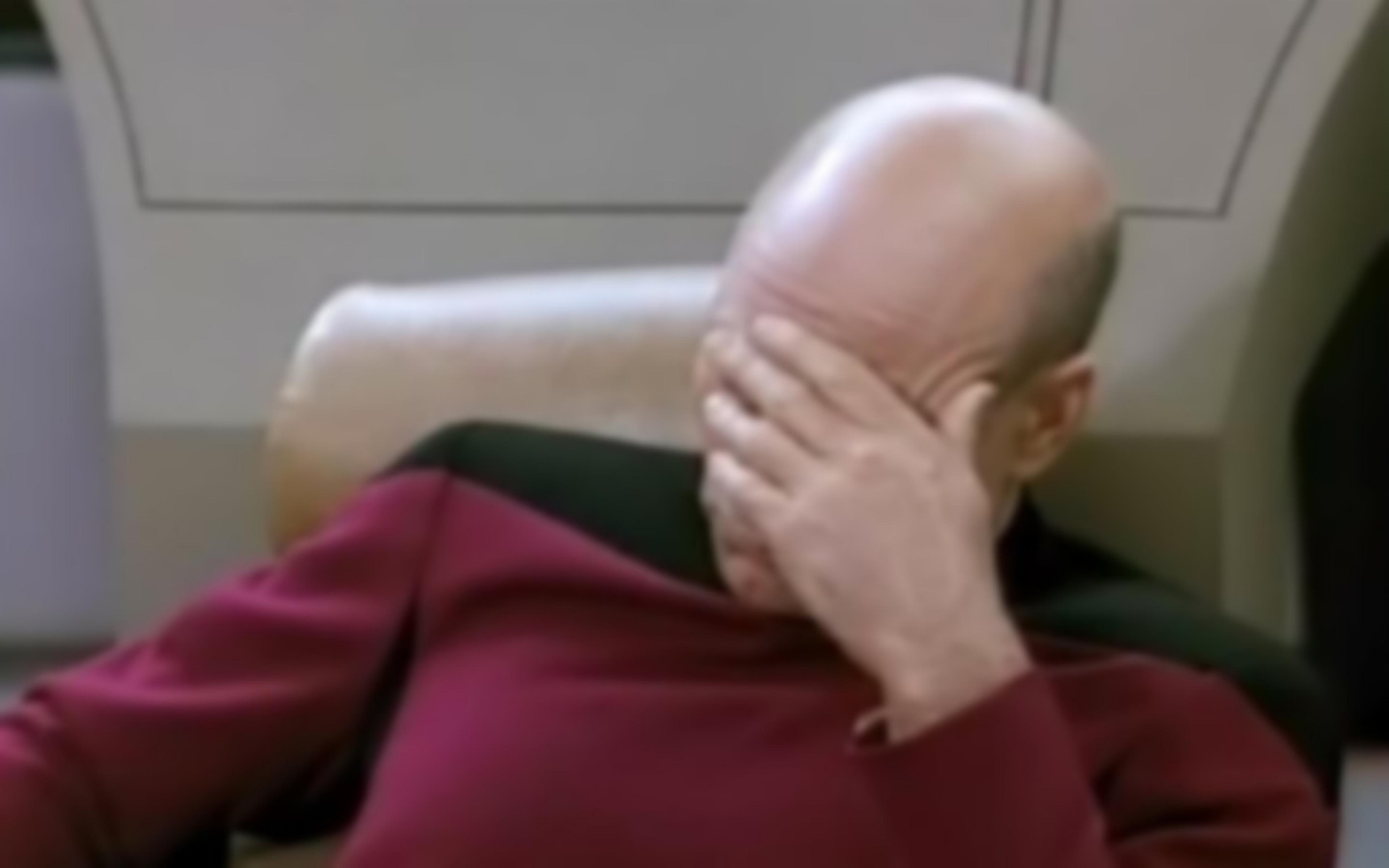


...is an extension of the foot

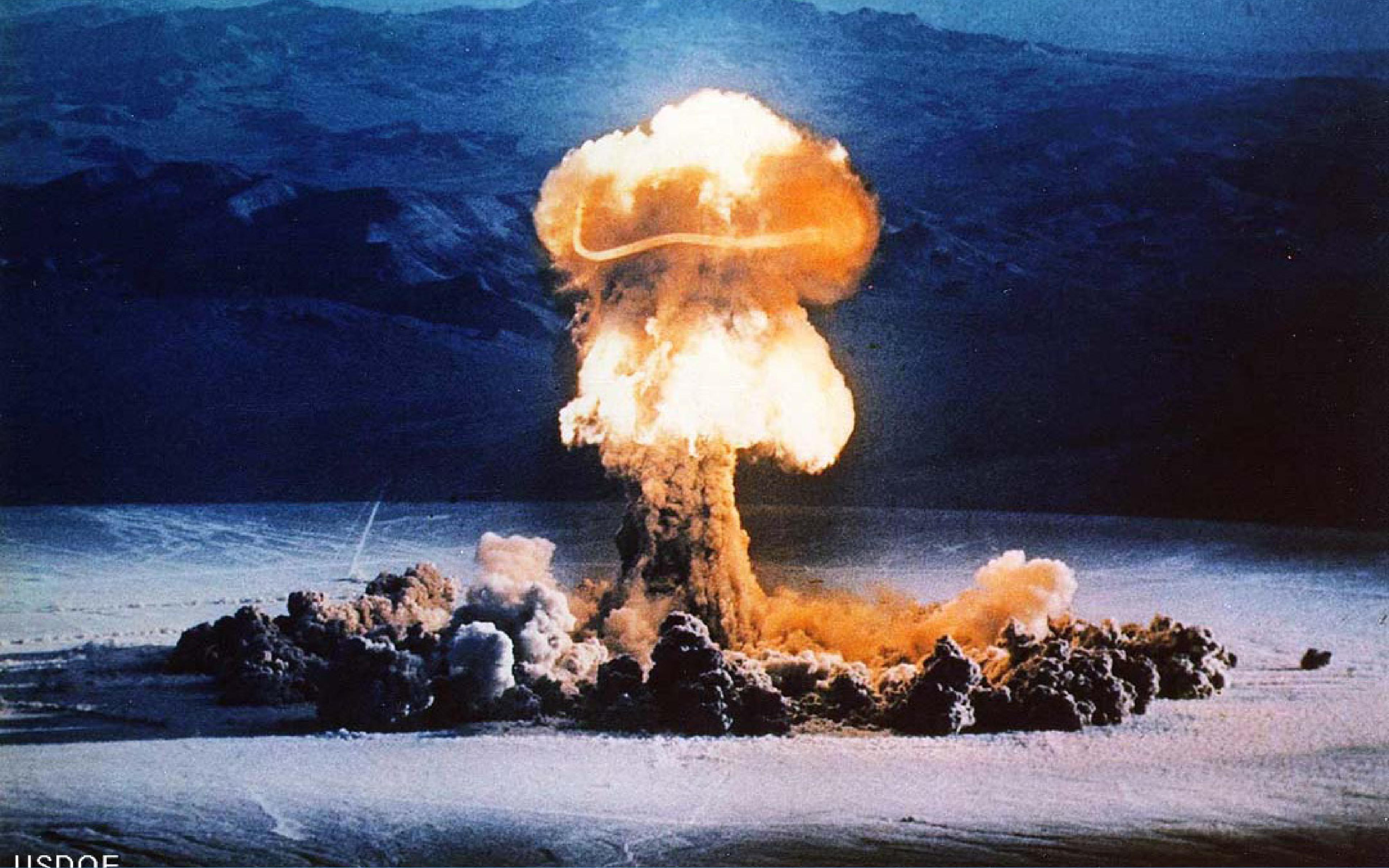




I want to tell you why this
matters









usability = friendly
interactivity
accessibility
& efficiency

usability = friendly

interactivity = engaging

accessibility

& efficiency

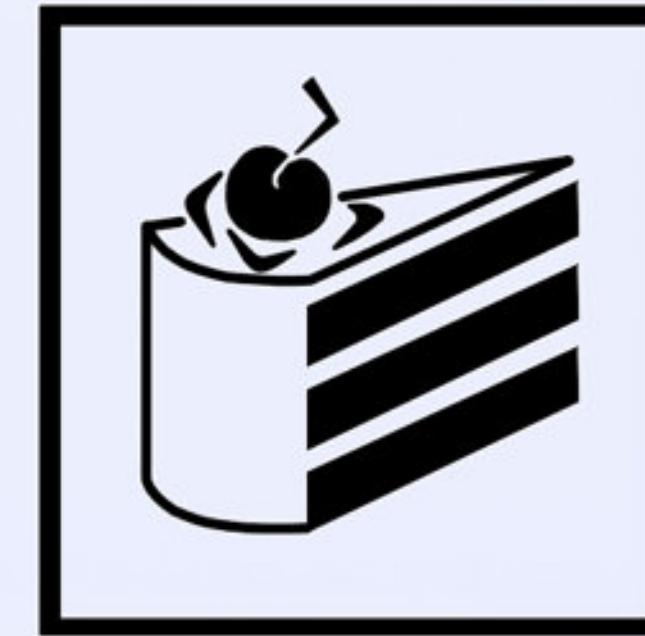
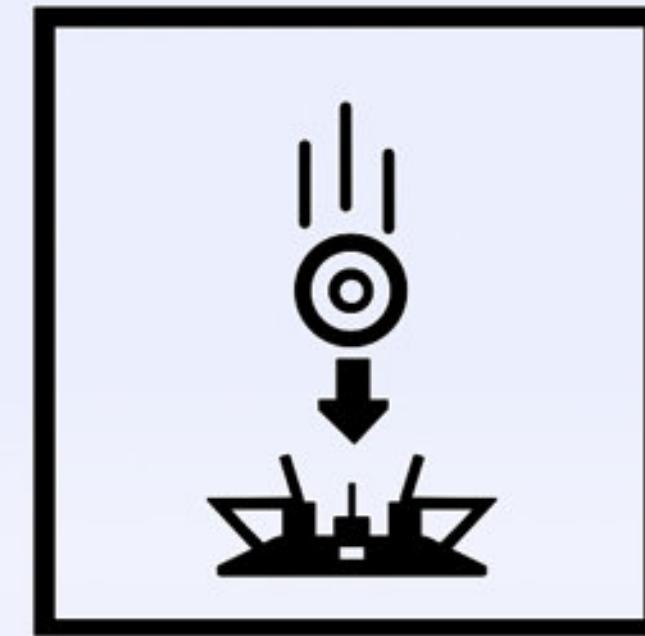
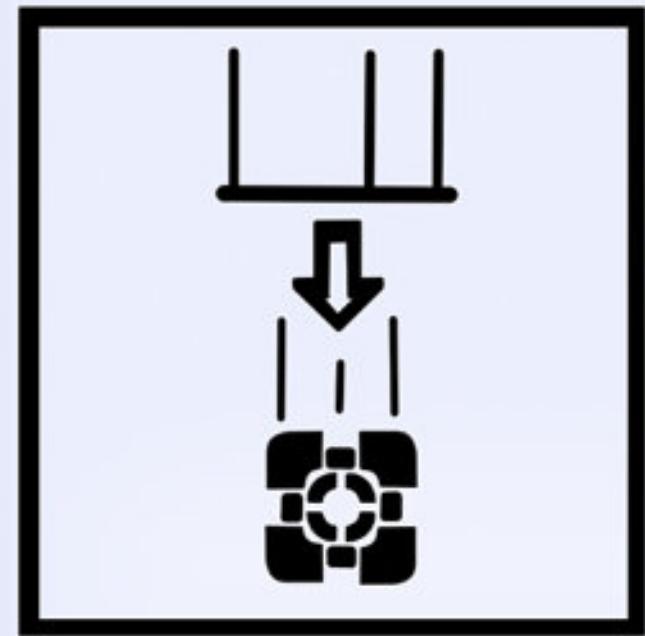
usability = friendly

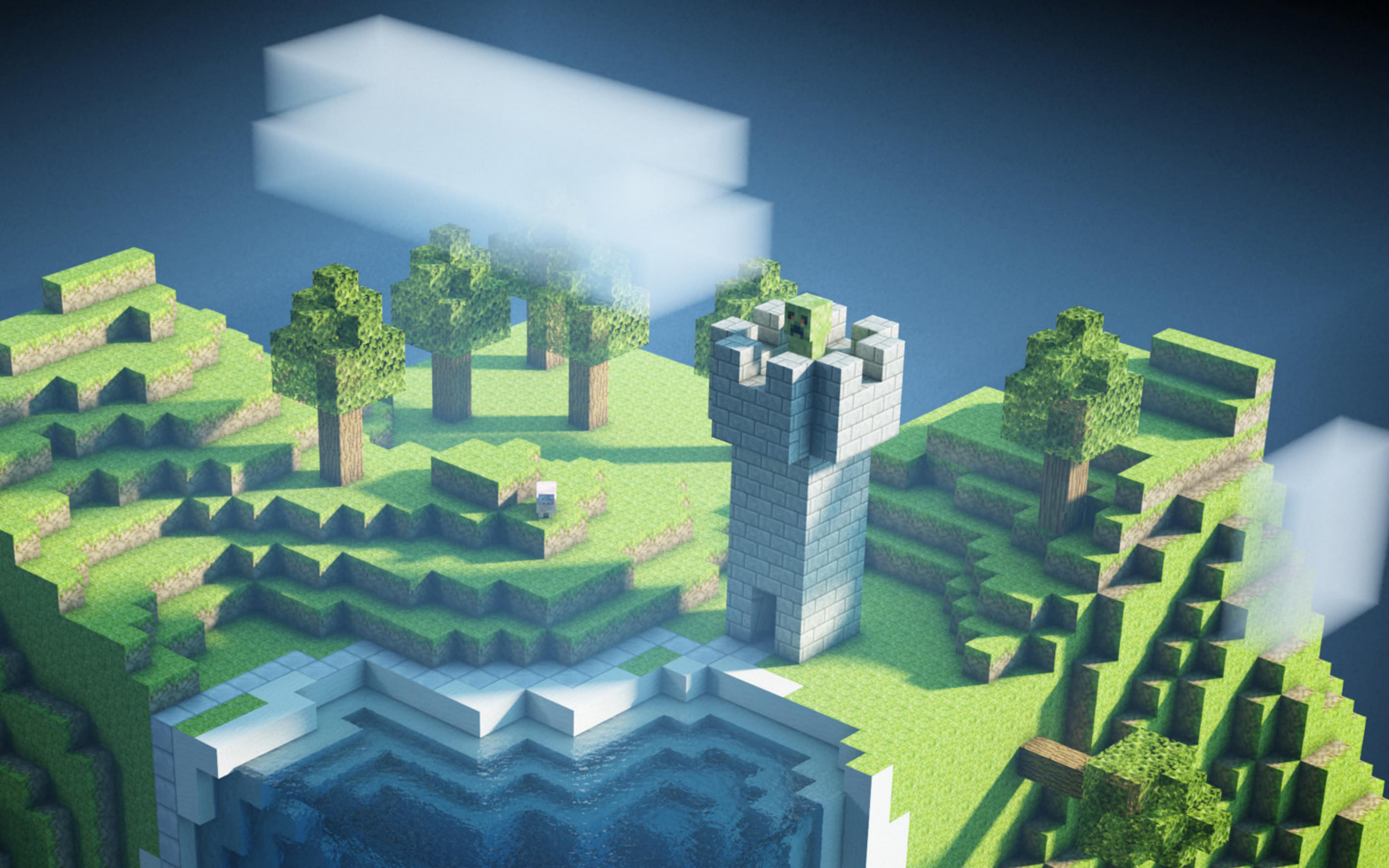
interactivity = engaging

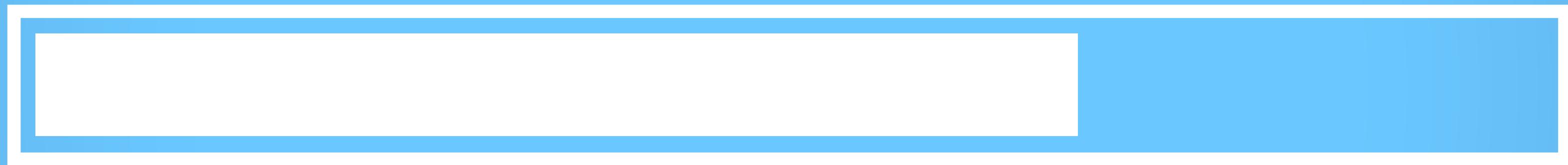
accessibility = flexible

& efficiency

usability = friendly
interactivity = engaging
accessibility = flexible
& efficiency = no excess





