

LIFE OF “KIM JI-YOUNG”

Capstone Proposal

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CONCEPT STATEMENT

This project will be a an interactive storytelling (or called Visual novel) hosted on a website, with several charts of related data and analysis.

Inspired by the novel “Kim Ji-young, Born 1982” and the movie adapted from it, I want to make this project a good way for audience to know what kinds of gender issues, (especially those happen in East Asian cultural sphere, influenced by Confucianism,) that an average East Asian woman would experience in her life, from childhood to middle age.

Target audience will be whoever supports women.

PRECEDENTS

- Technically

- How does a self-driving car work? Not so great.
- Inside Official Launch Trailer
- [Grotesque Beauty] Visual novel with Junji Ito vibes! (Full playthrough)

- Conceptually

- Kim Ji-Young, Born 1982 (2019) 82년생 김지영 Movie Trailer 2
- Kim Ji-young, Born 1982 (Book)

USER SCENARIO

1. Opening screen with project name and introduction
2. Four parts of the interactive storytelling (in chronological order), with several options which lead to different storylines
3. Ending of the story based on the choices
4. Related charts with data and analysis

PRODUCTION TIMELINE

- By Jan 21
 - Complete the story
 - Start making models
- By Jan 28
 - Complete models
 - Start collecting data
- By Feb 4
 - Complete data collection
 - Start creating the storytelling part in Unity
- By Feb 25
 - Complete the storytelling part in Unity
- By Mar 17
 - Complete the skeleton of the website
- By Mar 24
 - Implement the storytelling part to the website
- By Apr 14
 - Complete the data visualization part on the website
- By Apr 21
 - First user test
 - Update
- By Apr 28
 - Second user test
 - Update and finish

SIMPLE PROTOTYPE DEMO

<https://xd.adobe.com/view/b8a00a54-611f-4d58-7c4c-a69d58caf884-ce91/>