Project 2: First Person

Schedule

Assigned: Week 6: Mar 2

Concept: Week 7: Mar 9

Check-in: Week 8: Mar 16

Due: Week 11: Apr 6

Grading

Pitch: 15 points

Product: 25 points

Presentation: 6 points

Although one of the goals of this class is to explicitly question the use of gaming conventions, they can often be useful if used intentionally, or hacked to work in a way that provides desired effect. The first-person POV is so common in games as to be almost transparent, which means that it brings a lot of baggage with it when used outside of a gaming context. How can we reclaim the First-person POV for our own purposes?

Build an experience that re-imagines the first person controller or uses it in an unexpected way.

One approach would be to make the user question the point of view on the world that you create. Is the view trustworthy? Or is the user being manipulated?

Or show us a view of the world that is wildly different than that of the (presumably) human user. What would an ant see while wandering around the forest, given both the ants size and their reliance on chemical communication instead of visual?

In your pitch, make sure to explicitly state which assumption/convention of the first-person you are undermining/re-imagining, and how you are doing so.

References
1. http://sanandreasanimalcams.com/