

Triologue

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Description:

Triologue is an inter-media game performance that transforms the process of game creation, playing and experiencing it into a playful tug-of-war of control, caught in a cultural and economic system which seeks to reinforce the status quo. Arranged as an installation crossing multiple media, participants embody three roles -- a Developer who modifies a game in real-time while it's being interacted by a Player. At the same time, a third participant embodies the Character who is experiencing the game in virtual reality from Player's first-person point of view struggling to express their agency. Based on 5+ audience-controlled evaluation of the overall performance, the Developers' modifying powers will be altered and thus will the nature of the installation.

Features:

- Interactive installation exploring the processes embodied by the three roles involved within ;the “textual” boundaries of a game
- Observing the effects of an experience of a game when modified in real-life
- Physical separation of the performed roles in the installation space allows only for indirect, non-verbal communication
- Explores how design of tools and game engine frame the creation processes
- A “fake economy” which rewards the Developer with more power if they satisfy Good Game Design Principles and get positive evaluation from the audience members
- Critique of game industry and culture's influence on defining the processes
- Explores the agency and embodiment of human body interrogating with virtual reality

Design Goals:

One of my primary motivations for this project is deconstructing the fundamental methodologies involved in creating, playing and experiencing a game. The questions I'm approaching seek to dig deeper into the complex interdependencies of these roles

and how they are influenced by the tools of creation as well as the environment created by the industry and culture who are the “producers” and “consumers” of the economy.

By interconnecting different media built around games, *Trialogue* seeks to offer a multiplicity of perspectives on how deeply entrenched our understandings of a “game” is and how our “ideal experience” should get molded by the complicated process of marketing and reviewing a game.

As someone who marries concept with practice across media, *Trialogue* is interesting to me because it allows me to present it in the form of an installation and allow the concept to evolve more organically outside the control of my authorship. It also continues my exploration of creating projects which are a critical inquiry of a specific aspect of game industry.

A project with an ambitious scale like *Trialogue* runs the risk of being diffused in its critique but I plan on navigating through that space by keeping it focused on a few topics namely – the idealistic aspects of “Good Game Design” centered around Fun, flow and replayability as well as the culture’s consumerist fetishizing of the experience itself.

Ultimately, *Trialogue* will be a self-reflexive critique of the environment and contexts which it is made and exists in. In addition, it will be exploring the complex relationship between the roles extending the Artist-Participant role from postmodernist theory into the digital media realm and involving the perspective of the observer trying to express their agency.