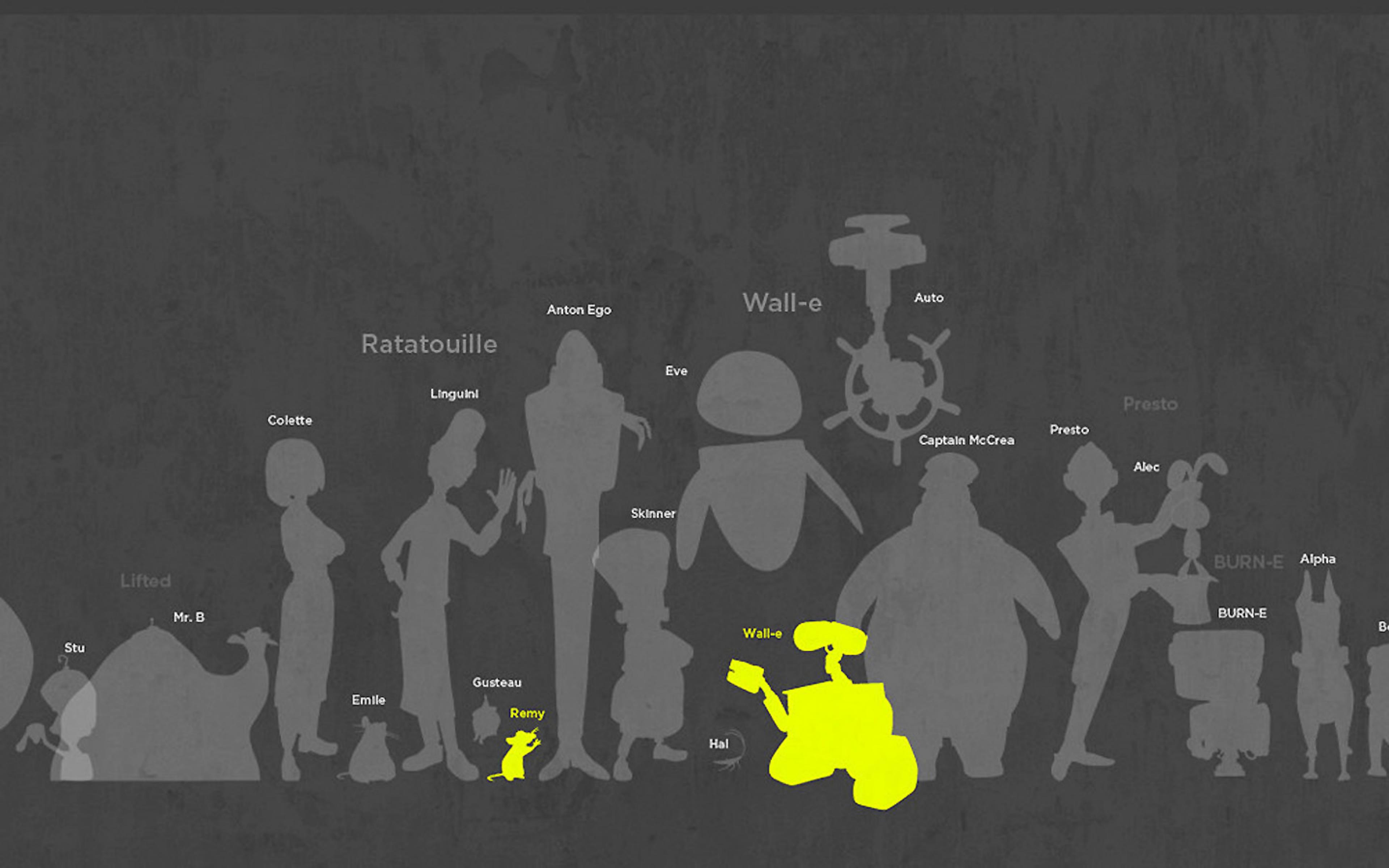


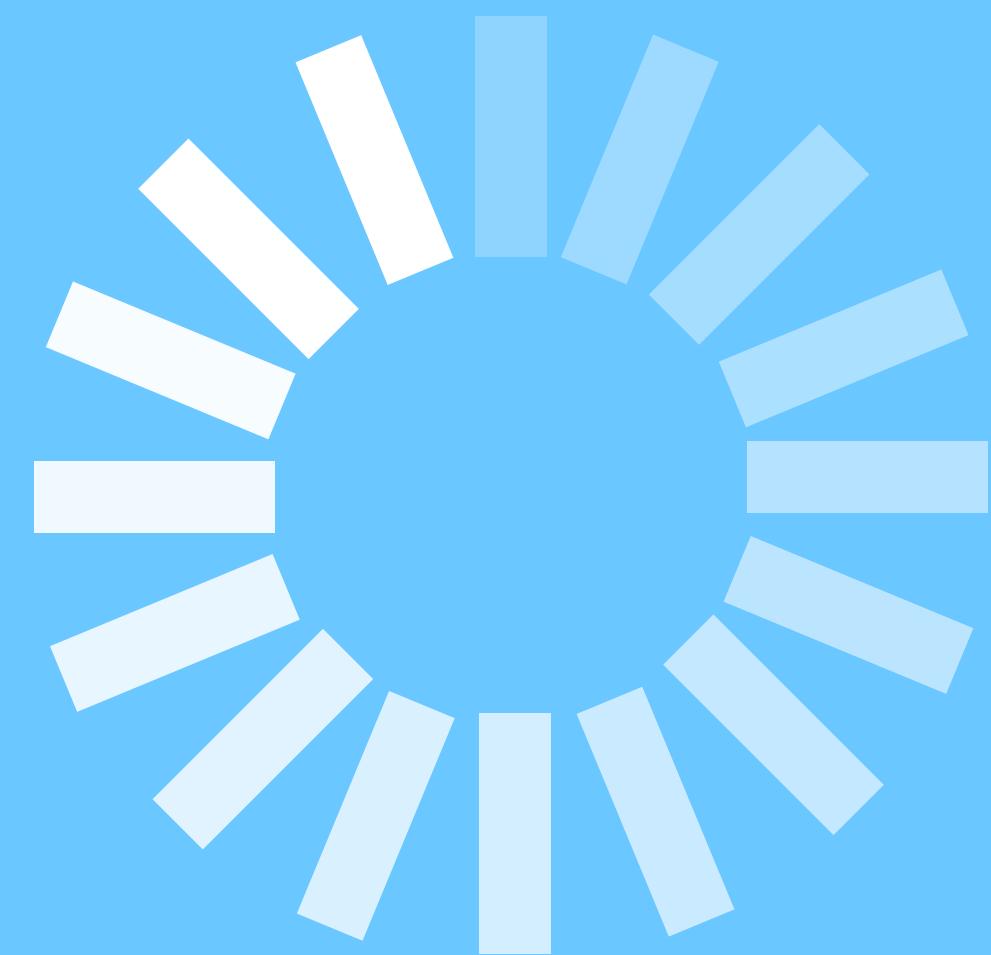
How fast
can you download
a website?

(this is a terrible question)

How long will
someone wait for
a website to load?

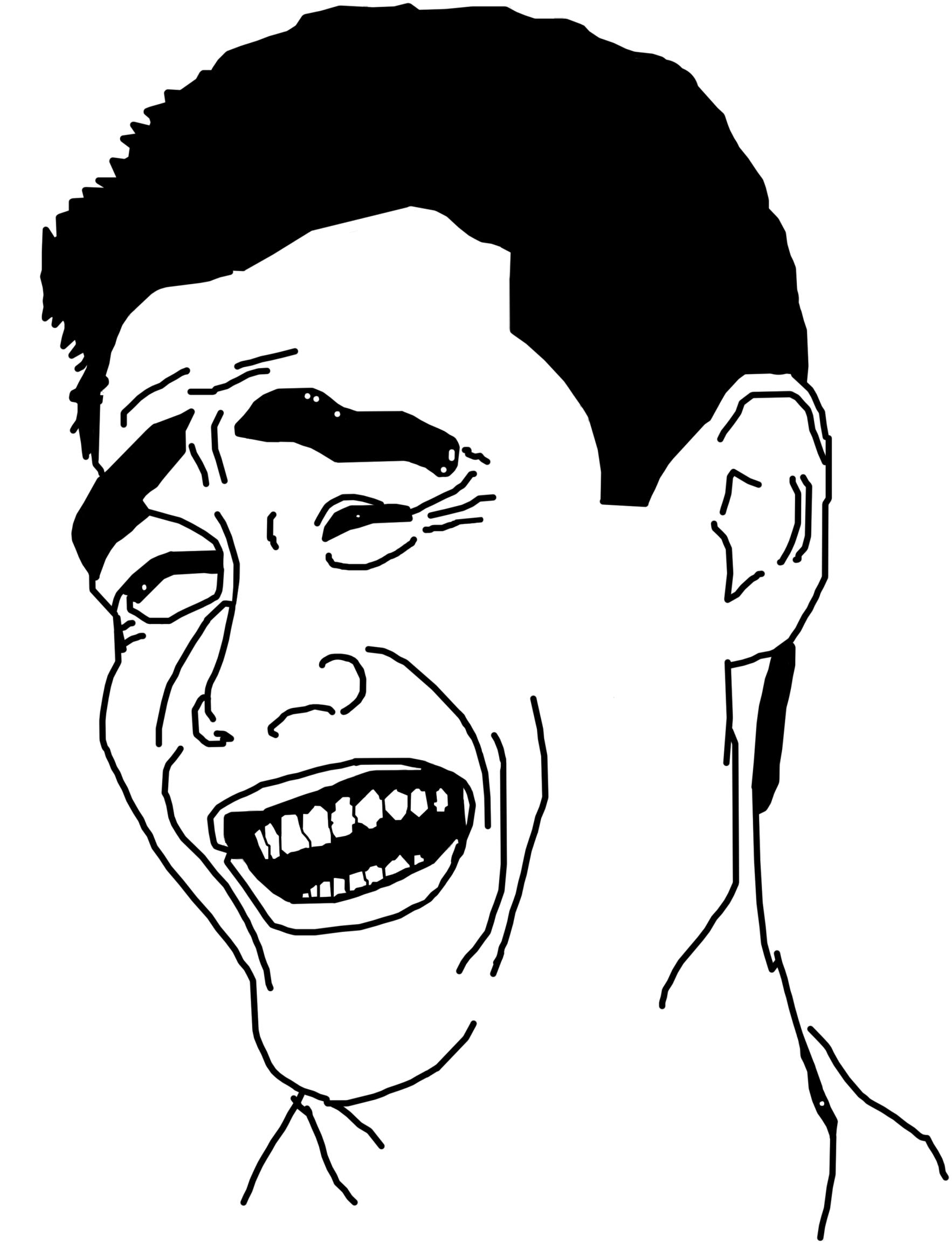
(this is a better question)



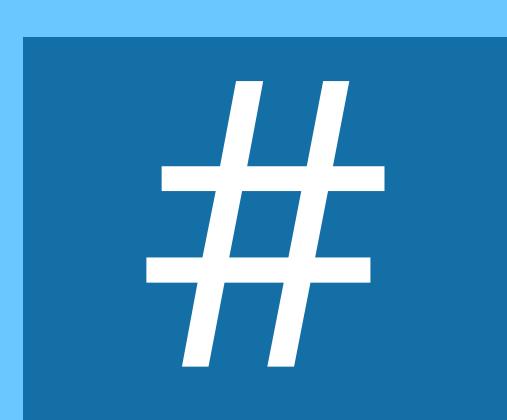


*wait for your
website to load?*

LOL
nope



It is difficult to control the

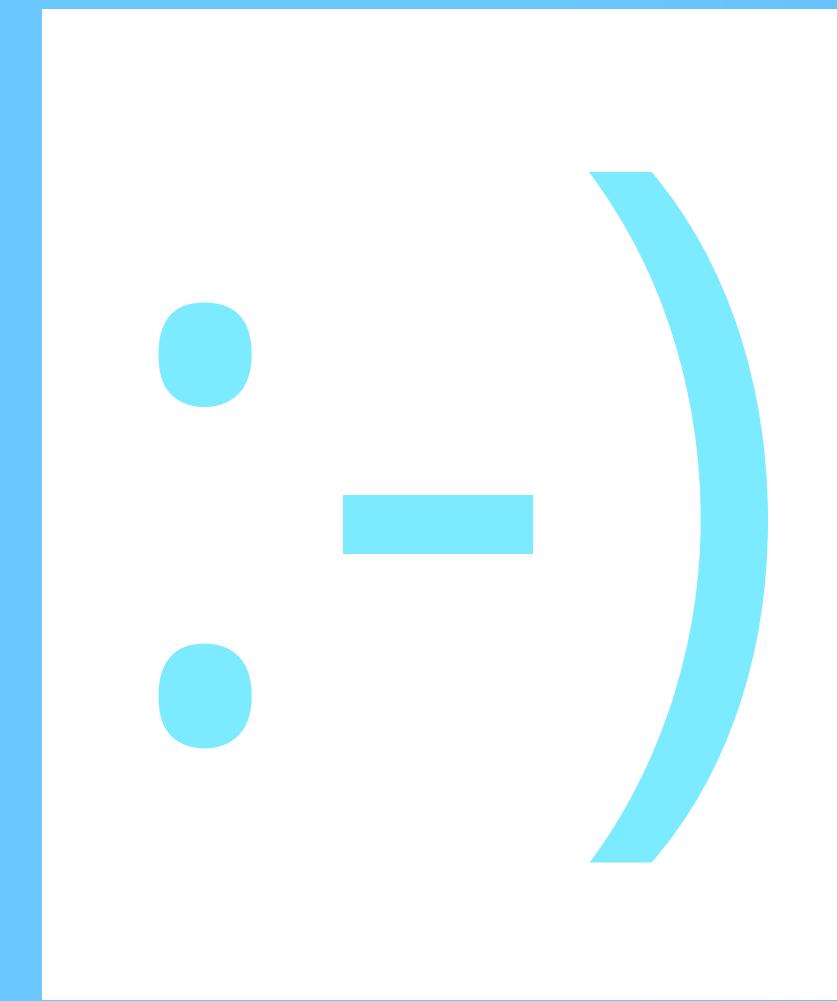
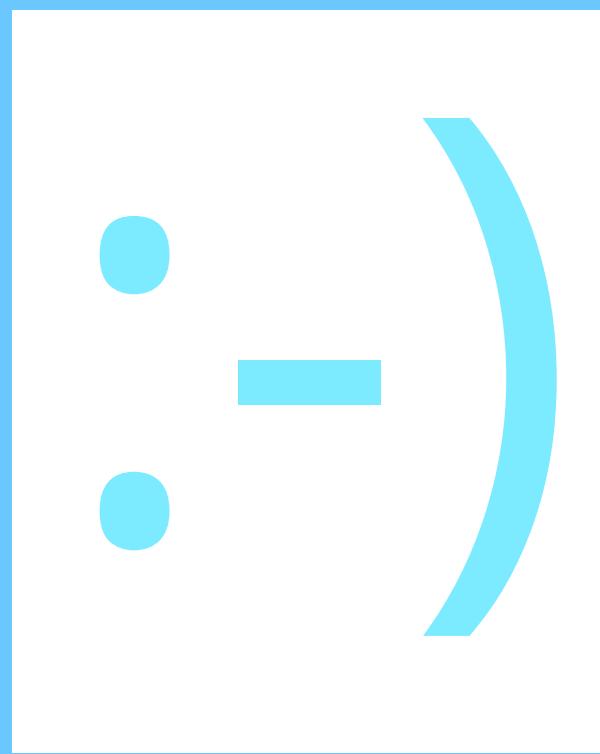


&



of the files



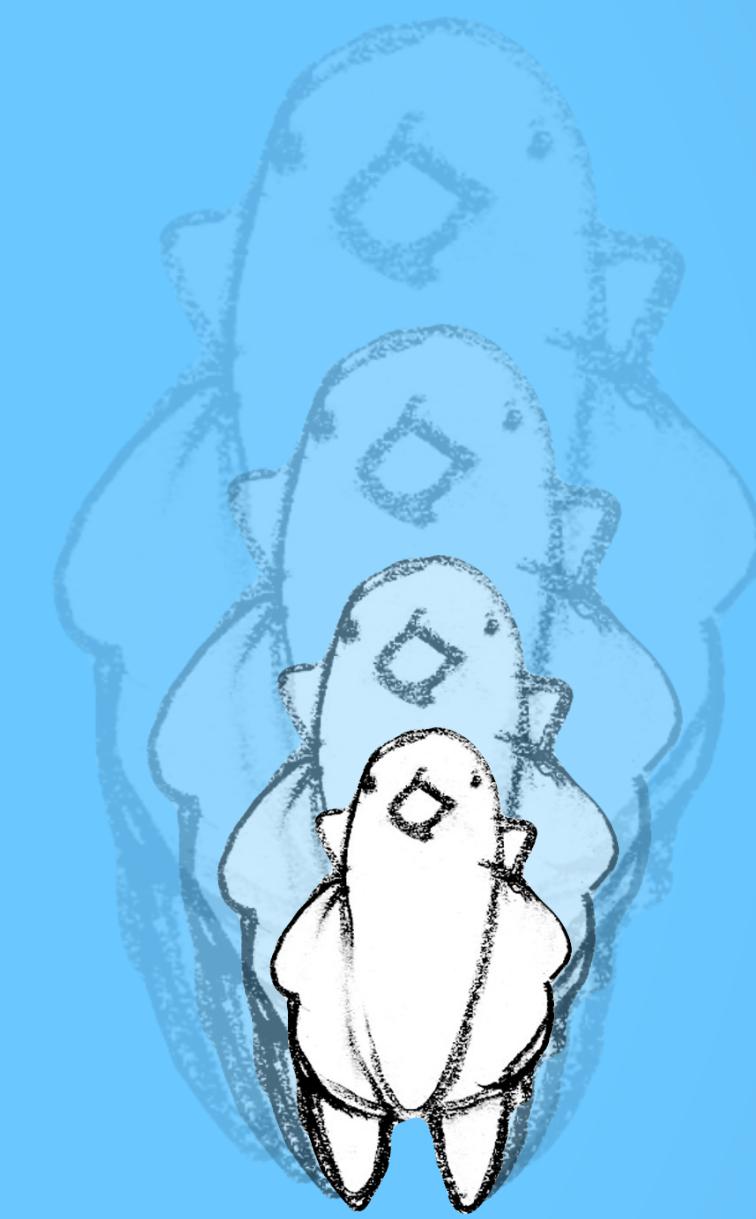
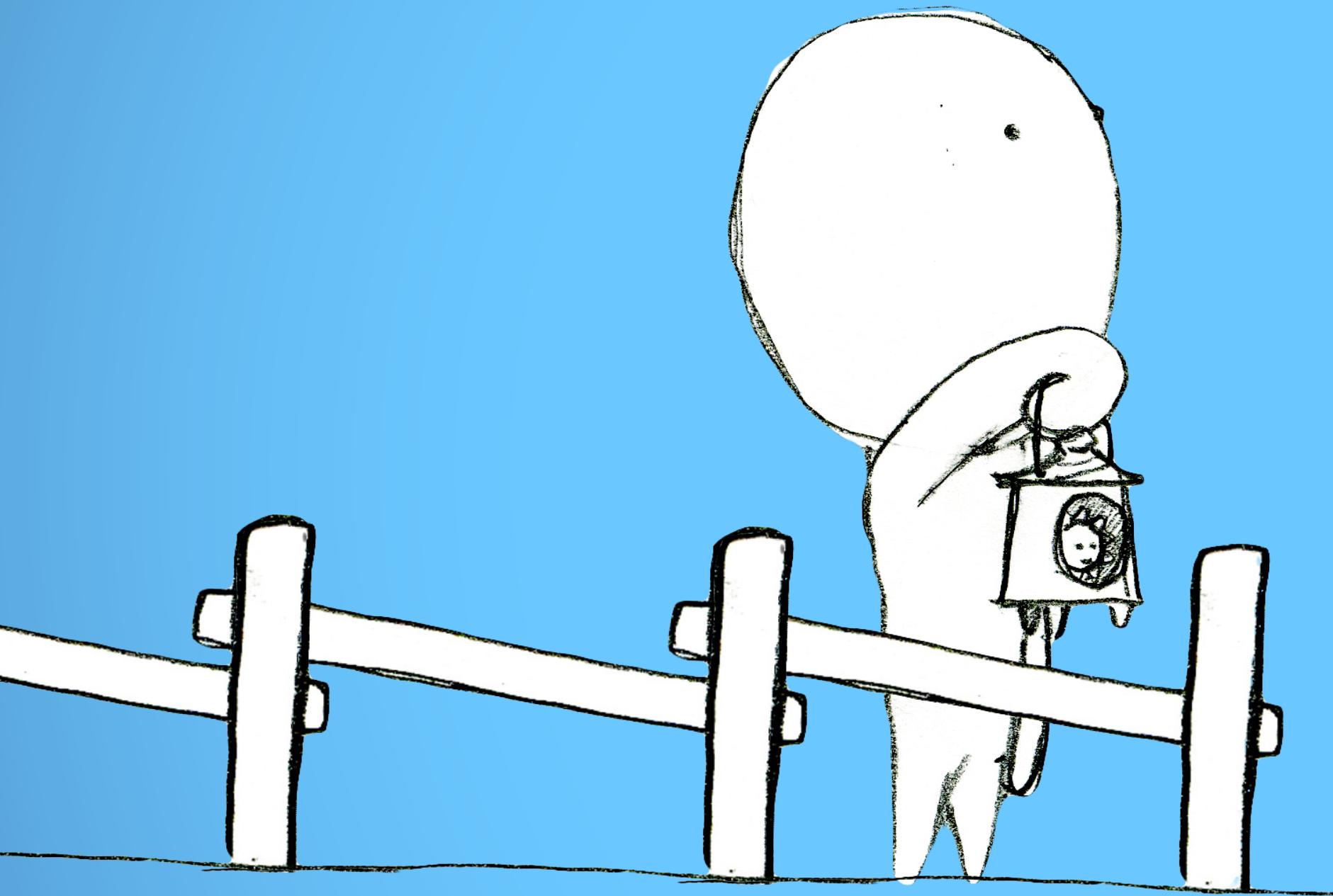


