

Assignment #2 Immersive Story Design

Fall 2020

Experience (max 1 paragraph each)

1. Describe the **three-minute user experience** from the user's perspective.
 - a. The initial setting of the first scene will take place in a town or village that has been affected by unfair policies, decreased wages, and rising food costs, inspecting the hardships being endured before the Egyptian revolution. The homes of several struggling families can be seen along with people protesting the current regime outside of their homes and marching to vote. Broken down homes and polluted streets will be presented. This theme was chosen to show the rampant poverty in the nation and allow the user, experiencing this sad reality, to understand what eventually led to the resentment and desire for change in the nation. Also setting the stage for the accelerated futures. Once the user reaches the voting center, they will have the option to vote for a president promoting "sustainable development" policies (goals of the Decent Life organization) and another promoting traditionalist policies (no change). Each leading to the two independent accelerated futures. Both futures will take place in the same town except, if the user chose the president with sustainable development, the town would be happy and rebuilding itself with a prosperous reality. Buildings would be restored and the streets cleaned from pollution. In the future where the user chose the traditionalist president, tensions would rise even further with more pollution in the streets and further decay of infrastructure.

1. Explain the **decision(s)** the users will have to make.
 - a. The decisions the user will have to make will take place within the scene of them voting. From there, the user will have the option of voting for a president promoting "sustainable development and balanced regional development" and another president promoting more traditional and conservative policies. The decisions the user makes will lead to an administration that implements their corresponding policies. The president with promoting sustainable development will virtually invest in improving the life of all, a diversified economy, sustainable ecosystem, etc. (goals of

the Decent Life organization). While the other president will continue employing the policies that have led to the rise of protests and social tension within the nation. The former decision will lead to a scene with restored building infrastructure and clean streets, along with a happy populace. The latter would lead to a scene with the continued decay of infrastructure, more polluted streets, and continued protests.

Example: Many environmental issues, such as sea-level rise, are slow-moving and thus difficult for audiences to grasp the full scope of. If your simulation seeks to depict a community before and after projected sea-level rise, you should (a) justify why accelerating future impacts is important, (b) how witnessing this drastic, slow-moving impact in a condensed period of time influences the user (e.g., emotionally, psychologically), and (c) what changes you expect the user to make after that experience (e.g., behaviors, attitudes).

1. Explain the **accelerated futures** the user will experience and why those accelerated futures will impact the user. For this portion of the assignment, please refer to the attached reading “VR in Media Effects” by Kalyanaraman & Bailenson and go through the section entitled: “VR and Accelerated Futures.” Once you have done so, go through the three subsequent sections that offer examples of accelerated futures as applied to different social good issues (“Accelerating Health Consequences,” “Accelerating Social Consequences,” and “Accelerating Environmental Consequences.”)
 - a. An accelerated future is necessary for both decisions made by the users due to the fact that economic and social policies could take up to a decade to actualize and properly evaluate. By allowing the user to time skip, they could immediately see the consequences their votes had and show remorse or satisfaction with their choices. One change I expect the user to take would be having a more open mind to reform, sustainable policies that allow for greater development and reduced inequalities.

1. How will going through this experience cause the user **to donate to your non-profit organization** (go beyond “awareness” of the issue)?
 - a. The main objective of the VR experience is to show the good work the Decent Life organization and the main way to present it is by showing the difficulties it has had to endure and that causes that led to its major goals and milestones. By presenting the user with the positive realities and

progress, we look forward to encouraging them to donate to the cause in hopes of them understanding that although a lot has been achieved so far and there is still much to improve on.

Example: If a VR simulation is developed to encourage users to recycle, your simulation design should specifically address aspects of the recycling experience and associated behavior. Recycling requires (a) motivation and (b) knowledge on how to execute properly. A simulation designed to address (a) motivation may seek to use storytelling to connect audiences emotionally to communities negatively affected by the lack of recycling. Conversely, a simulation designed to address (b) knowledge may instead seek to address the issue of poor recycling habits (e.g., not flattening boxes, or recycling improper objects) by using immersion to focus audiences on the step-by-step process so their future recycling behavior is more effective.

Technical

1. List the 3D models that are part of your scene and identify how you are finding/creating these 3D models.

All objects found within mozilla spokes hubs.

