

# REALITY // REALITY SHOW

| SUBJECT   | EVENTS   | INTERACTION  | MEANING  | OUTPUT  | ALLIED FIELDS  |
|---|--|--|--|---|--|
| 1<br>FAMILY<br>or a group of at least four people | <p>THEY watch TV<br/>TV watches THEM</p> <p>they are watching the NEWS<br/>a quick mix of violent, threatening, superficial and happy news</p> <p>they can not switch between channels<br/>but this doesn't seem important to them</p> <p>sometimes they laugh or make some comments, not speaking to each other</p>     | <p>just at the end, user is asked to expel a person from the place (same system of BIG BROTHER)</p> <p>user navigates with the MOUSE</p>   | <p>TV as ONE WAY communication<br/>it interpheres with natural human interaction</p> <p>DESENSITISATION process<br/>exposing audience to violent scenes alternated with everyday scenes, to cause SURROGATE EMOTIONS</p>   | <p>photographic COLLAGE<br/>similar to SOUTH PARK animation style</p> <p>the place recalls a CAVE<br/>dark and empty, the only relevant element is TV</p> | <p>animation<br/>"South park" by Trey Parker and Matt Stone</p> <p>interactive<br/>vectorpark.com</p> <p>film<br/>"Clockwork orange" by Stanley Kubrick</p> <p>tv<br/>"Big brother" format</p> |
| 2<br>FAMILY - 1                                   | <p>THEY watch TV<br/>TV watches THEM</p> <p>they are watching the NEWS and can not switch between channels</p> <p>at the end of this stage COMPUTER selects one person to be expelled from the place<br/>selection based on user's choices but presented as an imaginary audience vote</p>                               | <p>user is asked to TAKE DECISIONS for the people "inside the cave" and control their reactions to what is being displayed by tv</p> <p>user navigates with the MOUSE</p> <p>WEBCAM MOTION DETECTION<br/>moving his body the user can influence the screen characters behaviours/movements</p> | <p>IDENTIFICATION process<br/>user gets more and more involved into the game, exposing his personal feelings</p> <p>VIRTUALISATION<br/>identifying with the characters, user is starting to virtualise his emotions</p> <p>VICTIM-EXECUTIONER relations<br/>developing between user and the characters (he judges and is then be judged)</p> | <p>same of above</p> <p>GUI interface for taking decisions recalls that of a tv game or quiz</p>  | <p>analysis<br/>multiple choice tests</p>  |
| 3<br>FAMILY - 2                                   | <p>THEY watch TV<br/>TV watches THEM</p> <p>they are watching a REALITY SHOW whose protagonist is the user as captured by the webcam<br/>sometimes they laugh or make some comments on you, not speaking to each other</p> <p>at the end of this stagethey decide to EXPEL THE USER from the game<br/>ONE WAY ending</p> | <p>NO MOUSE use allowed</p> <p>WEBCAM MOTION DETECTION and MICROPHONE<br/>moving his body and speaking the user causes reactions in the screen characters which he can not control</p>   | <p>the USER EXPERIENCE goes from outside the cave (as an EXTERNAL OBSERVER) deep into the "cave system" (cave=tv) to become the involuntary protagonist of the projections and the victim of the VIRTUALISATION process</p>  | <p>same of above, TV displays the frame captured by the webcam</p>  |  |