Loreanna Lastoria
Artist Statement

People love the idea of playing God, therefore I am granting them that.
Users are presented with a blank island which they can populate how they want. There is a certain sequence that needs to be followed in order to place different elements. It is up to the user to use their logic to understand the pattern. Users will be given the ability to place life, water, trees, and infrastructure. These elements are affected by key pressed functions and will be places on the island depending on where the users cursor is. Sound effect and other object animations will be apparent allowing the scene to really come to life. The objective is to generate an interesting display as well as keep the island alive all within seven days.

Users must stay conscious to external factors which can damage the island if not taken into consideration. Depending on what users place, pollution can build. If the pollution levels get too high, the island will destroy. Therefore, the goal is to not only figure out the appropriate pattern within the seven days but to also stay conscious about pollution levels and how they relate to each of the elements. The meter on top of the island indicates the pollution level giving the player an idea the state. This interactive piece was developed in hopes of bringing environmental issues into the conversation.

As I was designing my prototype, I realized that I no longer wanted to make this a "game". It was important for me to make this more of an art piece than a game. A game is very structured and organized with instructions and information, therefore I decided to design the opposite. Although interactivity plays a huge role in my design, there are very limited and vague instructions including a significant amount of randomnesses. Digging deeper, my design further includes underlinings messages. Such as the reference to the environment, as well as a reference to a famous story from the Bible explaining the creation of the earth in seven days.

As of now, the majority of my questions revolve around the computational aspect of making my elements work while working collectively. Additionally, I hope to push the artistic aspect by developing the underlining messages and possibly add even more vagueness to the whole project.

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Design Research Questions

Questions/statements which I respect in order to attain my overall goal.

How can this be interpreted as an art piece?

I want to use the least amount of interactivity so it does not get mistaken for a game while also having user input.

How can I address environmental issues through this design?

Its important to keep my design very 2D and flat, as well as making sure all the illustrations are coherent.

What can I do or research to push this further?