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ART385-02

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Project 1: Writeup

A 1-paragraph brief describing both intended audience and the physical site for interaction, e.g. home, library, museum.

> *Le Chevalier is an interactive web game designed for teenagers and young adults through an online format. It is intended to be engaged at home to help players understand the dangers of befriending and dating online, learning the importance of online safety and privacy. The game brings to light the reality that anyone could be behind the text you find yourself exchanging.*

A 1-paragraph brief explaining the project itself.

> *The premise of the narrative is that a knight has attracted the attention of a vampire, and is being pursued by her through amorous exchanging of letters under the identity of a secret admirer. The player, as the knight, can choose to engage with the secret admirer or to reject her advances. The endings received depend upon how the player chooses to deal with the attention.*

An 1-paragraph overview of why you have chosen the aesthetic approach for the work that interfaces with the audience.

> *An online environment is the natural environment of many teenagers and young adults in the 21st century; a trope-like fantasy environment is the exact opposite, but in many ways parallels the modern world. Letters and online messages exchanged between strangers many involve a high degree of intrigue, anonymity, and danger due to the unknowns. In order to drive this metaphor visually, the swipe left to reject/swipe right to accept interactivity in the letter scenes was inspired by and intended to mimic the user interface of popular dating app Tinder. I intended to execute a fantasy medieval-like aesthetic to mimic a storybook being read, as the metaphor is of a story of relationships. This aesthetic provides a contrast between the modern subject and the fantasy setting.*