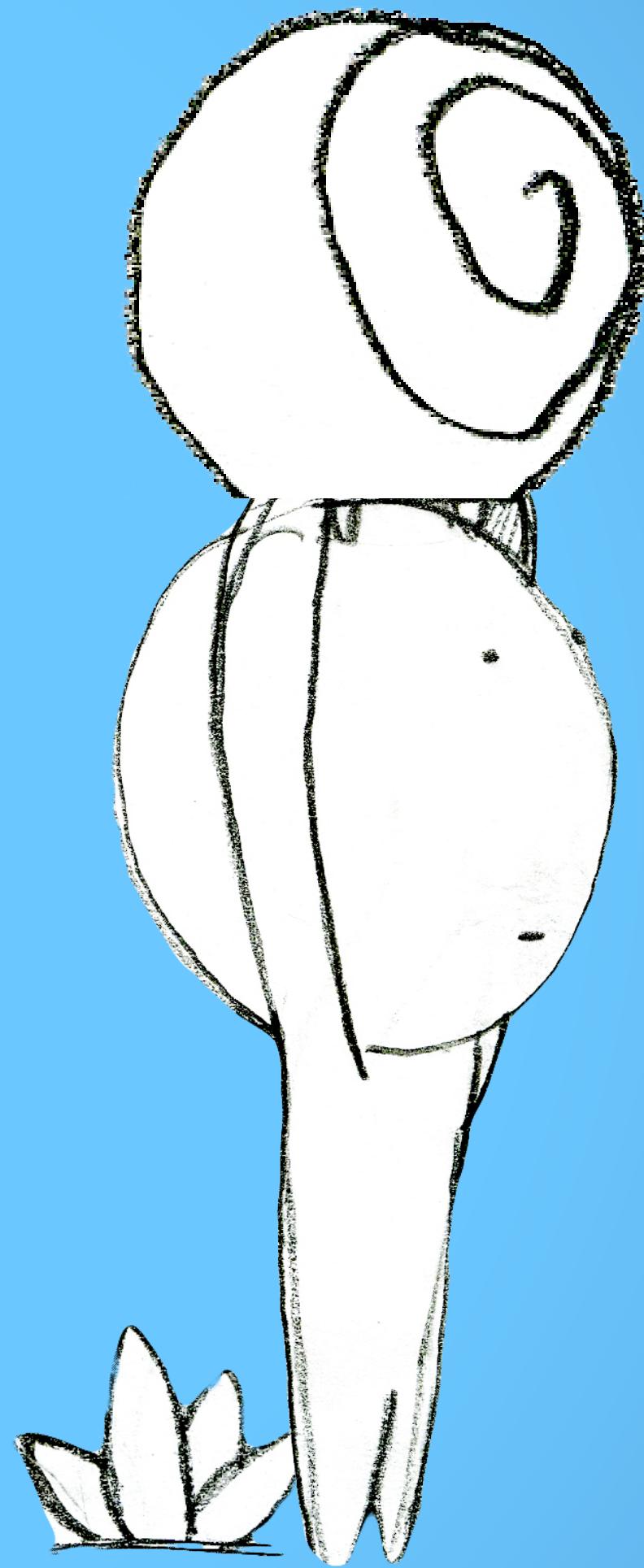
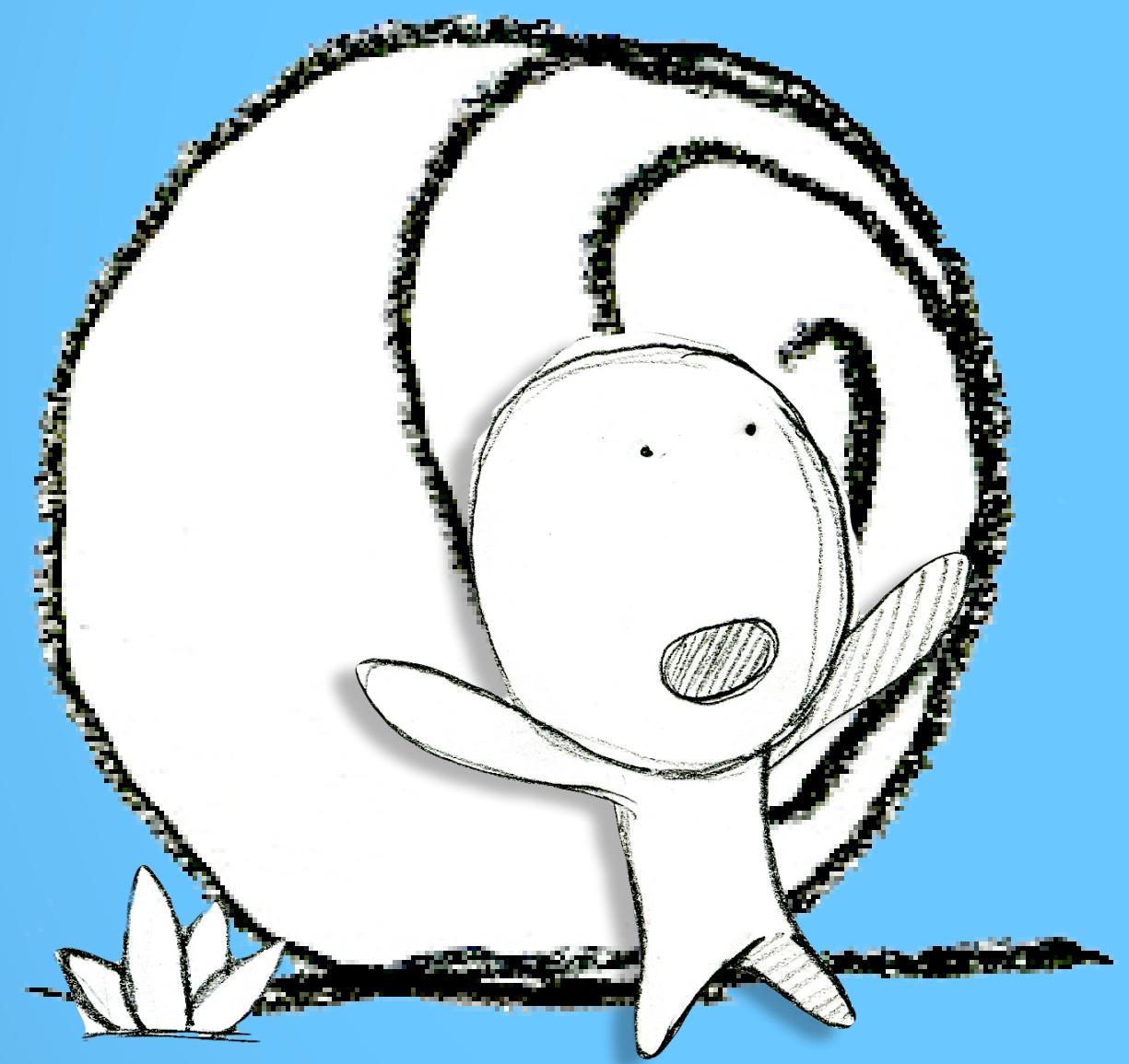
```
/*
Kaiopua.js
Main module, handles browser events.
```

```
var KAIOPUA = (function (main) {
  var shared = main.shared = main.shared || {},
    utils = main.utils = main.utils || {},
    loader, error, game,
    lastGamma, lastBeta,
    libList = [
      "js/lib/jquery-1.6.4.min.js",
      "js/lib/RequestAnimationFrame.js",
      "js/lib/requestInterval.js",
      "js/lib/requestTimeout.js",
    ];
});
```



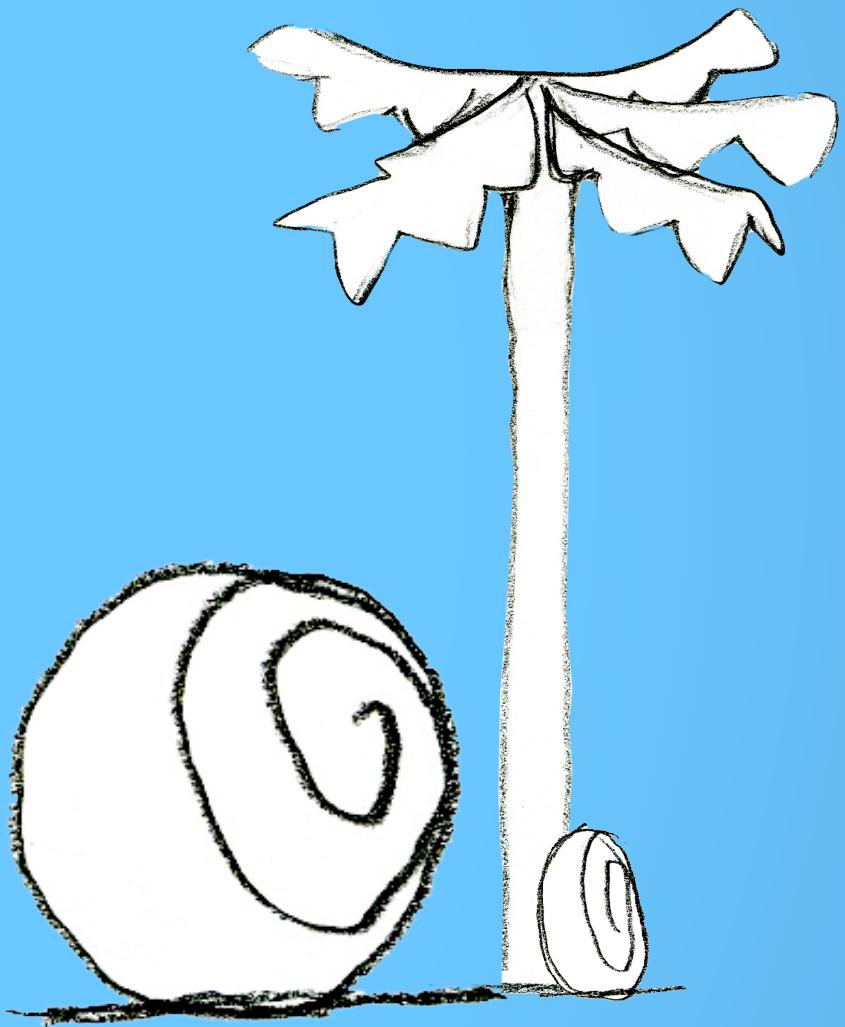
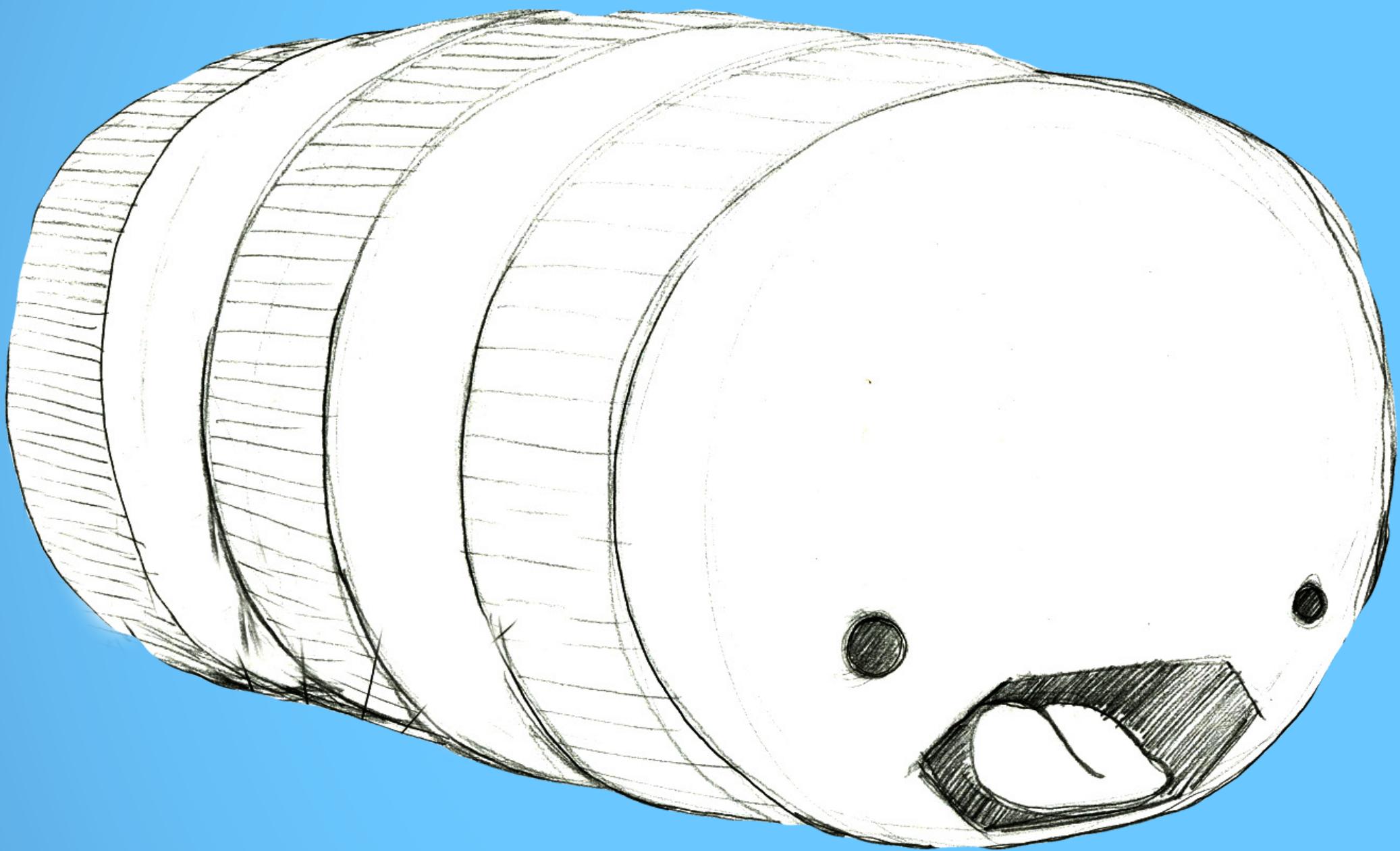
```
var KAIOPUA=(function(g){var b=g.
shared=g.shared||{},s=g.utils=g.
utils||{},k,p,u,r,l,t=[“js/lib/jquery-
1.6.4.min.js”,”js/lib/RequestAnimation-
Frame.js”,”js/lib/requestInterval.js”,”js/
lib/requestTimeout.js”,”js/lib/signals.
min.js”];});
```

