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### **Project 3: Writeup**

2 paragraphs describing the speculative technology and how it affects different communities

*In a future century where a 70-hour workweek is the norm, people all over the globe are beginning to feel the generational effects of stress resulting in social isolation. Loneliness, once conceived of by the public as a simple unfortunate nuisance, is now the silent killer of many through deterioration of mental health.*

*In order to survive this “loneliness epidemic,” humanity (refusing to alter its social structure) turns to biotechnological innovations to solve its problems. By inserting a small sample of modified fungal tissue into participants’ heads, one company has the solution: The Interface, a global network of human minds, made possible by combining the capabilities of the human mind with that of vast underground fungal networks. By integrating oneself with The Interface, one will never be alone again; their thoughts, desires, and needs are inherently shared with their peers.*

*This technology has great meaning to social recluses and the lonely all over the world, as it would end their suffering alone. Technology enthusiasts are in excitement over the brand as it represents human innovation and dominion over primeval nature. Governments want to regulate the new technology, get their hands on it to provide to their citizens, and profit from it as well. Mental health professionals who have studied the loneliness epidemic closely are fascinated by the promises it makes. Skeptics of the technology see it as an unnecessary solution where a natural one, like readjusting how society functions, could work better.*

1-2 paragraphs explaining the project itself

*Beginning at the state which provides background information about the predicament humanity finds itself stuck in, there is a tour one can take of the user interface if it is their first time playing, or they may skip directly to beginning the game.*

*The game consists of multiple decisions that one must make in terms of how the company that owns The Interface will function. There are ethical and economical dilemmas involved in this decision-making. The user's decisions affect both public opinion (opinion that the aforementioned populations have of the company) as well as the amount of the world's overall population that has integrated into The Interface. The choices the player makes and the scores they affect will decide which of the six possible endings they get at the end of the game.*

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

*I was primarily inspired by the aesthetic of my childhood (YK2 aesthetic) in my choice of square, digital-like fonts and bright, almost neon colors. The design sensibility has a positive, creative, and "bubbly" look of the future, a future in which technology aids mankind. I found this to contrast heavily with the dark vision I set forth in the lore of the project -- a world where people are unable to even talk to one another without the use of technology aids, due to rising social anxiety, growing tensions, sheer work exhaustion, and other factors induced by late-stage capitalism.*

*The color palette dominated by sickly yellow-greens and dark greens is intended to convey an eerie sameness throughout the project, as if it has been drenched in a permanent dye or bathed in a pervasive light. Although all of the actions center around humanity, everything the player touches is green. This is representative of how humans do not know what they are dealing with, and think they are in control when they are not.*

*I decided to invest time into creating a short video that was intended to invoke a compilation of news clips centering around the "global loneliness epidemic." I did this because I really wanted to immerse my player in this world and give them the proper motivation to treat The Interface seriously, as if it was solving an imperative global issue. The player needs to see the problem before they try and craft the solution.*