- a. Crowd pushing chariot <https://poly.google.com/view/5GOBVutd84D>



- i.
- b. crowd <https://poly.google.com/view/2-i2ZDps78->



i.

c. lowpoly people

<https://sketchfab.com/models/4cf6f452719c4363bab5faddbc221391>



i.

d. police

<https://sketchfab.com/models/1681e650ff164288978e5a58e290cd04>



i.

e. building https://poly.google.com/view/CH1j7_BN9wx



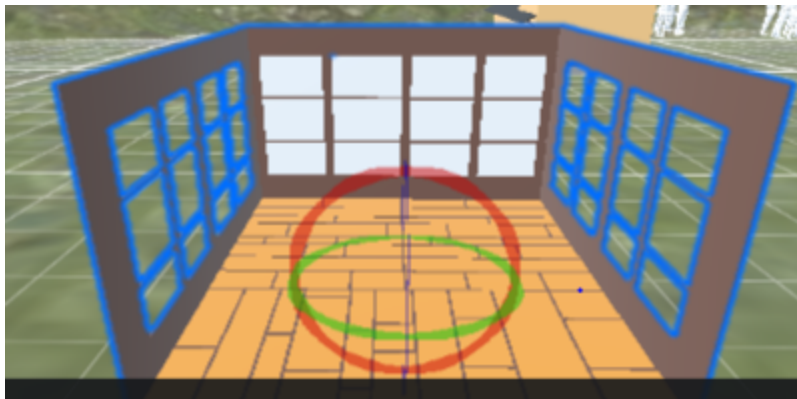
i.

f. apartment building <https://poly.google.com/view/01lqee-dZAr>



i.

g. room <https://poly.google.com/view/9kv0mQUdEbI>



i.

h. rubbish https://poly.google.com/view/fxU6_KtzTiX



i.

i. Trailer <https://poly.google.com/view/1iJ6mGLfXSV>



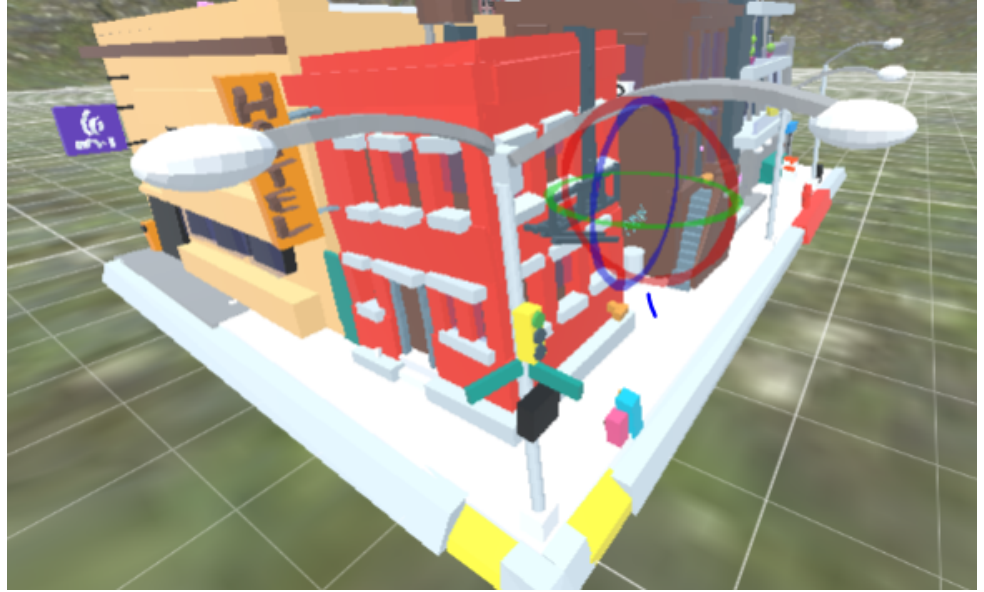
i.

