Final Document
Submission to IndieCade Game Festival

CIM 691 Capstone
Jinqi Li

- Title
  - Life of Ji-young

- Game Description
  - The project is a website hosting an interactive storytelling game. The story is about an Asian girl called Ji-young experiencing everyday sexism, which represents all the little things about gender discrimination that are happening everyday. The story is structured in a chronological order for the audience to go through Ji-young's life while making decisions for her.

- Credits
  - Designer and Developer: Jinqi Li
  - Instructors: Lindsay Grace, Clay Ewing, Ching-Hua Chuan

- Video Documentation
  - https://youtu.be/McvbhnIZt34

- Artist Statement
  - 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.

- Statement of Innovation
  - This game uses a simple and straightforward workflow to talk about a serious concept. Audience will be more willing to play and easier to understand the concept.

- Trailer
  - https://youtu.be/fkdqSxNWdn0

- Creator Location
  - Florida

- Creator Background

- ○ I am a graduate student majoring in Interactive Media. I learn how to design and develop games.

- Submission Background
  - ○ This is my capstone project and I enjoy the process of creating it. And I want more people to get to know about the gender issues in modern Asia.

- Website
  - ○ https://kikijinqili.github.io/Capstone2020/Microsite/

- Promotional Image
  - ○ https://kikijinqili.github.io/Capstone2020/Postcard.png