Life of Ji-young

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Concept Statement

The project is a website hosting an interactive storytelling game. The story is about an Asian girl called Ji-young experiencing inequality which is the result of gender discrimination. The story is structured in chronological order to go through Ji-young's life.

The reason I'm doing this project now is I want more people to know gender issue is getting more serious while the society is getting more civilized, especially in Asia.

The target audience would be everyone who support women.

Design Questions

Does the project help audience understand the story?

Precedents

- Passage: a Gamma256 video game by Jason Rohrer
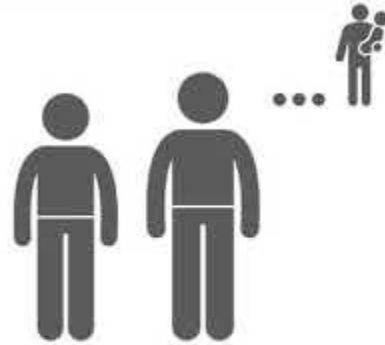- Kim Ji-young, Born 1982 (Movie)

How Your Project Builds on Precedents

- Follow the chronological order
- Simple interactions with the story going
- Adapted story from the novel

Prototypes

After many times of complaint about Ji-young spending too much time in company, her boyfriend breaks up with her.

Her husband hears his co-workers talking about the parental leave and talks to Ji-young that he wants to take a leave to take care of the baby so that Ji-young can go back to work.

What's next?

- Turn the prototype into codes
- Find related researches and data sets
- Modify illustrations