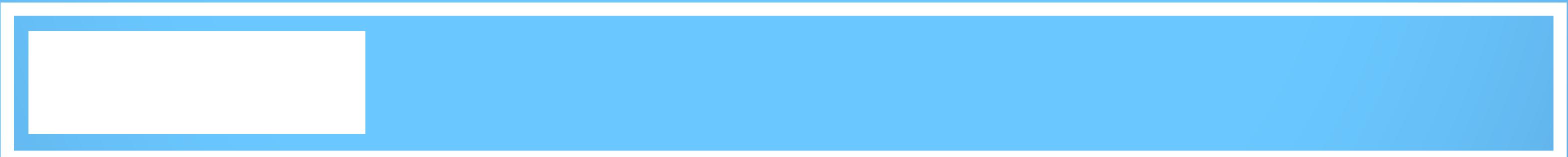




Let me show you how
this works



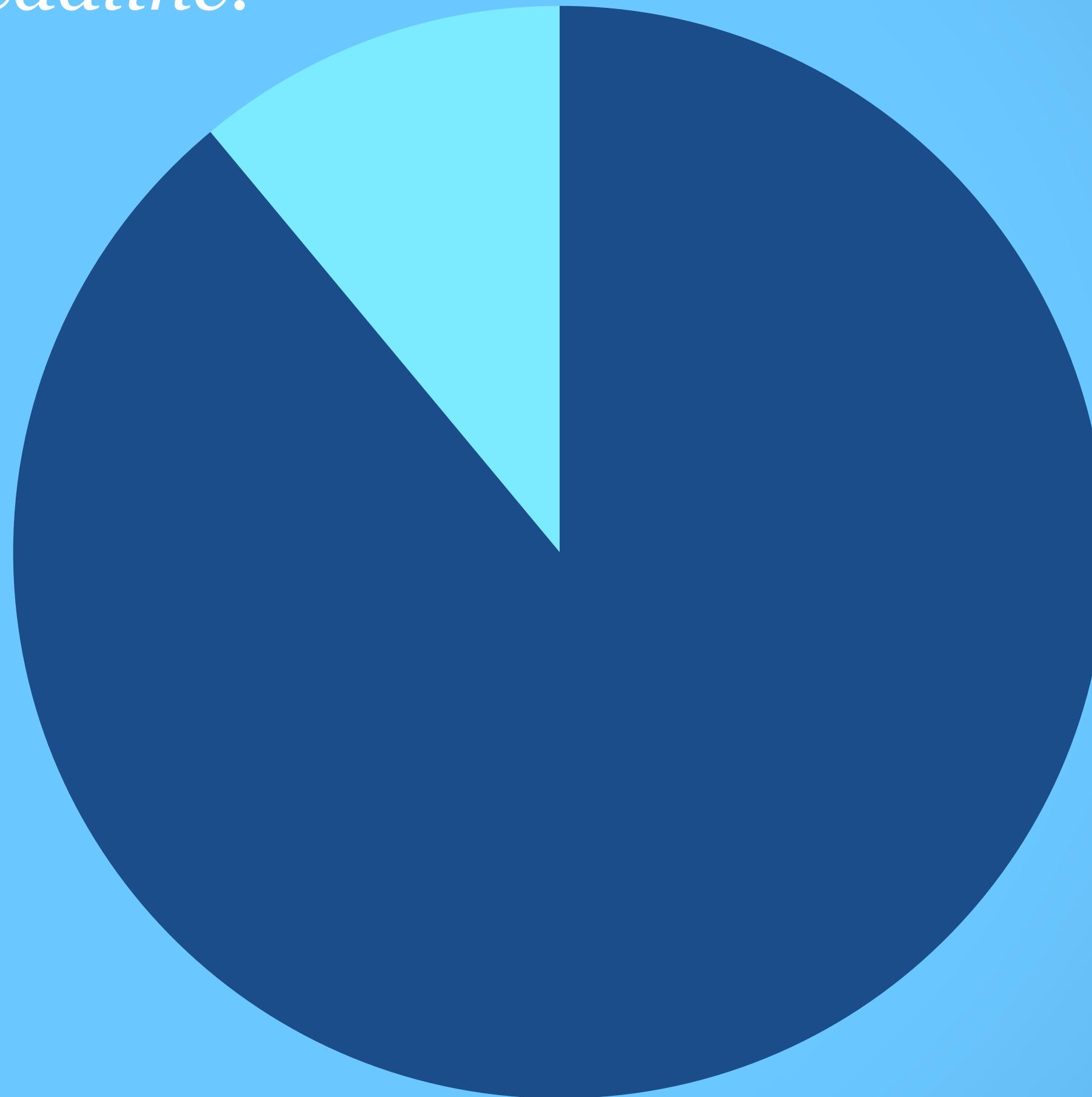


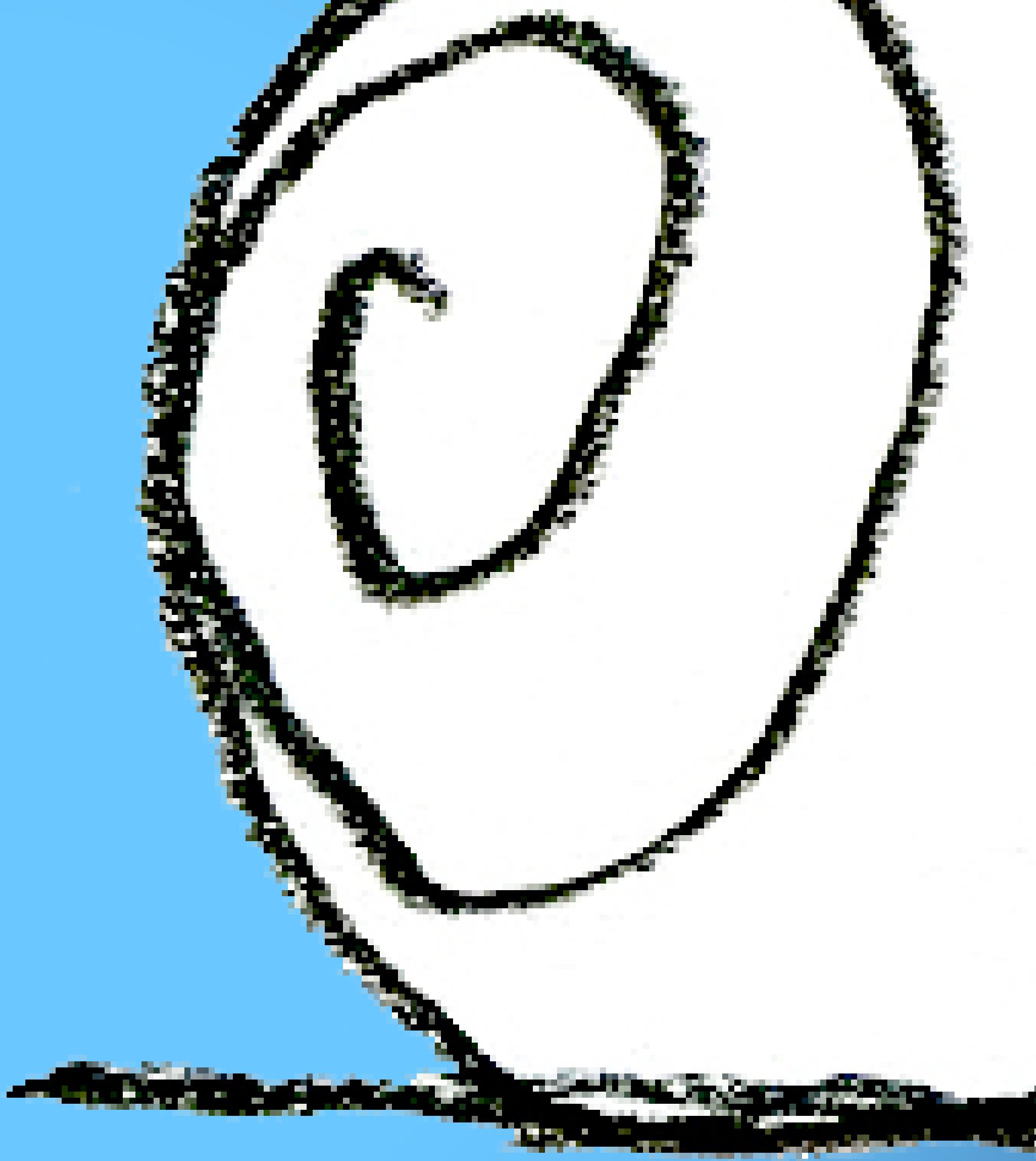
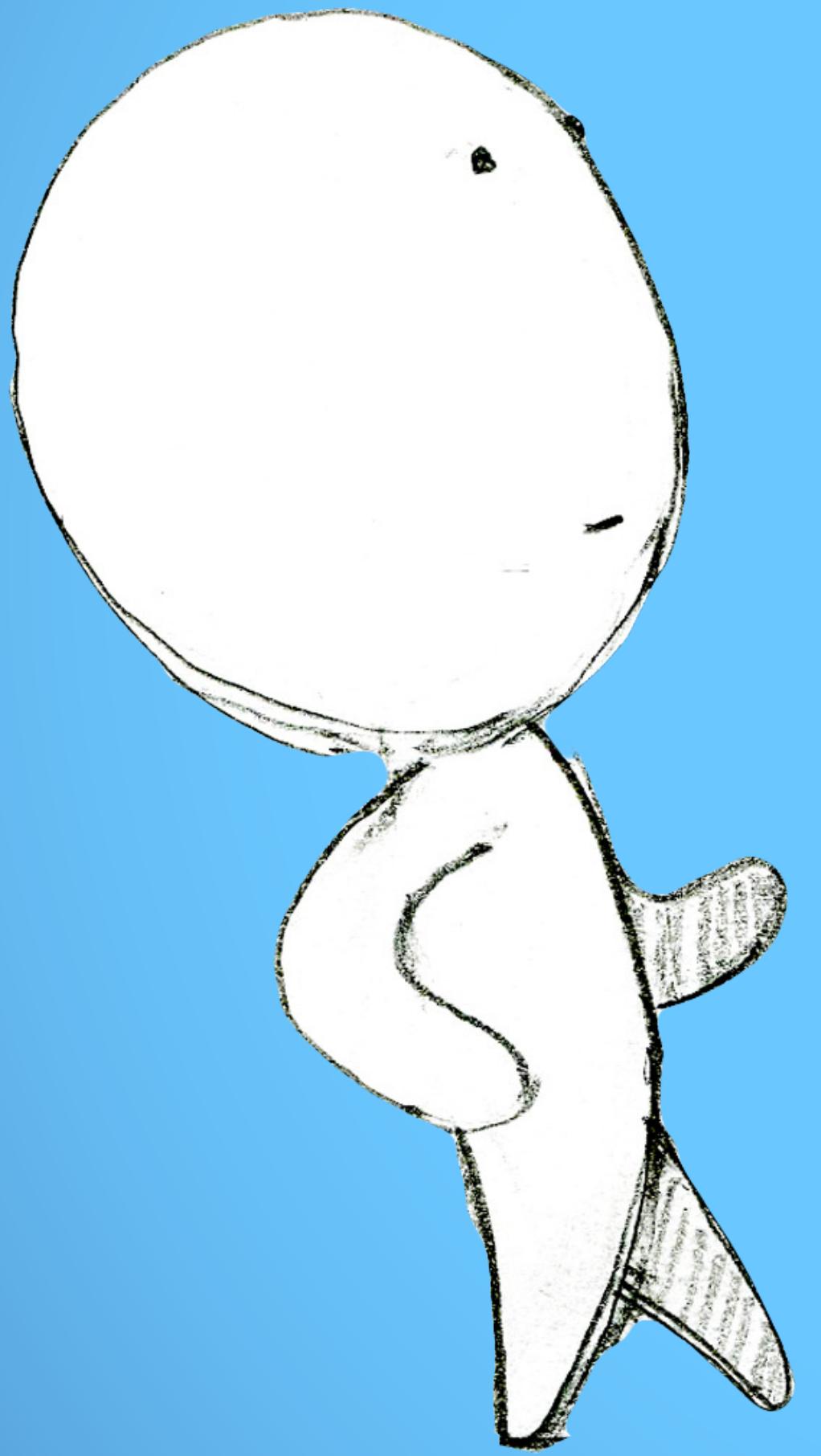


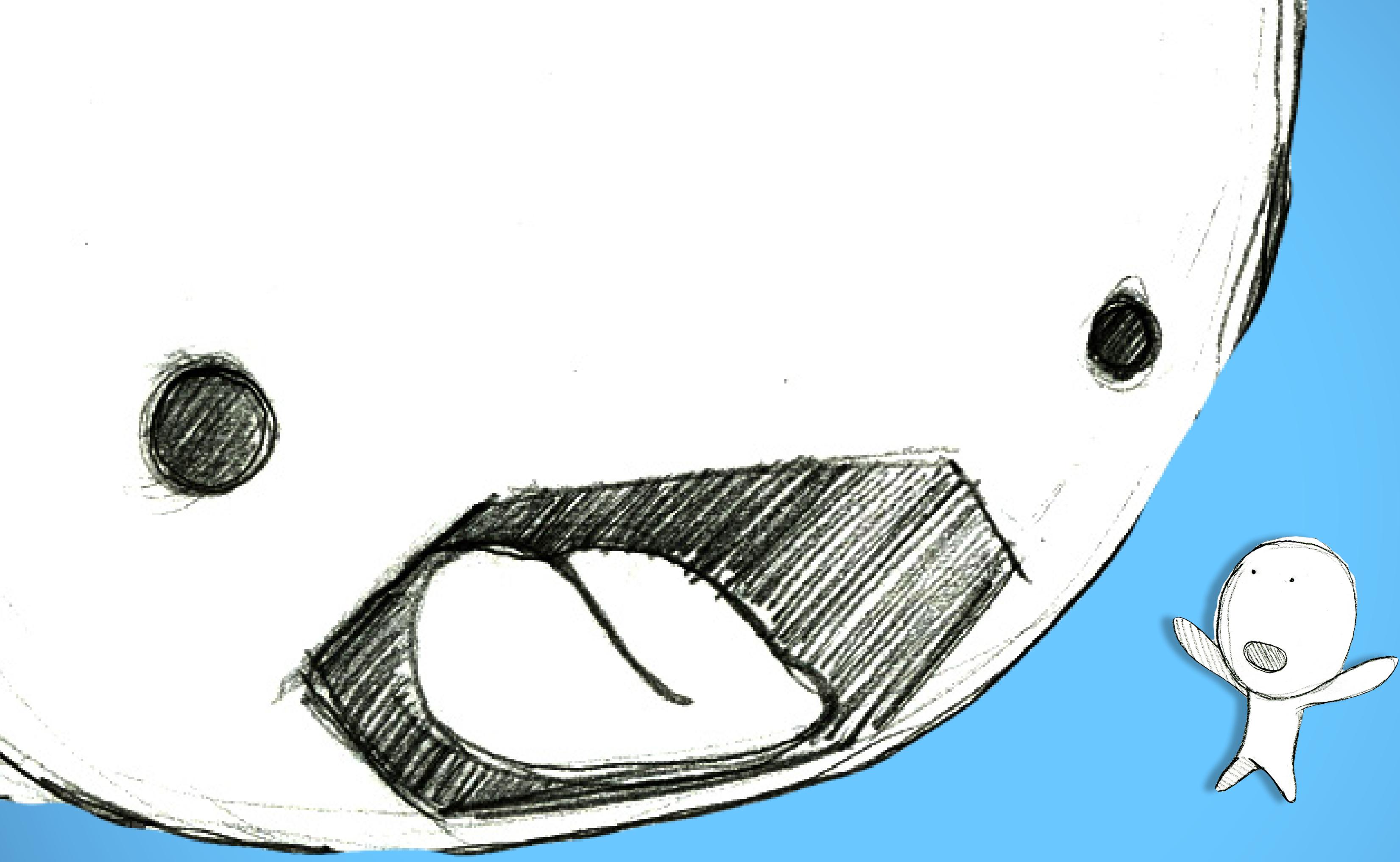
rock_image.psd - estimated time: 1.5 hours

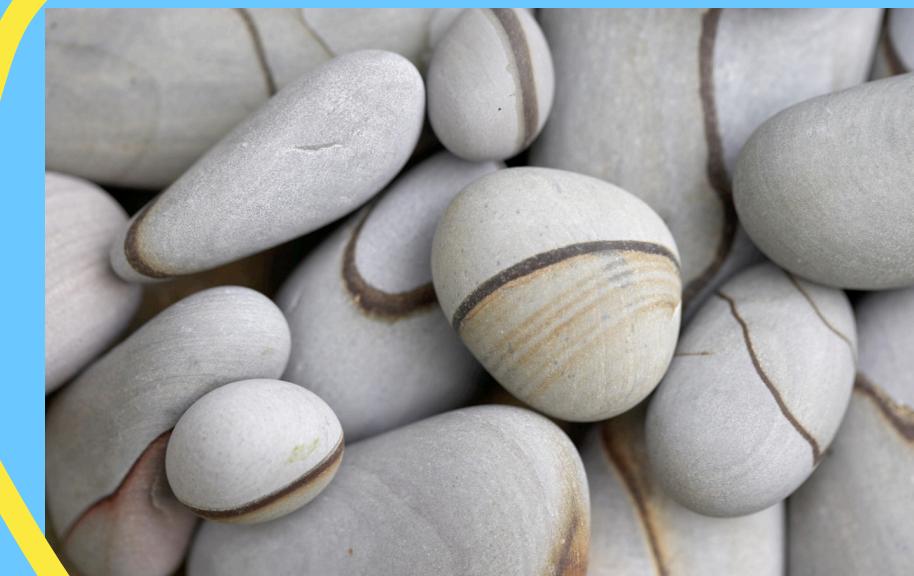
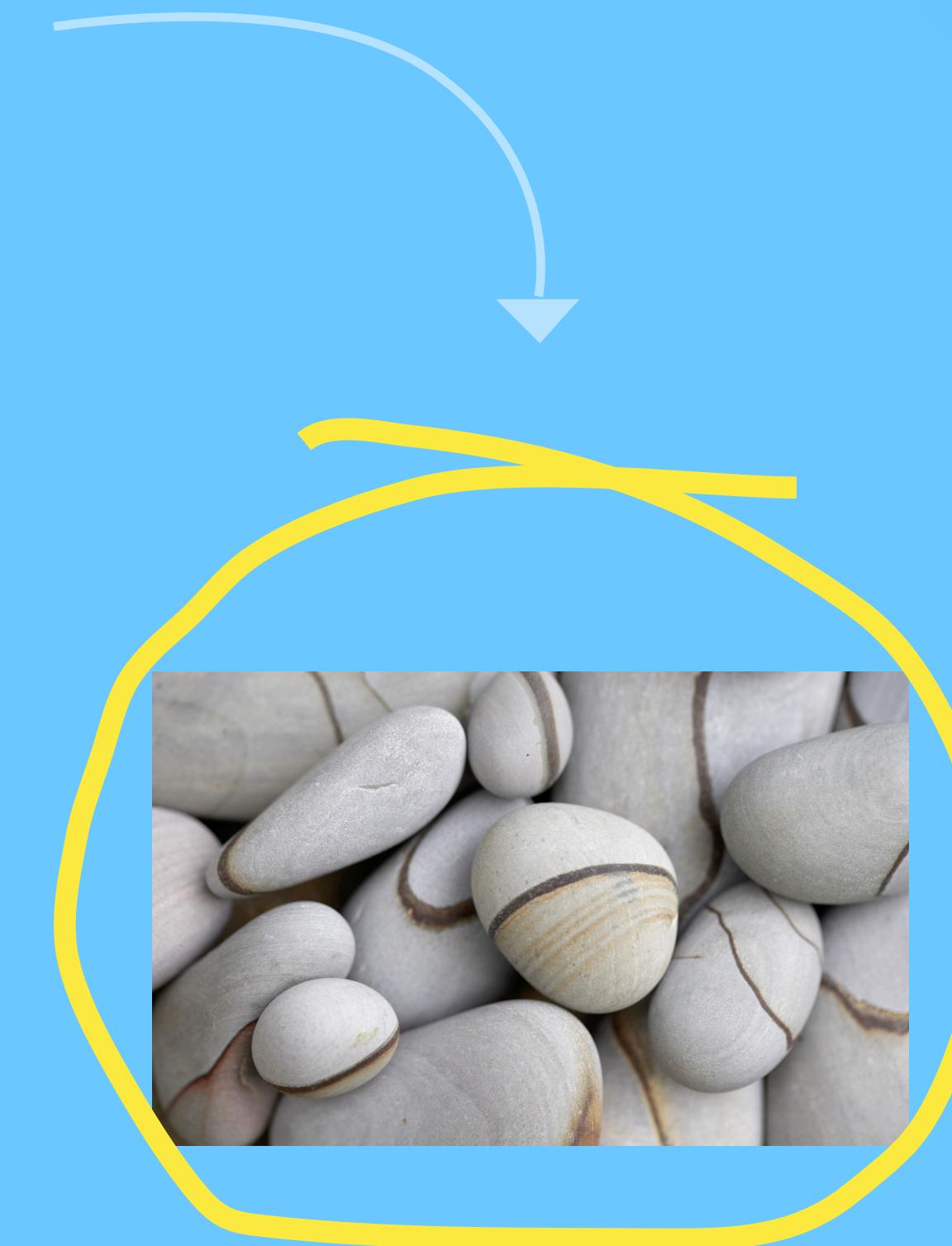


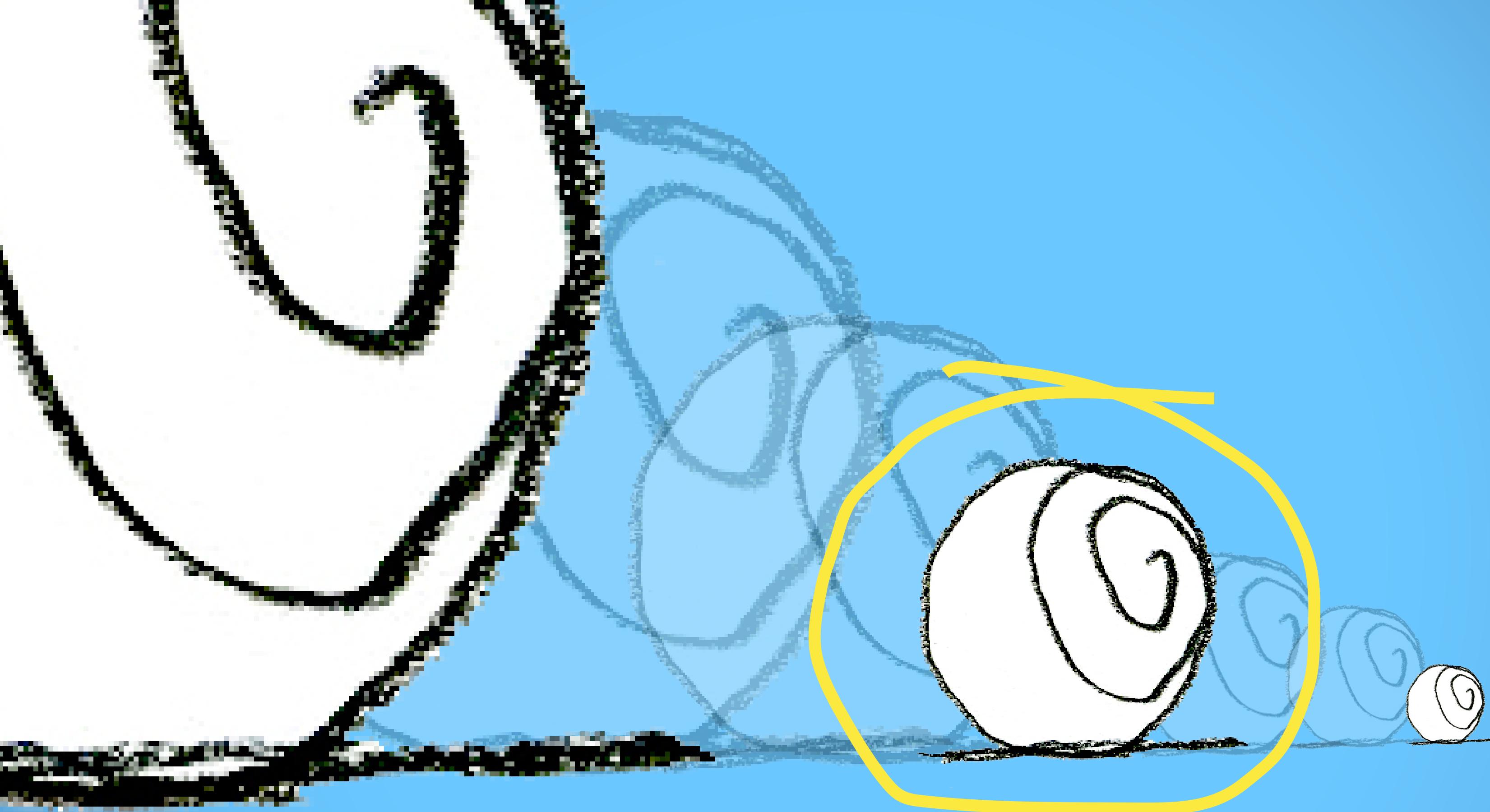
time until deadline!





