GWD 7630: Experimental Interaction | Summer 2021

Davy Jones

Project 1: One-Point User Interaction

Proposal

Escapism involves occupying oneself away from persistent feelings of depression or general sadness, typically through activities and mental diversion involving imagination or entertainment. This manifests itself in many forms including but not limited to movies/TV shows, video games, books, drugs/alcohol, social media, etc. I was inspired to create something that touched on escapism because I have personally been struggling with losing myself to books, movies, and tv shows over the past year as a way to cope with working and going to school from home.

I will design a one-point user interaction highlighting the dangers of unchecked escapism. This experience will present the user with a new piece of information and a new visual style everytime the escape key is clicked to allude to the act of 'escaping' one reality or another one. The constant and frequent visual changes are intentionally disquieting to illustrate the potentially debilitating nature of escapism

Below is a sketch of this concept.
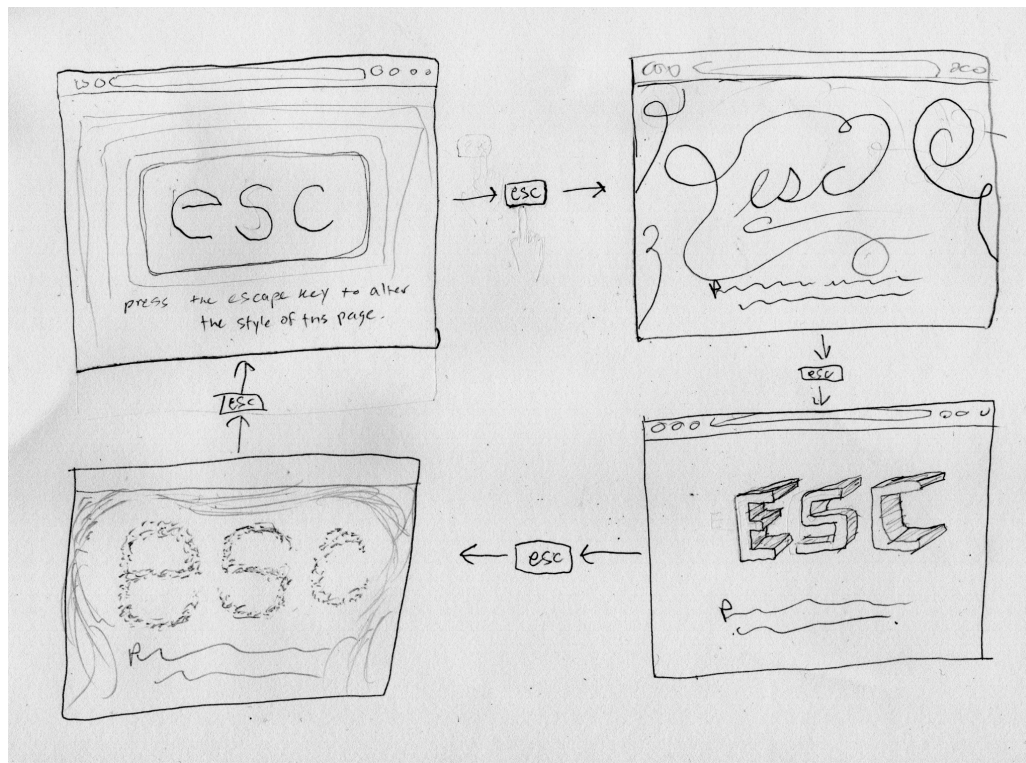
The first view would have it's own unique style and would explain the concept and dangers of escapism. It would also direct the user to press escape to move forward in the experience. When escape is pressed, the user will be brought to the next view in the line which would present a new idea and visual style. The user could keep pressing escape to rifle through all the views until they loop back to the beginning view. This process is able to be repeated infinitely.

I am using P5 libraries as well as Adobe Typekit for different kinds of web fonts. I also used this Generative Art with p5.js: Program Your Own Art by Kelly Lougheed to help direct my first drawing's style. I also relied heavily on the P5 Reference page and sections of W3 Schools to help inform my coding decisions.