j. Wild dog <https://poly.google.com/view/eDmSVe4TKwF>



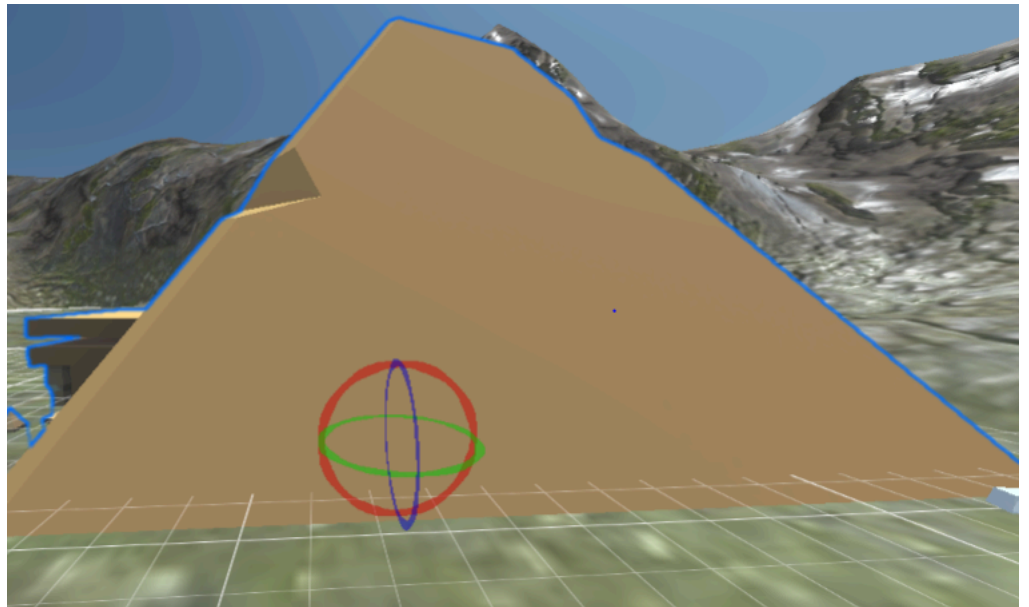
i.

k. City Block <https://poly.google.com/view/2U0EYloIPLo>



i.

l. pyramid <https://poly.google.com/view/c-tEGK9e49p>



i.

m. Boarded up house https://poly.google.com/view/2aYRI8_L9v4



i.

n. Voting Booth <https://poly.google.com/view/5Tjr1CpfMeA>



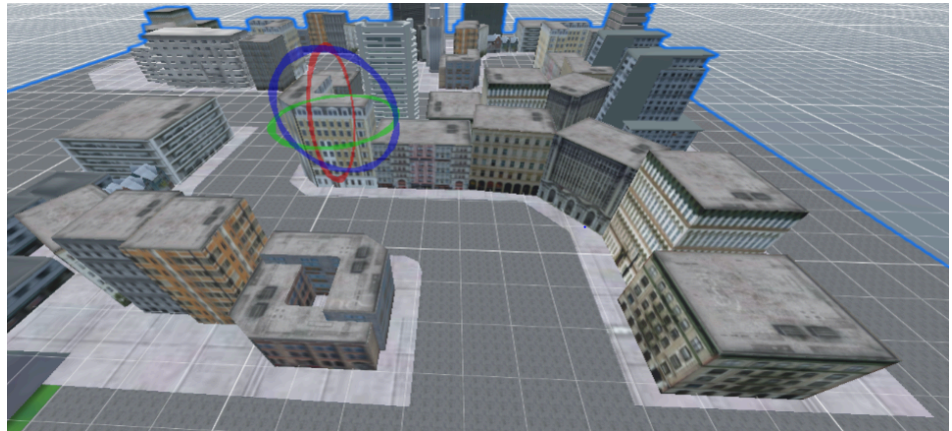
i.

o. Desk <https://poly.google.com/view/bliLXiDJNaI>



i.

p. Grey City <https://poly.google.com/view/eNmagx4U1dL>



i.

1. How will the decision moment(s) be implemented in Mozilla Hubs?
 - a. The user will traverse through the city scapes where informational text will be given showing the context of the scene. Various actions will be taking place within the city such as demonstrations and crowds. Arrows will be pointing the user where to go to next until they reach the voting center where they will be able to make their decision. Once they reach the building, they will be able to vote for the president with their corresponding policies. Based on each choice, the user will accelerate time into a reality where the president they chose is elected and their policies have been actualized. They will then begin the scene from the same starting point in order to observe the changes. If they chose the president promoting sustainable development then the landscape of the city will be cleaner with the populace happy and prospering. If they chose the other option, the city's condition will worsen with a darker landscape.

Examples following different paths, portals/doors to other rooms, etc.