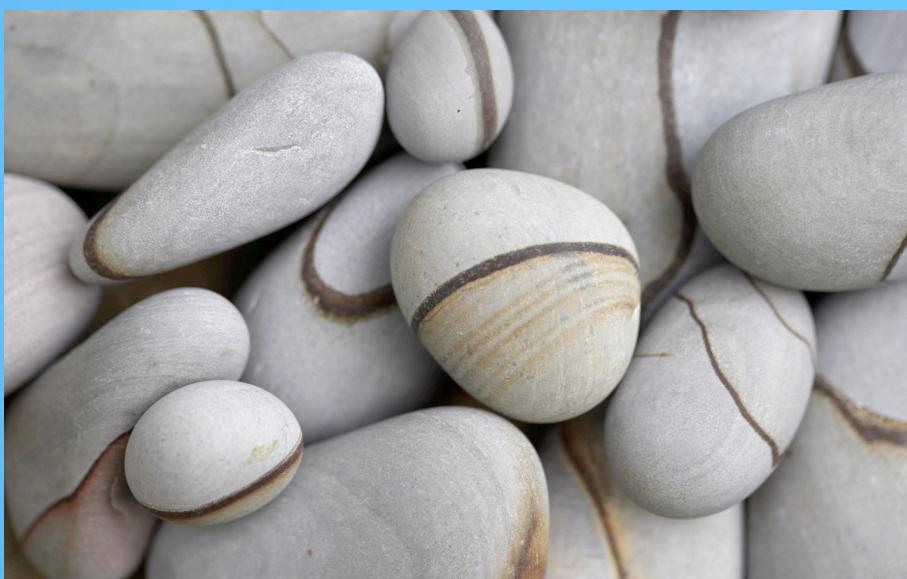




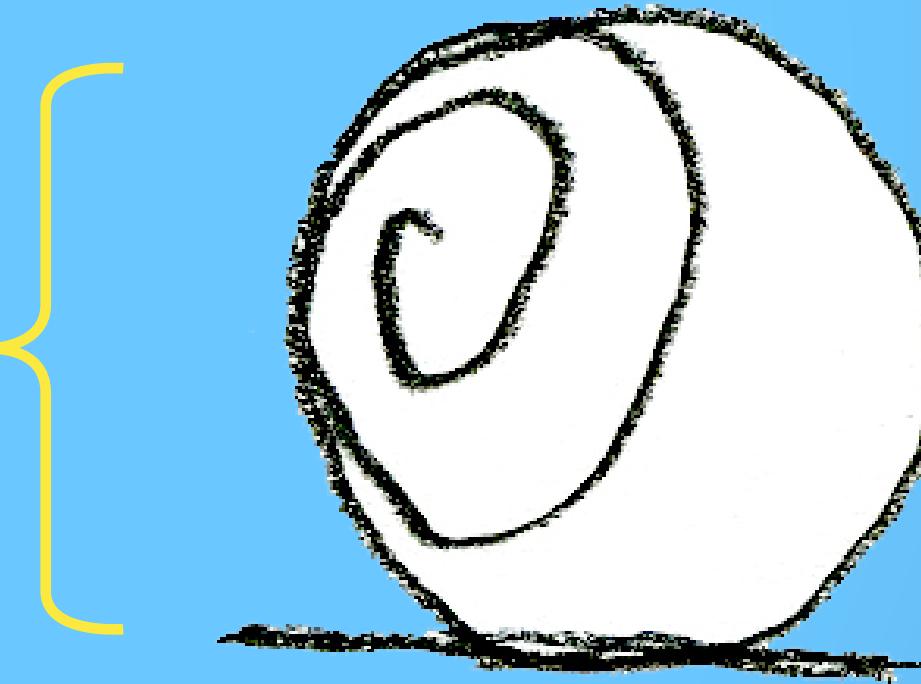




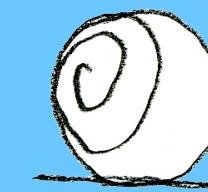
too big

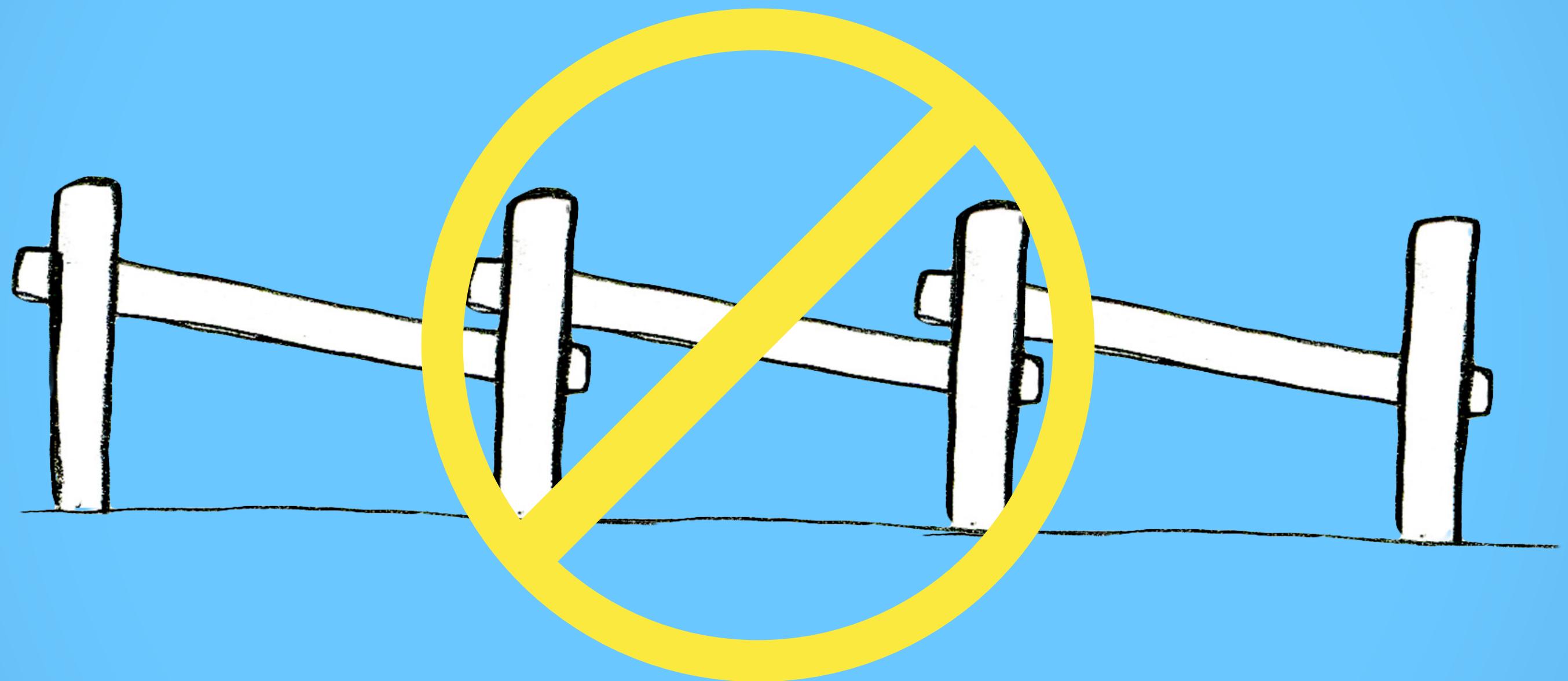


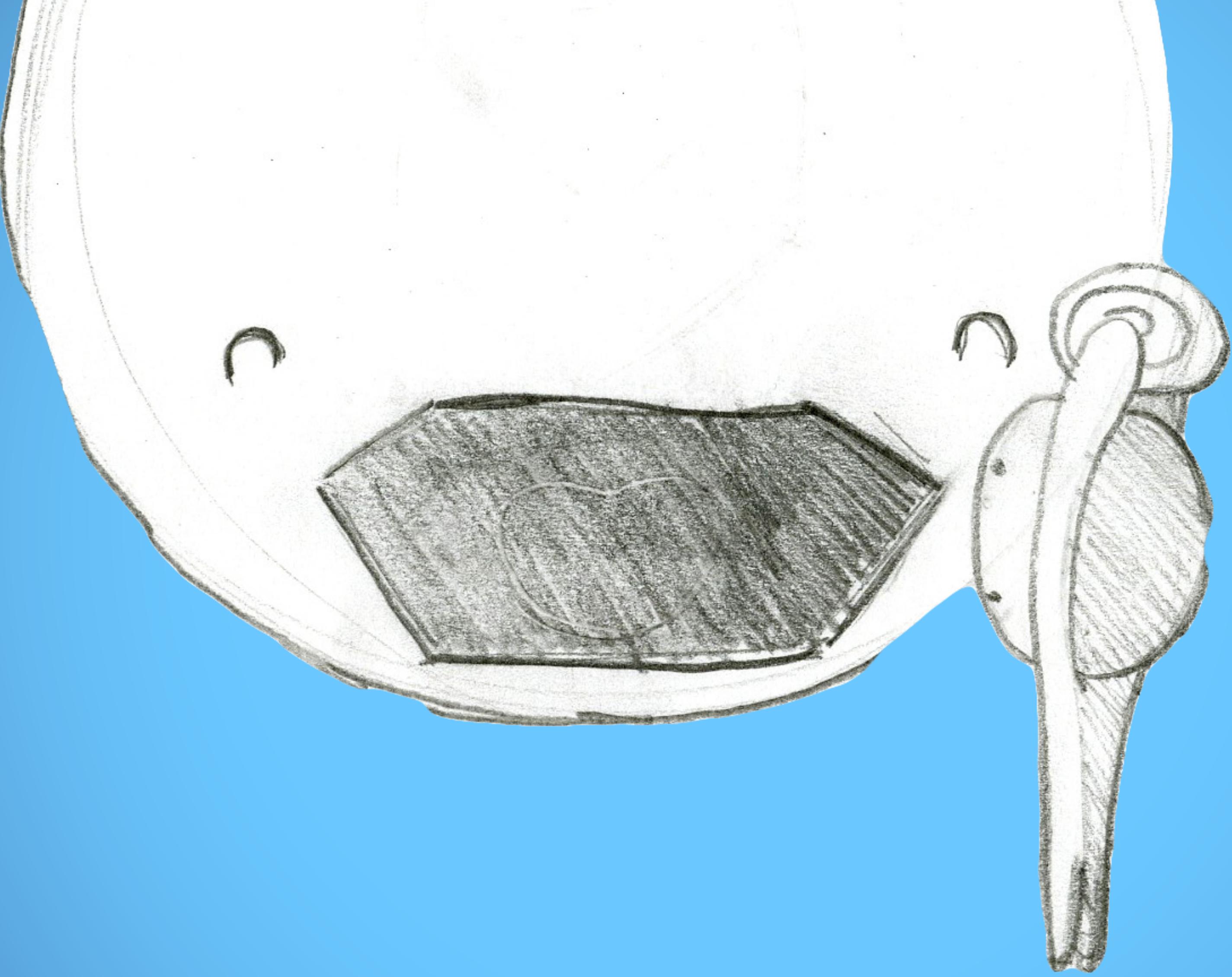
just right



too small



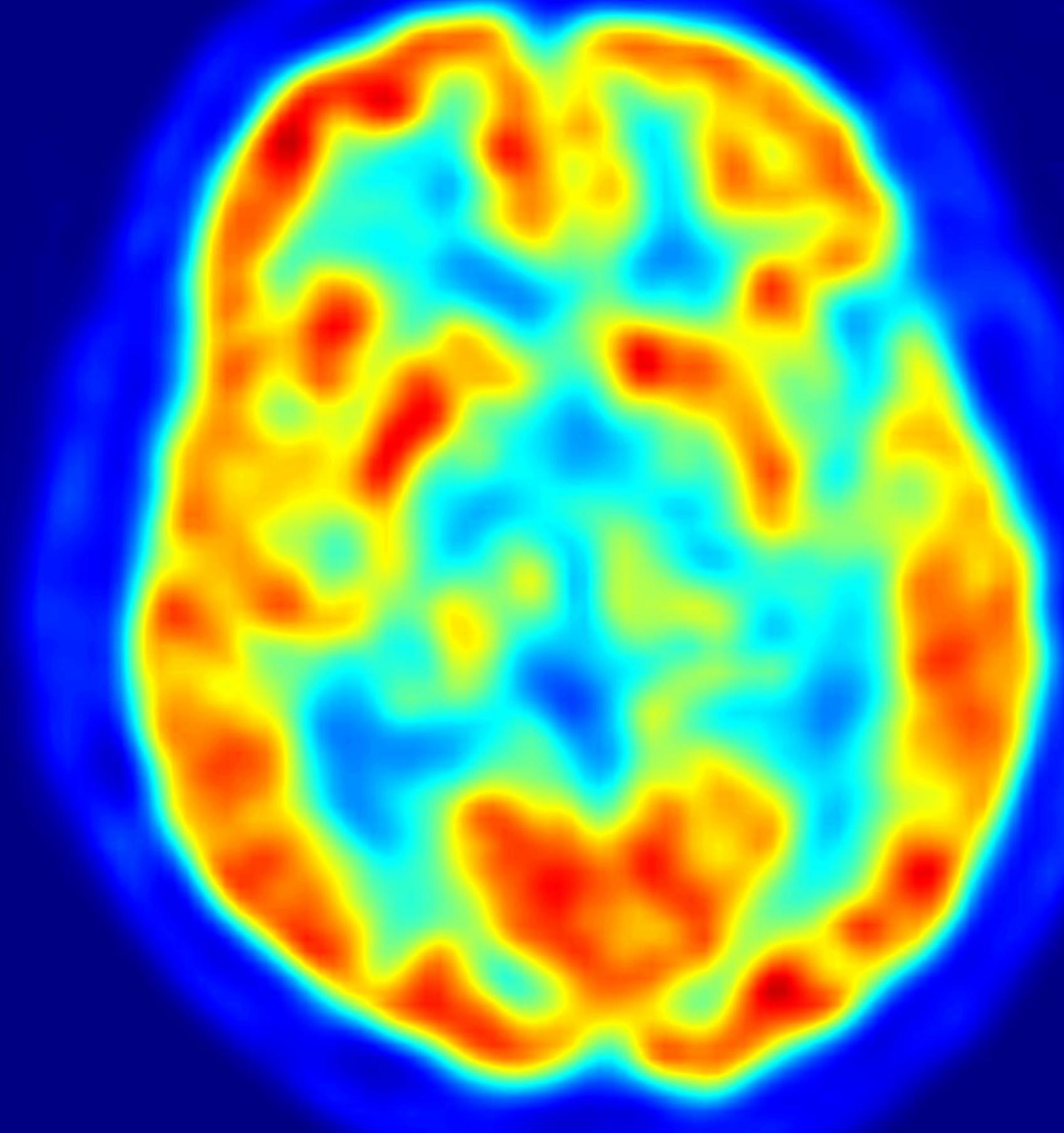


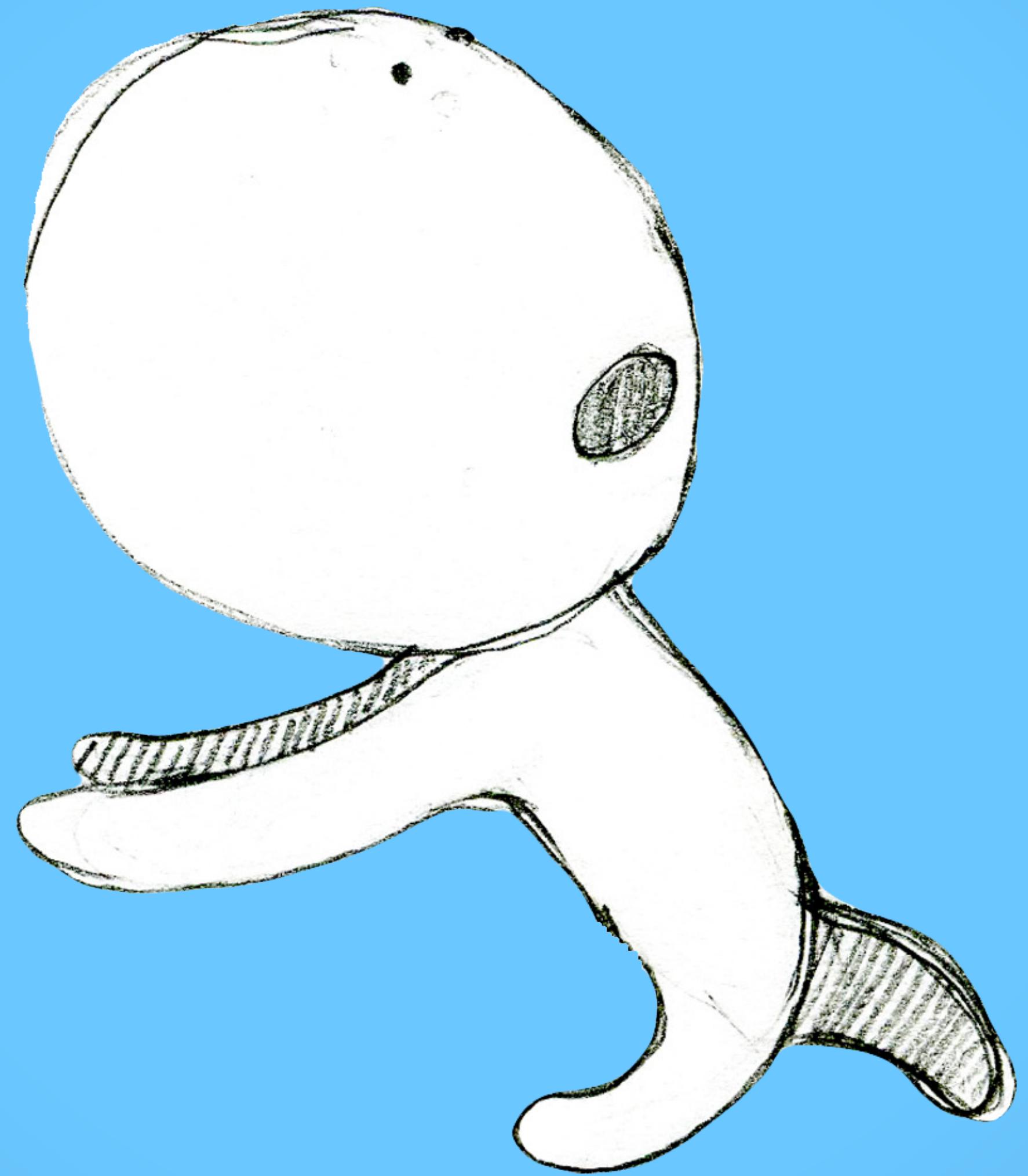


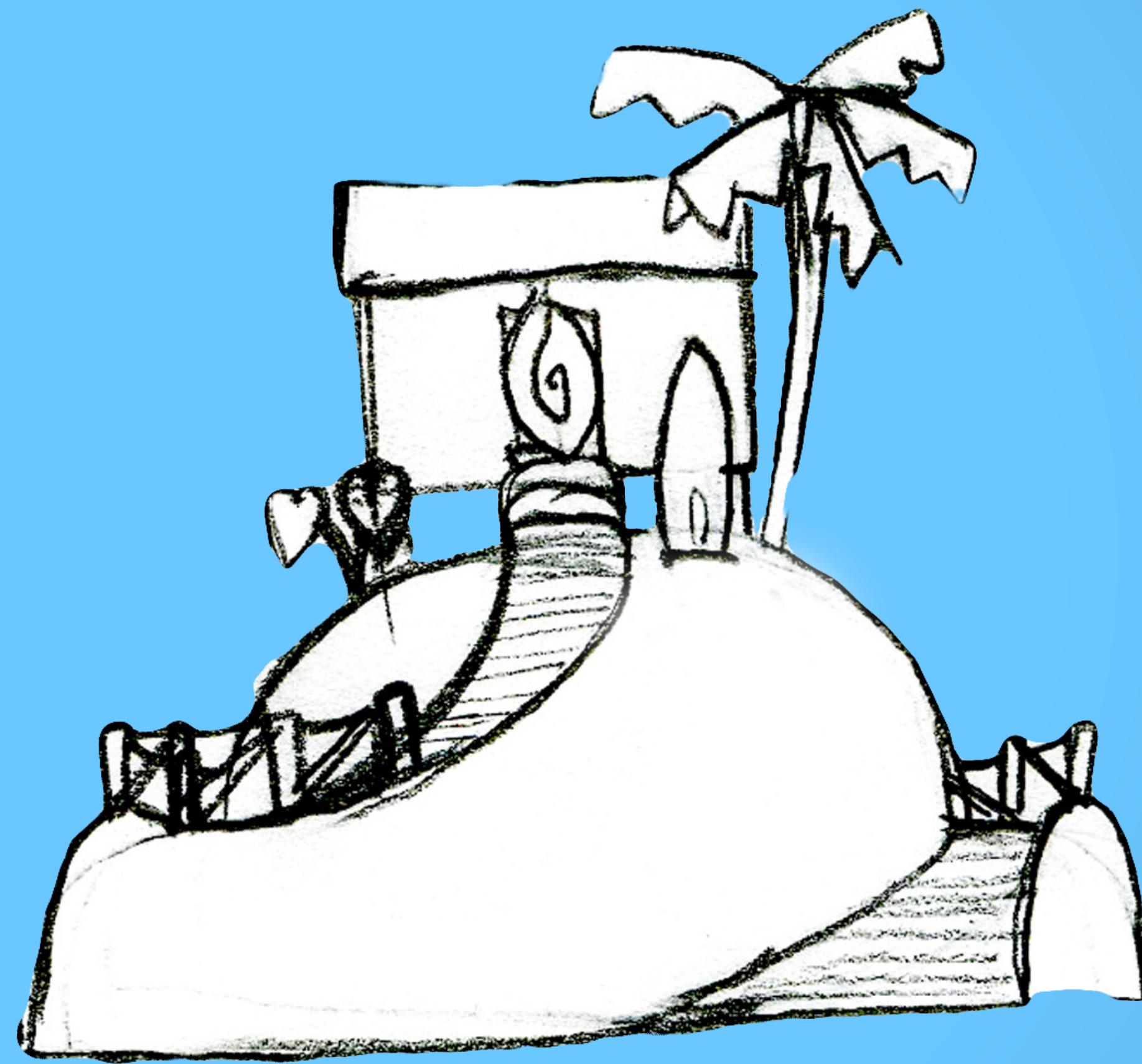
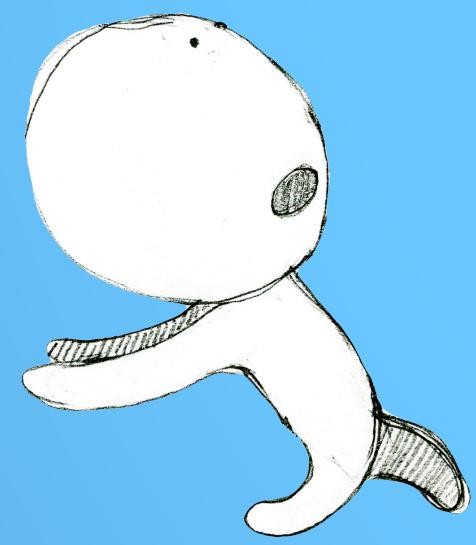


