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ART385-02

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### **Project 2: Writeup**

2 paragraphs describing the social justice topic and why you have chosen this particular issue

*Streetlamp addresses multiple tired tropes that the Asian community faces in its media representation: obsession with revenge, filial piety, a quest for “mythical power,” hypersexualized and one-dimensional female characters; but it also blends in real-life issues that the Asian community faces, such as sexual harassment, sexual exploitation, and engaging with the “model minority” myth and desire for assimilation. Through this satirical lens, at times comical and at times dark, these objects of interest are explored in this work.*

*This particular issue is of significant concern to me in the midst of #StopAsianHate during the COVID-19 pandemic. Through this project, I wish to point out the extensive anti-Asian racism that is baked into Western culture through its media-borne stereotypes which are both caused by the real world and leech back into it.*

1-2 paragraphs explaining the project itself

*Streetlamp is a game which satirizes Orientalist tendencies in physical and fictional environments. By exploring anti-Asian racism within visual and storytelling mediums that bleeds into the real world, it calls attention to the fetishization and sexualization Asian women suffer, in addition to criticizing tired racist tropes and stereotypes which are commonplace in Western media.*

*The game derives its name from two components: firstly, the 'sexy lamp' trope in which female characters are reduced to being sex objects as functional as lamps, and secondly, the design of the Dragon Street Lamp by W. D'Arcy Ryan (1925) in San Francisco's Chinatown, representative of Chinatown's larger Orientalist design direction developed in the 20th century, which still to this day draws tourists to gawk at and admire foreign lands which only exist in their imagination.*

*Within the game itself, the player is Ren, a young woman whose parents have been murdered, and it is up to her to avenge their honor while combating other dark forces within the city of New Chinatown. In her quest, she may interact with the other inhabitants of the city to achieve her goal, or to be led astray from it.*

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

*My development was largely guided by wanting to make this project memorable and unique. Due to this, most of the artistic direction was stylized, especially that of the characters, who each have similar “doll-like” designs with large heads, large eyes, and circles for hands.*

*An important aspect of the design for me was to create for different An important aspect of the design for me was to create four different “zones” of the fictional region of New Chinatown for the player to move through. I intended each zone to have a different atmosphere.*

- *The first zone, or “The Green Zone”: Ren’s home, similar to a residential district. Green represents the lushness of produce from an agricultural and culinary background.*
- *The second zone, or “The Slums”: A run-down area of the city, where The Upstart has made her home. It is neglected by the more powerful of the city, which leads to its disrepair.*
- *The third zone, or “The Entertainment District”: This area is dominated by the sex economy that the Lotus of Desire, a brothel, brings to it. This area is intended to be harsh on the eyes as well as the soul, with extensive objectification of anything and everything, streets crowded with advertisements.*
- *The fourth zone, or “Salary Central”: The area of the city farthest from Ren’s home district, this zone has been taken over by the forces of Sir Salary, who represents capitalist interests in a cultural landmark. His employees frequent the brothel and act as parasites of the city as a whole, draining it of its color and life.*