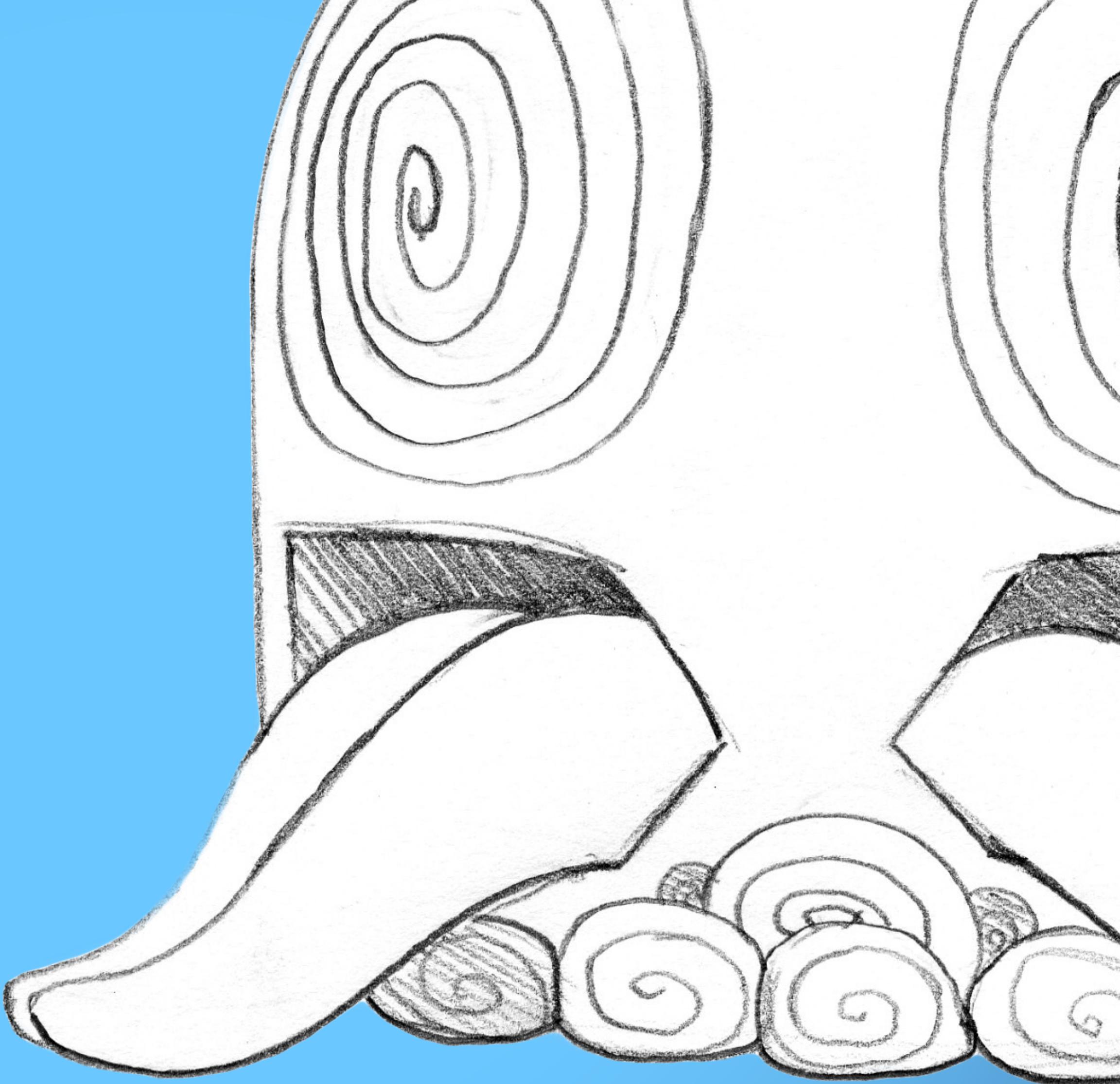
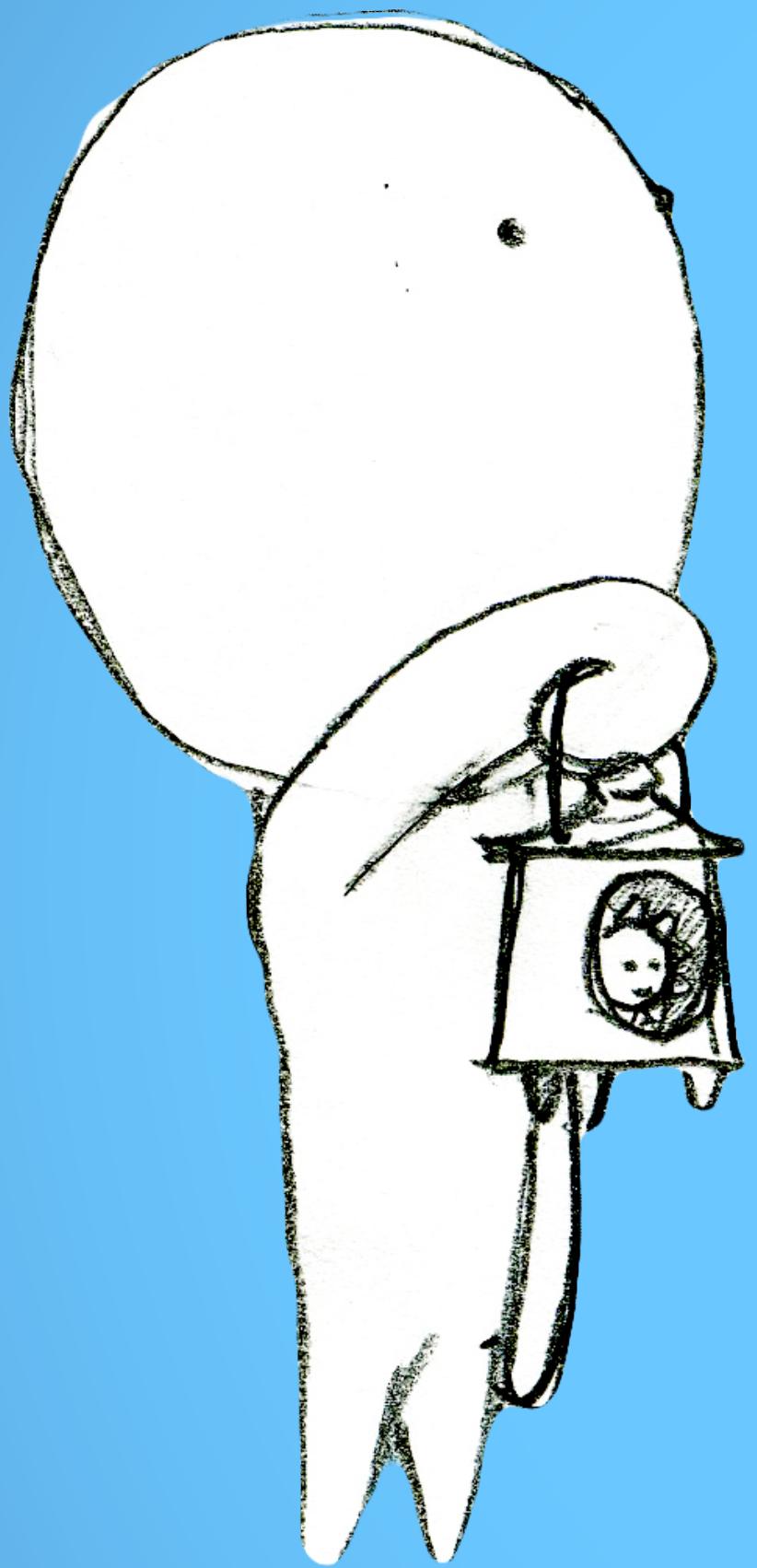
Let me outline the project
scope

meaningful + playful





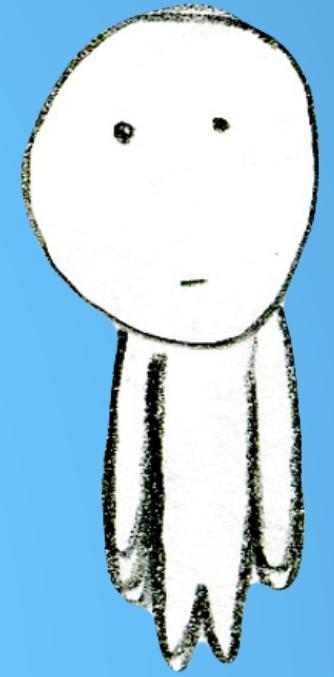




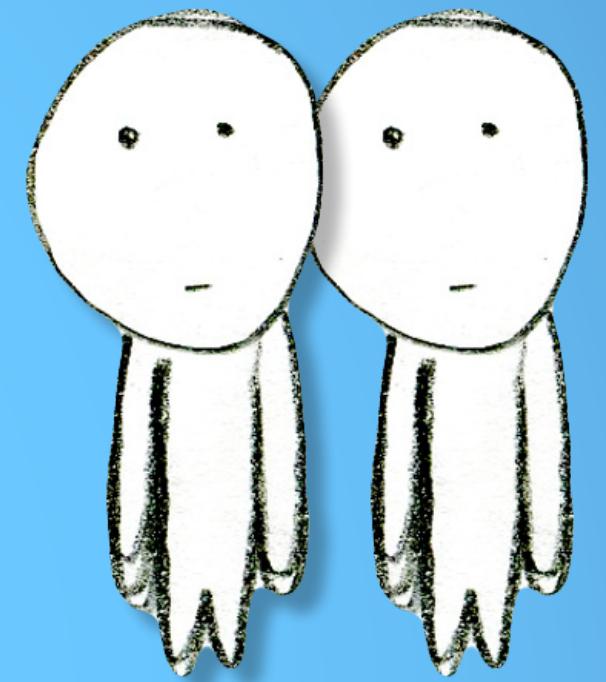
Two products will define this project as successful:
a written discourse
& a playable game

the writing

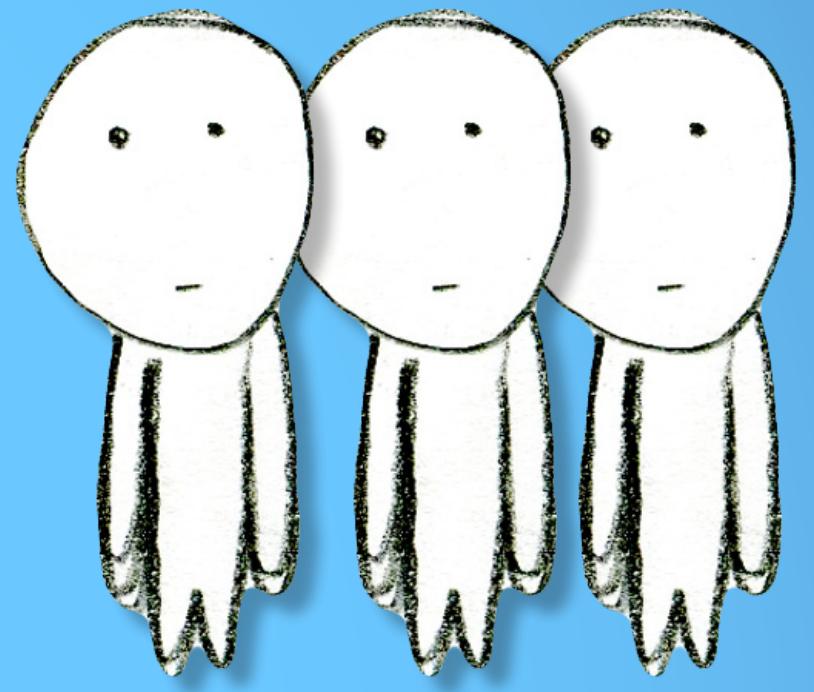
will explain:



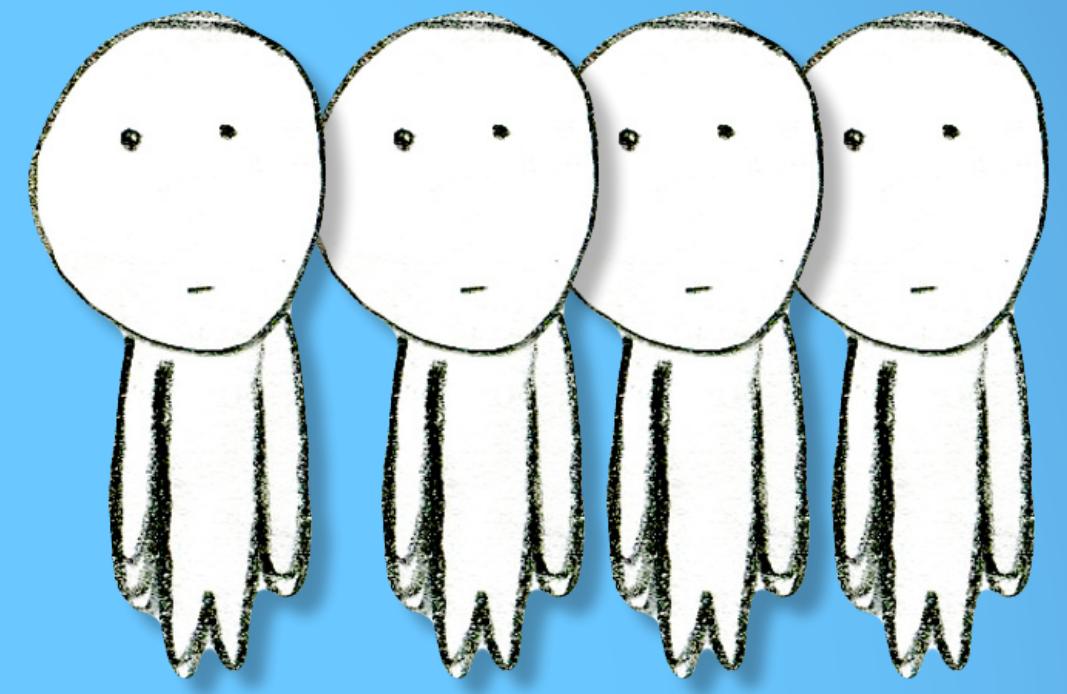
We are happy web designers



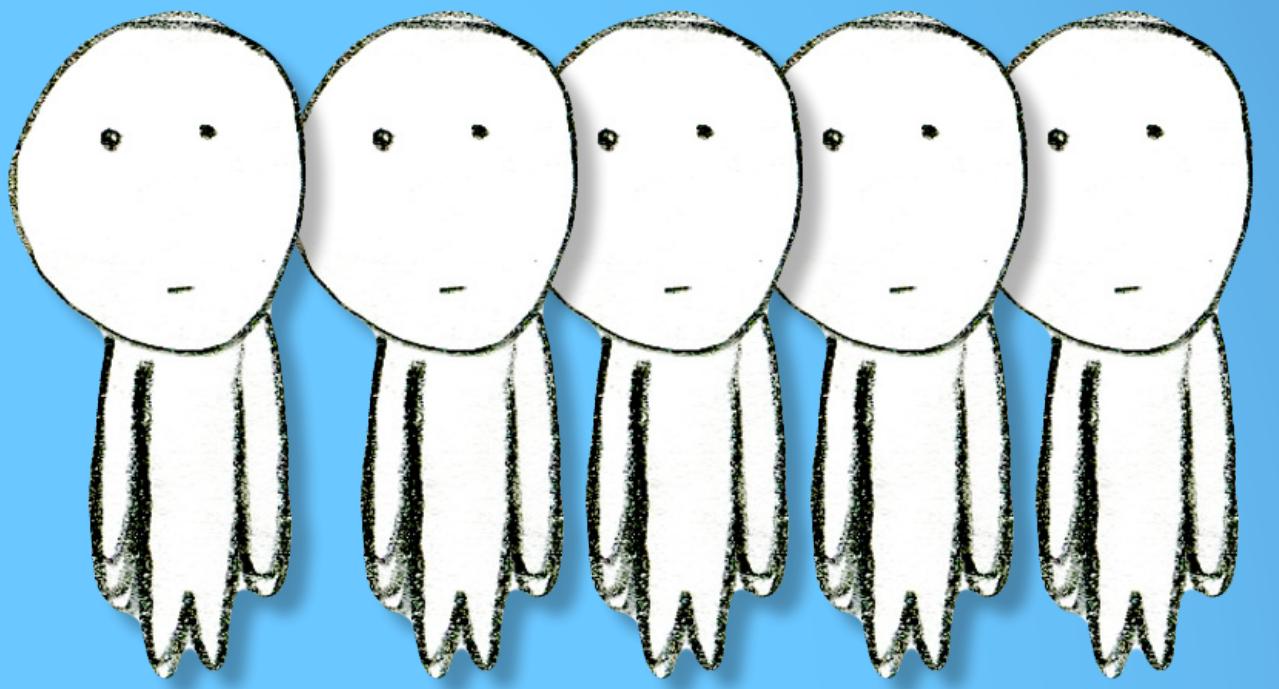
There are many tough web problems



We understand why these problems are tough to solve



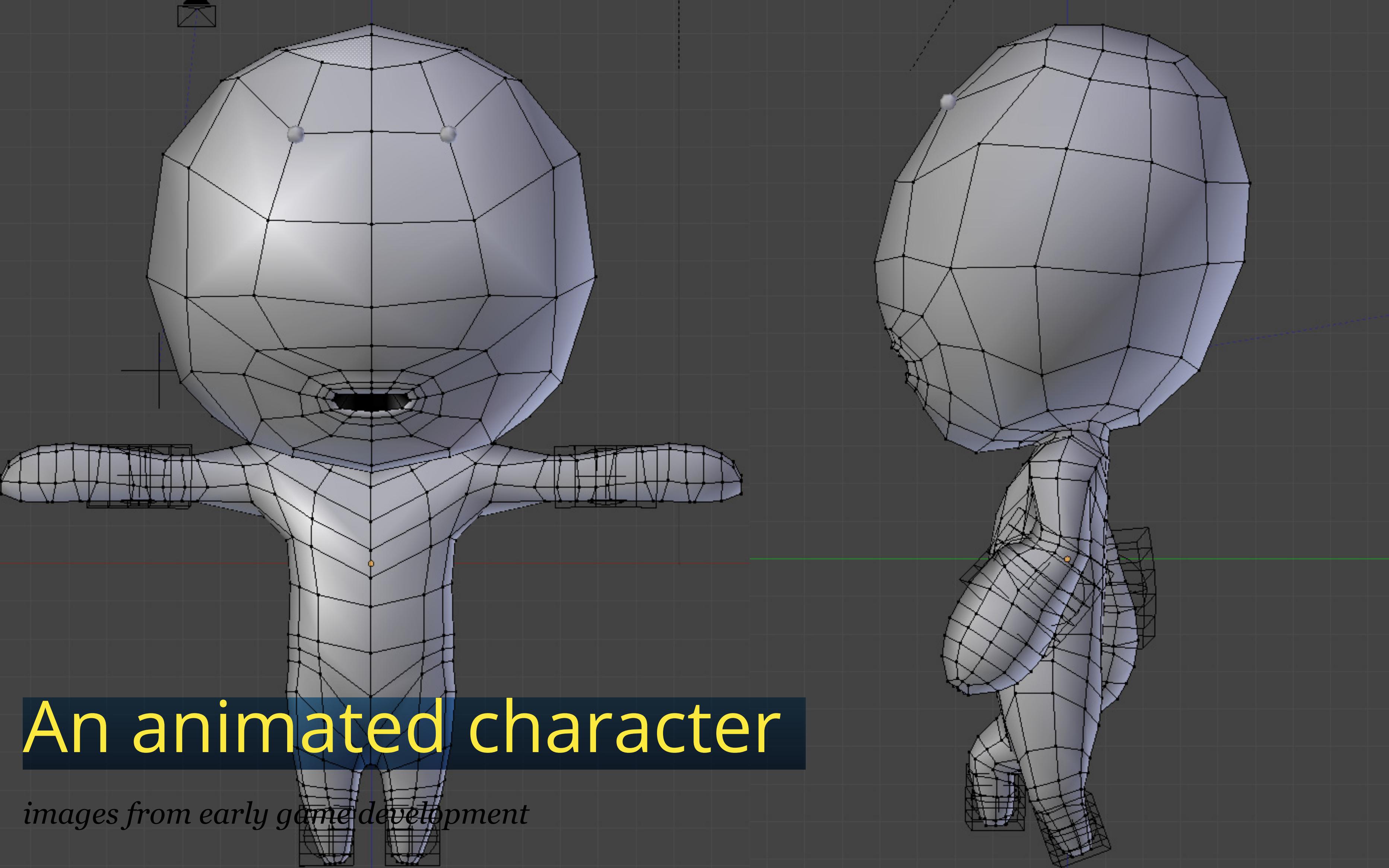
and we are better prepared to solve them



because we played a video game

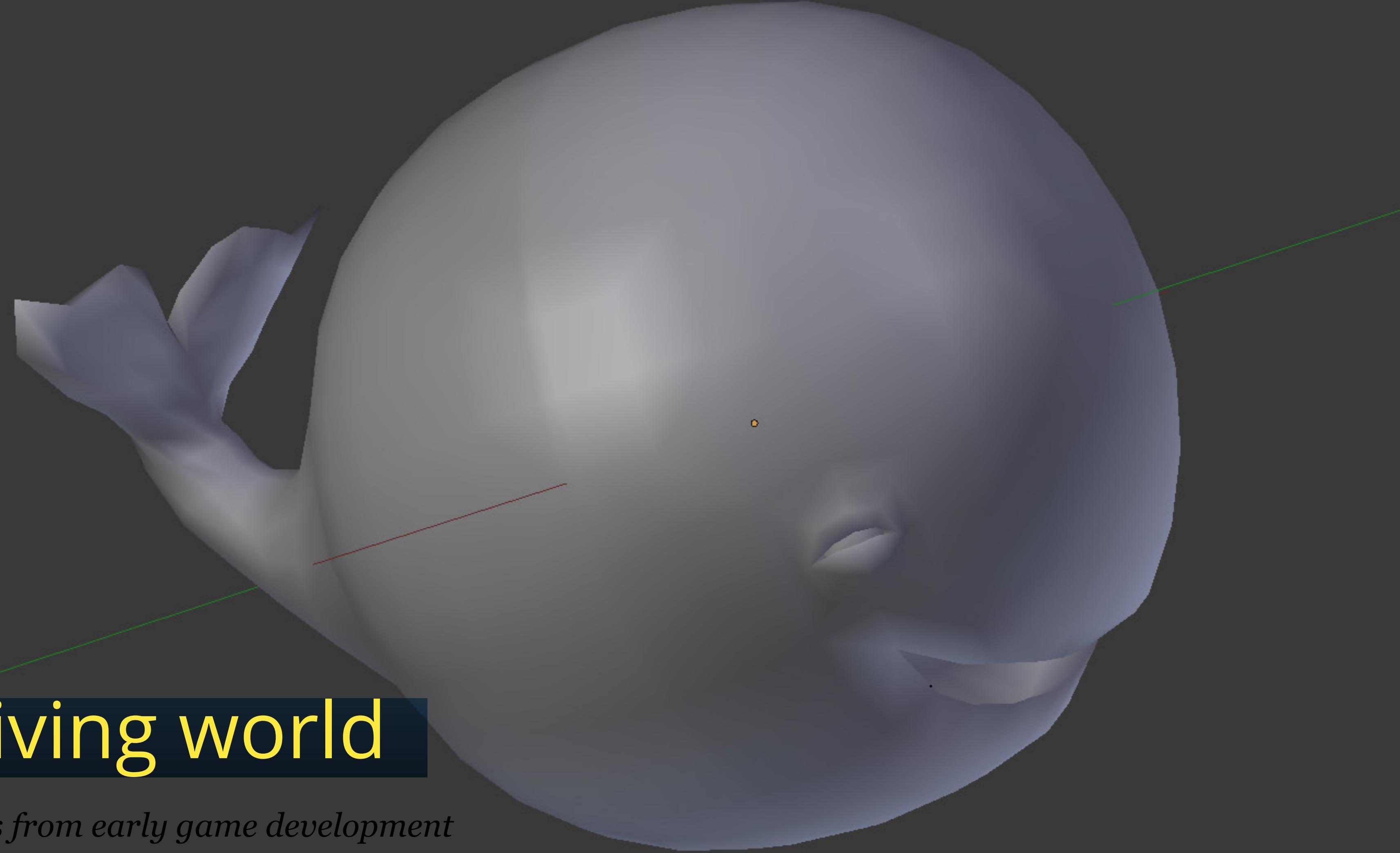
the Game

will be playable and include:



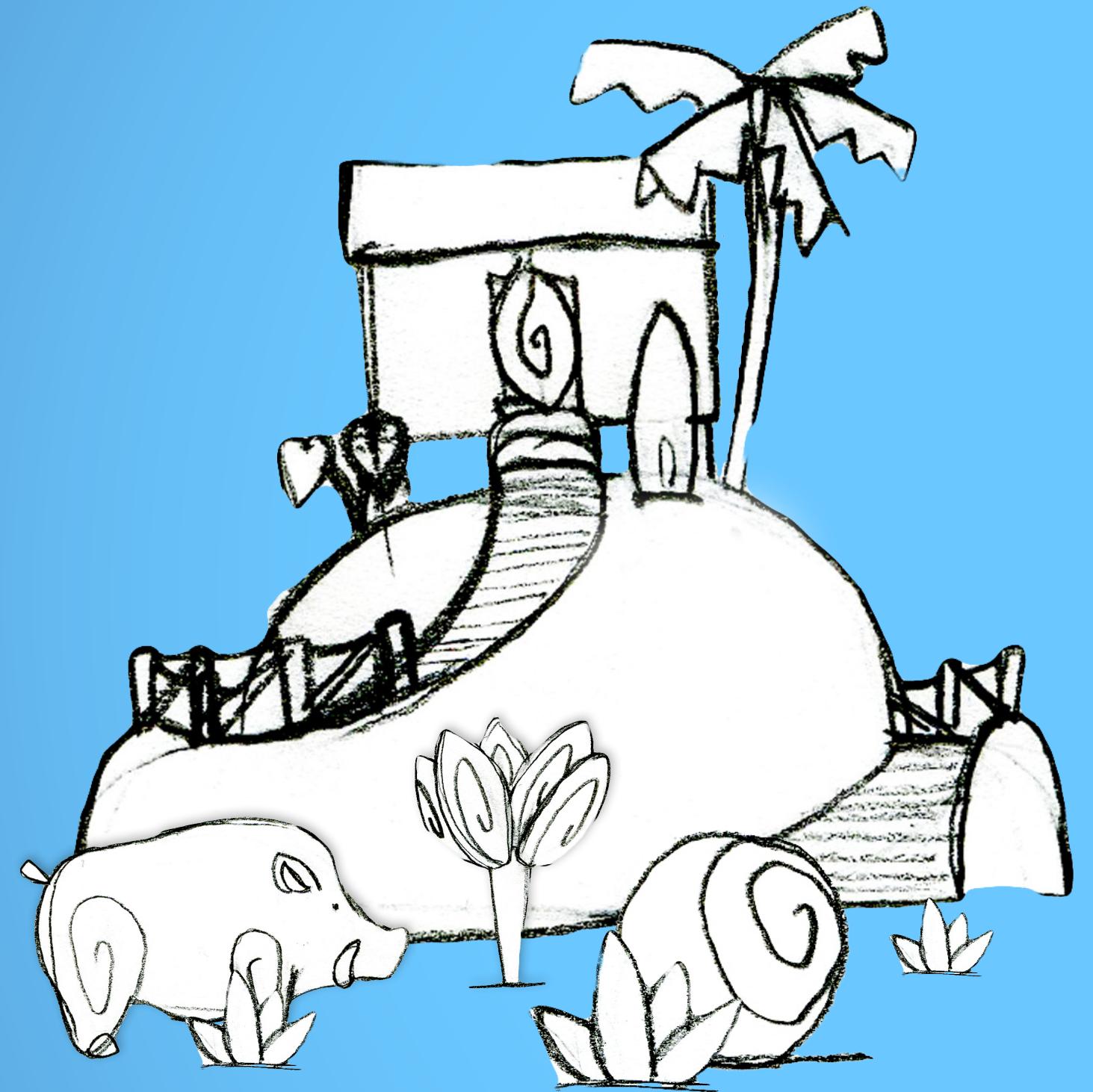
An animated character

images from early game development



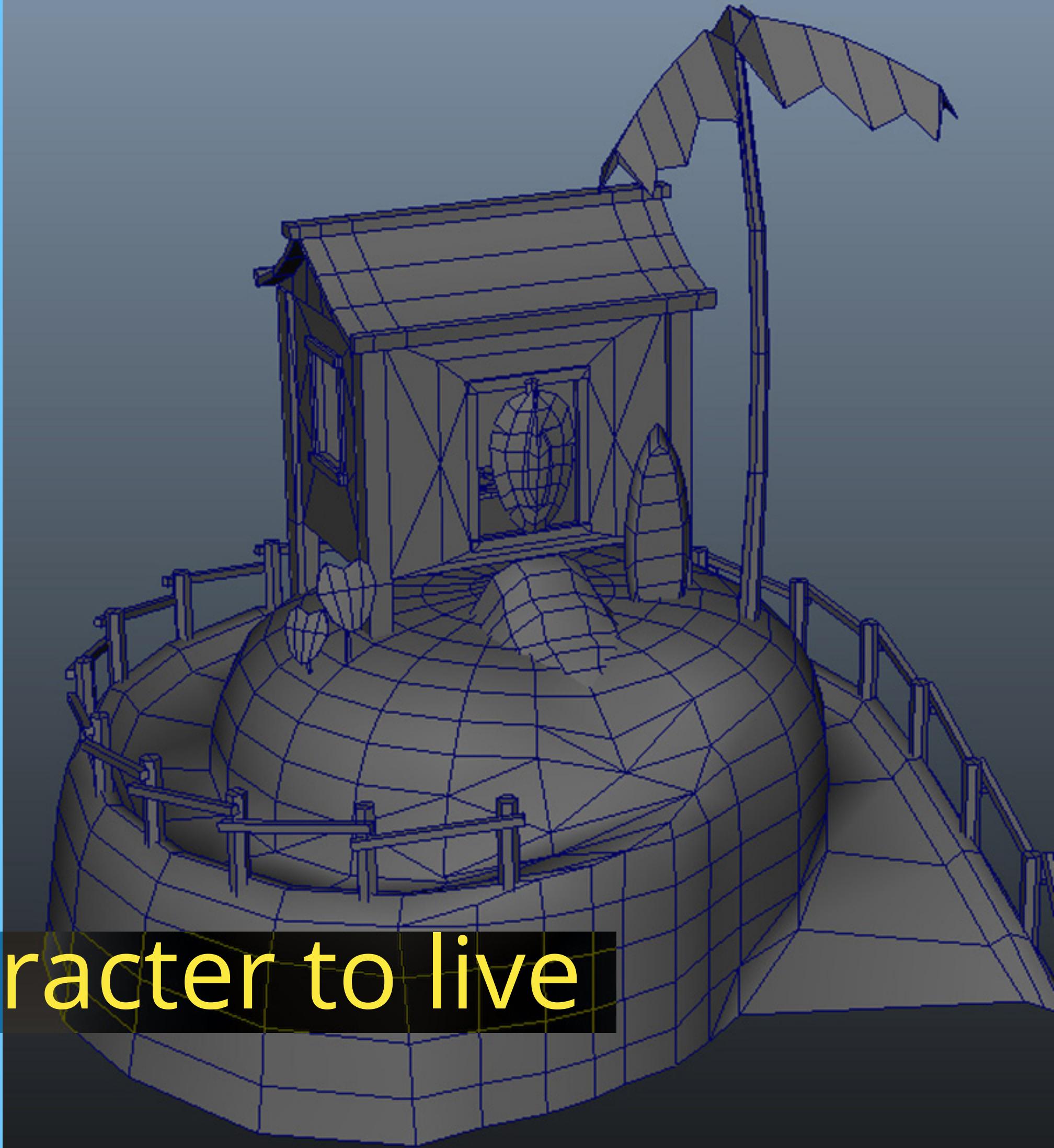
A living world

images from early game development

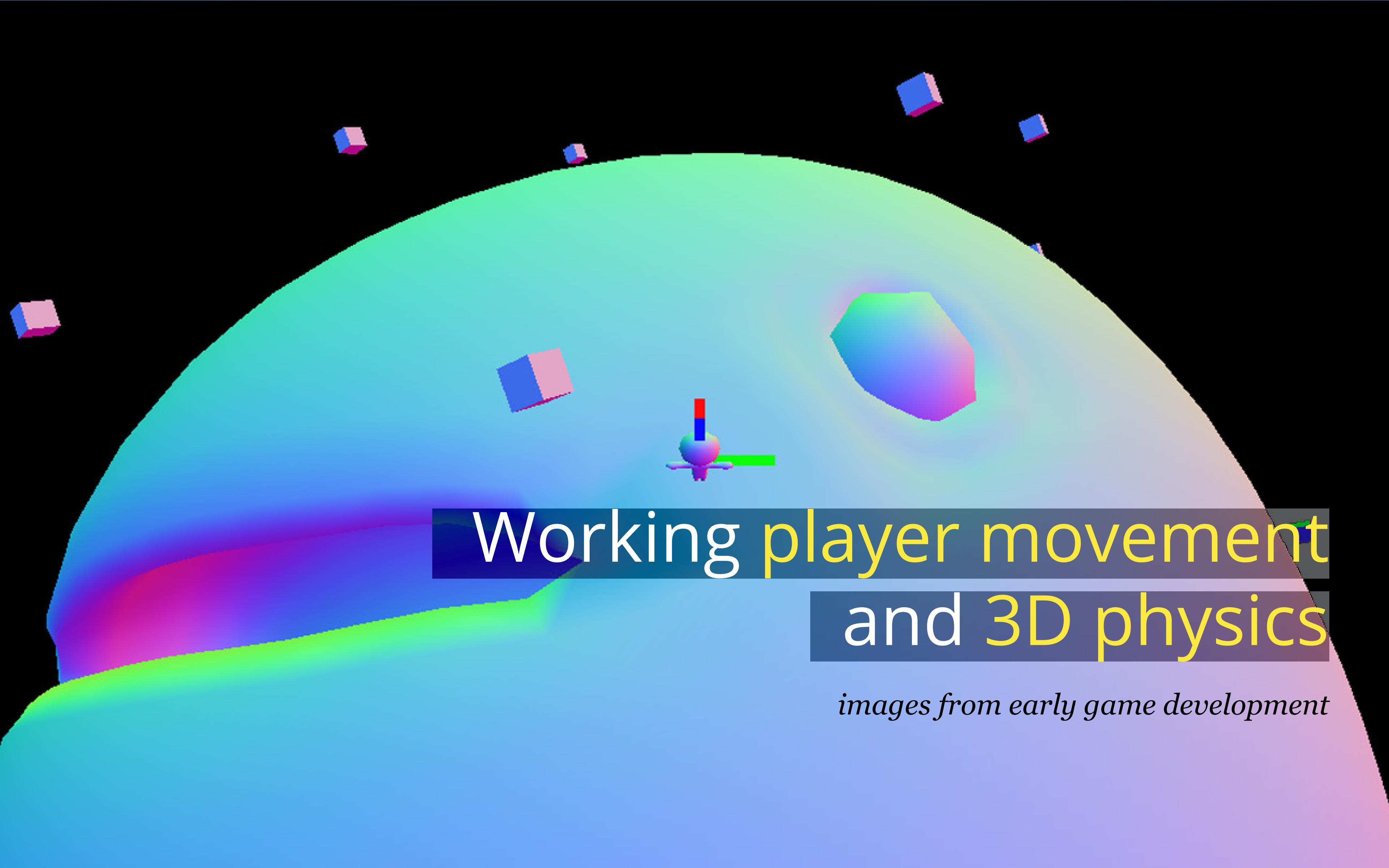


A place for the character to live

images from early game development

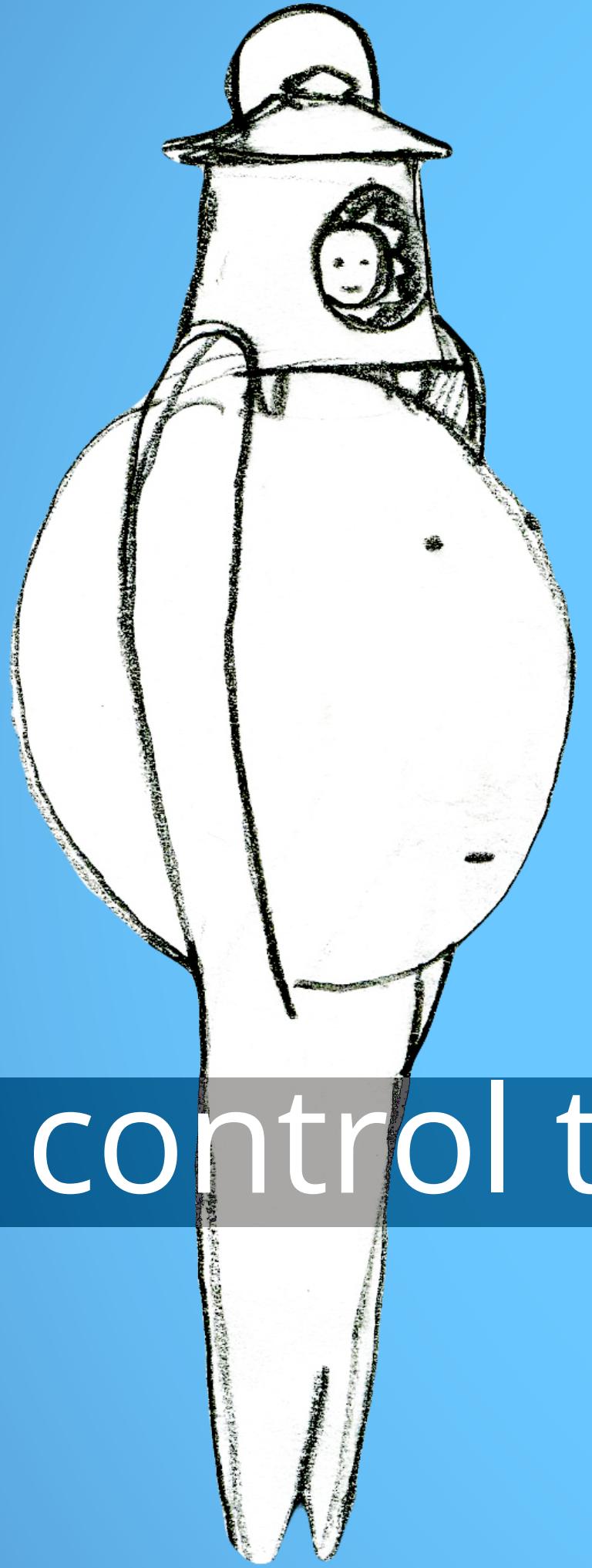


persp



Working player movement and 3D physics

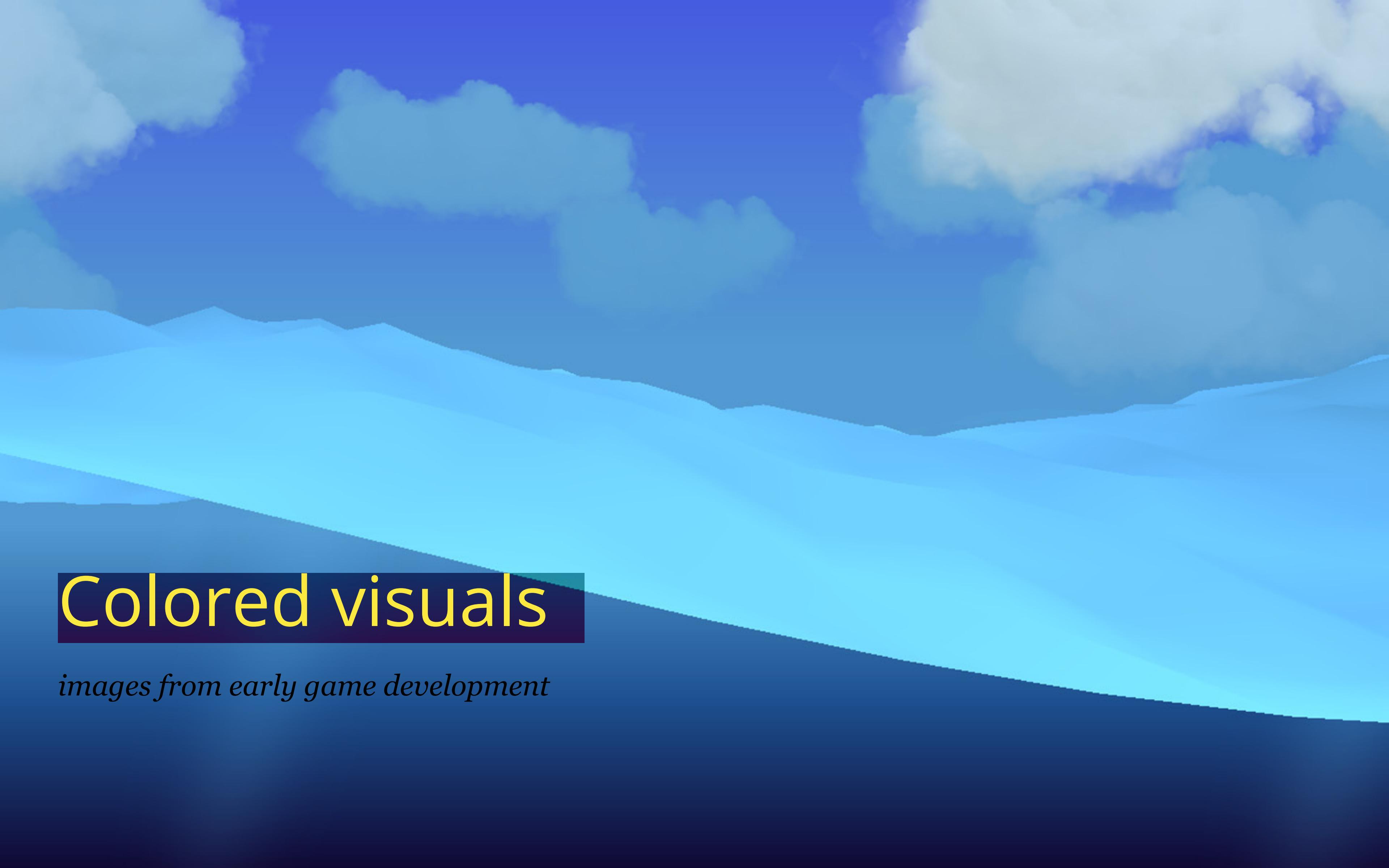
images from early game development



control the size of objects in the world

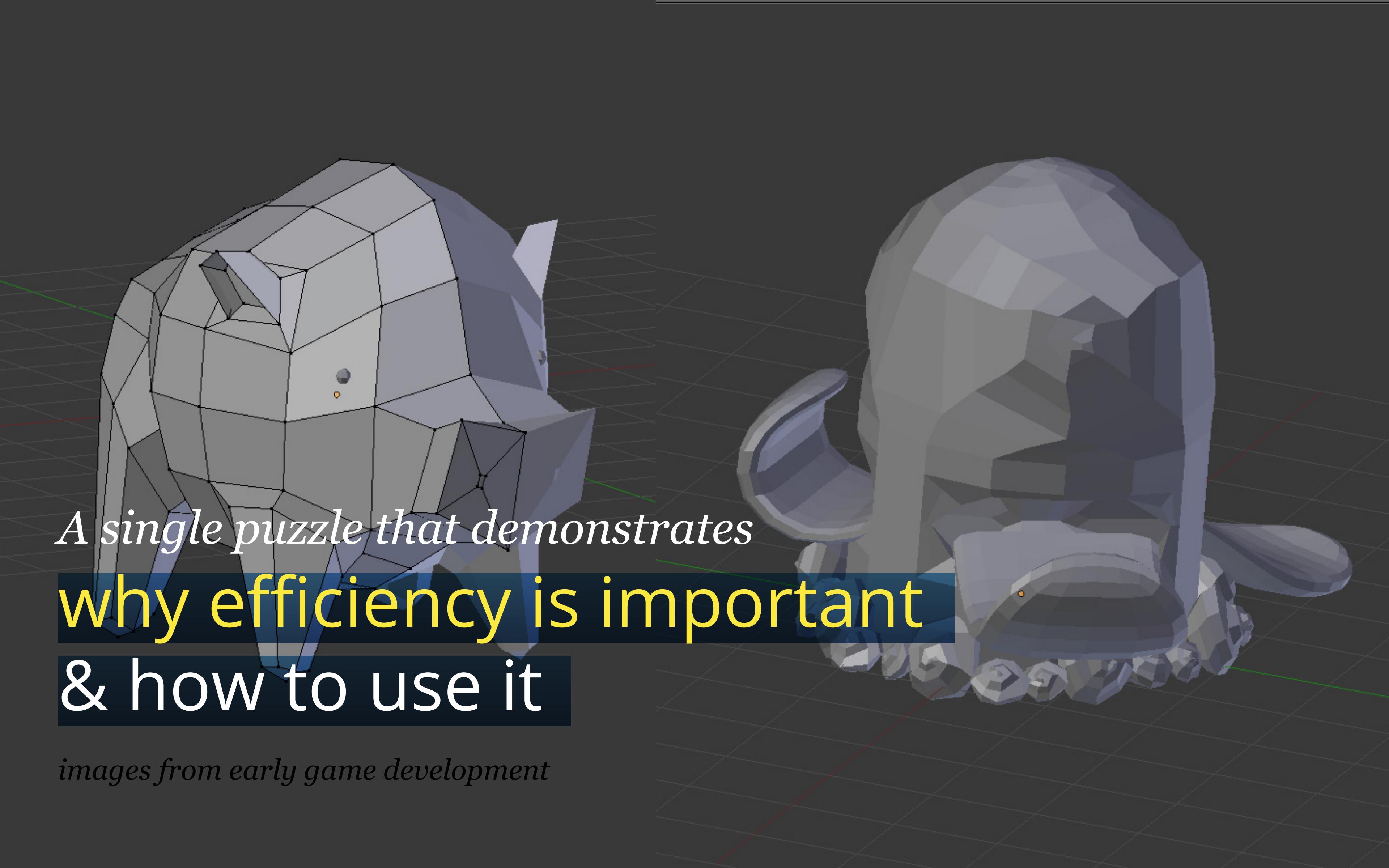


*Working player ability
using a small lantern*

The background of the slide features a minimalist, painterly-style landscape. It consists of several layers of hills and mountains rendered in various shades of blue and cyan. Above the hills, there are large, wispy clouds in white and light blue, suggesting a sky at dawn or dusk. The overall aesthetic is soft and atmospheric.

Colored visuals

images from early game development



A single puzzle that demonstrates
why efficiency is important
& how to use it

images from early game development

Limited game music

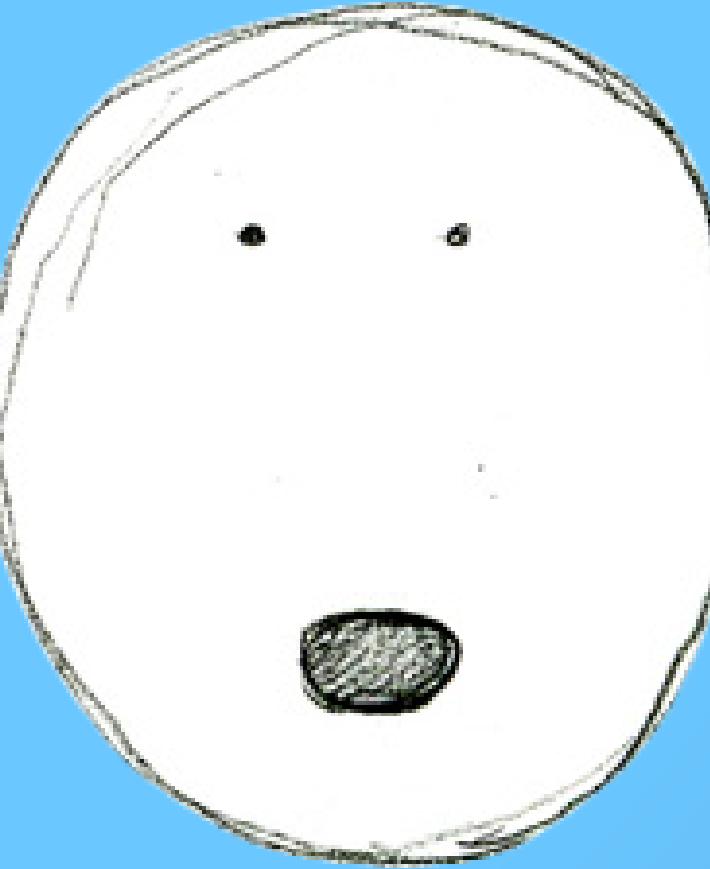
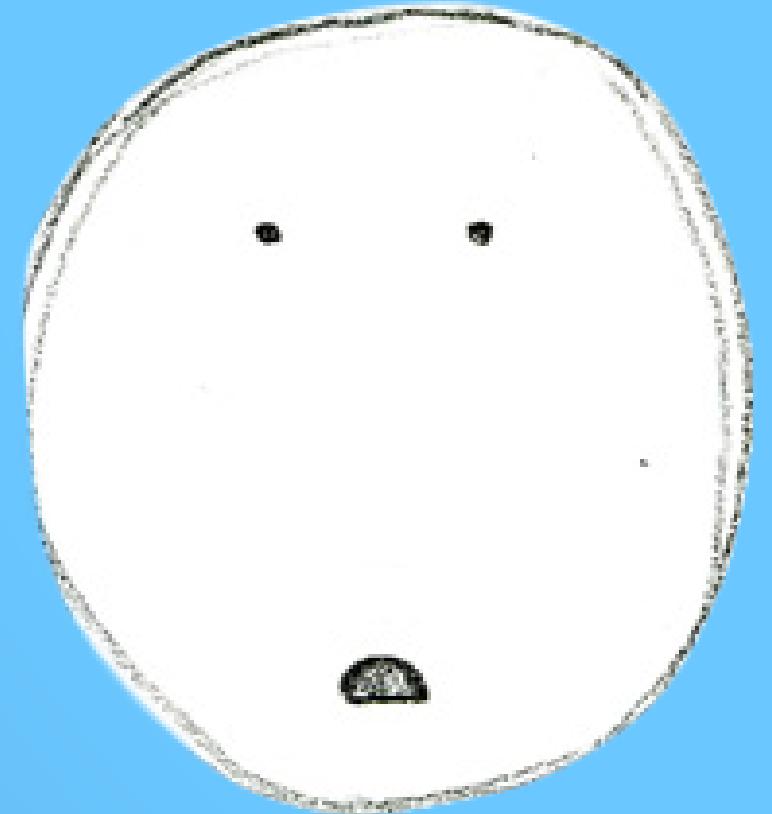
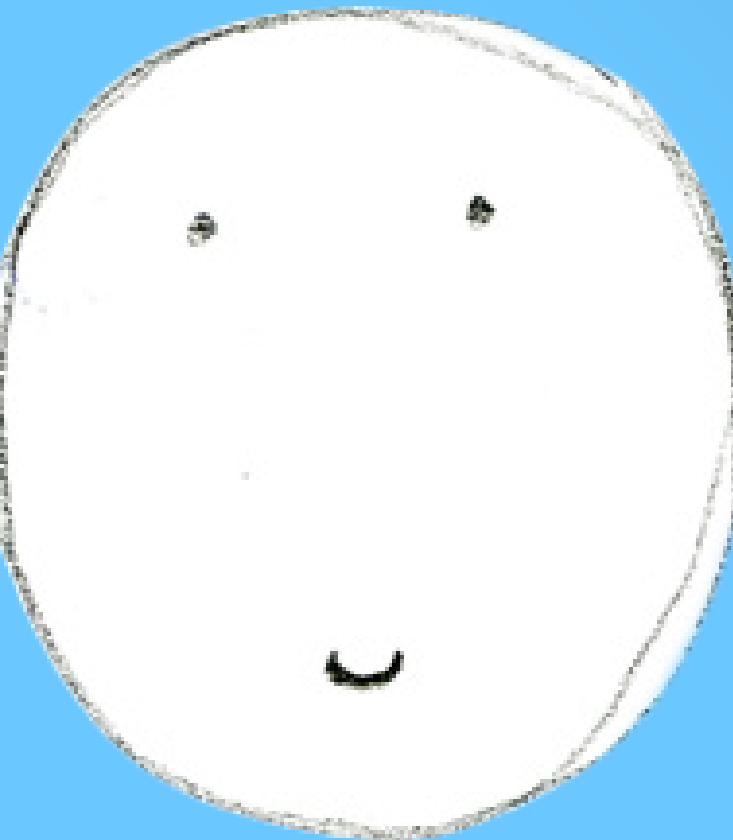
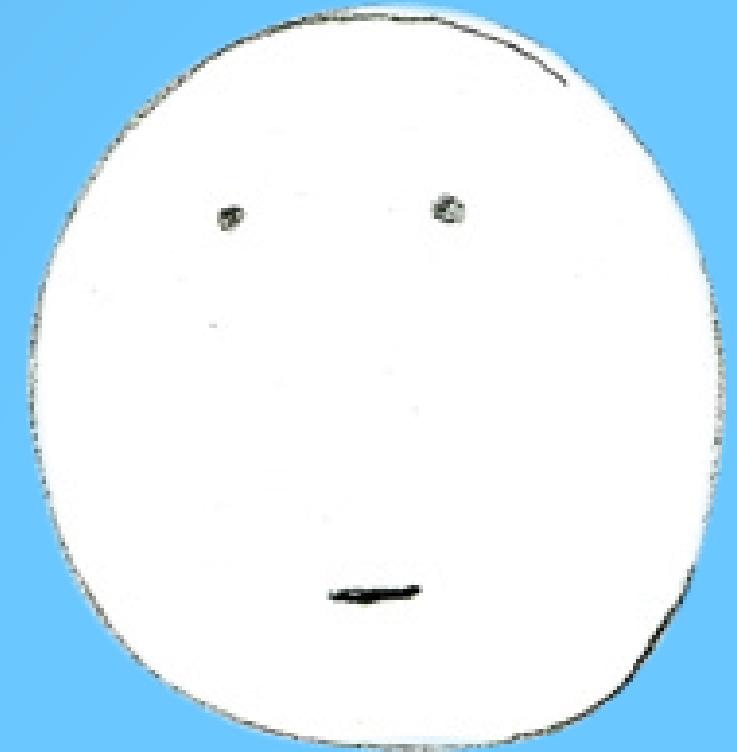
and environment sound effects



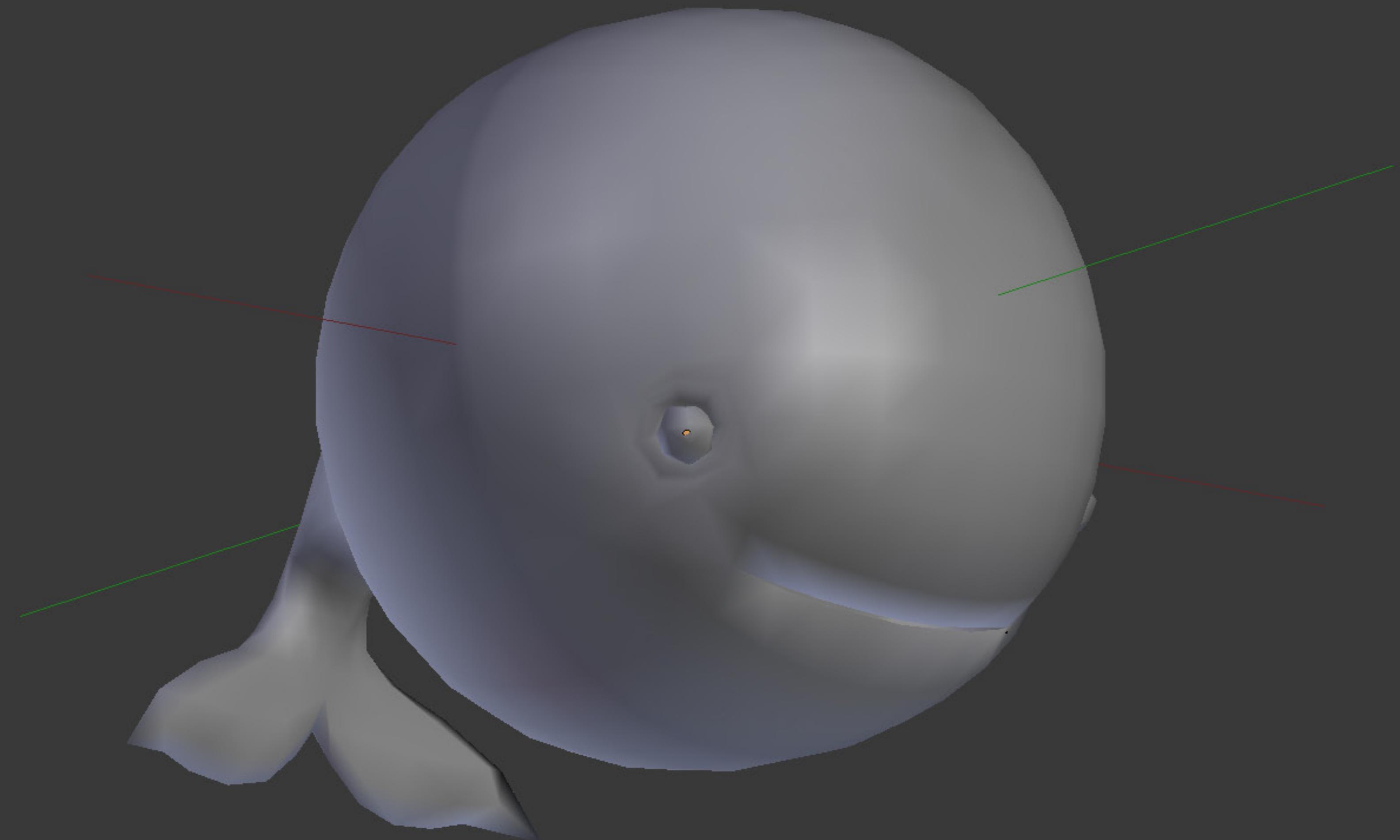
Speaking of the
visual style

The visual experience of the game

has a heavy influence on the attitude
of the player







Tangential

learning and gaming

Kai ‘Opua

means “clouds over the ocean”
in Hawaiian

~~Why bother
with tangential
learning?~~

(this is a terrible question)

**What can we
do with tangential
learning?**

(this is a better question)

Hawai'i
and tangential learning





TLDR
so let me sum up

*Ultimately, this game is intended for
use universally as
a design educational experience
at the 6-12th grade levels*

*As well as an opportunity to
reinforce design as a resource
for developing innovation*

With a
primary goal of teaching students
how to be more efficient designers,
and a tangential goal of showing them a new culture

thank you
for listening (or reading)