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**Proposal for Final Project: "Futures at the Crossroads"[[1]](#footnote-1)**

**Overview:** "Futures at the Crossroads" has evolved from a conceptual proposal into a fully-realized interactive digital story that simulates the intricate interplay between political decisions and scientific research in the urgent context of global climate change. Inspired by my majors in interactive media and political science, and driven by discussions from the coursework, the project now offers a complex exploration of how these decisions shape our world.

**Intention:** The intention behind developing this game evolved; at first, I wanted to fully immerse the user and player as if they were leading the keynote, and the only form of interaction was what type of things they would say. However, after I started coding and developing this, I felt like it needed to include something. The game felt too passive. I scrapped it entirely and did a game where only the first set of decision points are quotes and things to say and the rest are all actions to take. This nudges the user that this issue is real, tangible, and requires actions rather than empty promises. The game has about 4-5 stages to reach a conclusion. This is done on purpose as there are many conclusions, and my goal is for the timeline between starting and ending to be around 90 seconds. This will entice people to try again and to learn even more about the complexities of this issue. There are real-life parallels with websites/articles/research papers where the user, if interested, can copy and paste and learn much more about the topic.

**Research Papers:** The research papers I have attached I have not fully read in their entirety. Rather, I did research on presisng issues and found reputable sources or on the ground sources that the user can be more eductaed if they desire.

**Development and Challenges:** Building the interactive narrative required not only technical skill in utilizing the Twine platform but also a deep understanding of the scientific and political nuances involved. The process was a rigorous blend of creative storytelling and meticulous research, ensuring each branching path was not only scientifically accurate but also reflected the real-world complexities of climate policy and technological innovation. However, the type of game this outputs I accesible to all, easy to play and can be played on any device which is why it was chosen.

**Enhanced Interaction and Realism:** The final version of the project features enhanced interactive elements that allow players to experience the weight of making decisions that have far-reaching consequences. Each decision point has been crafted to present the player with realistic dilemmas, reflecting the often harsh and immediate impacts of those choices. The story begins at a global climate conference, setting the stage for high-stakes drama as players navigate through crises like severe weather events and opportunities such as breakthroughs in renewable technologies. The narrative dynamically adapts to player choices, culminating in multiple potential endings that highlight the dramatic interplay between science and politics—emphasizing that every action taken can tip the scales in unforeseen ways.

**Ethical and Socio-Political Considerations:** Significant attention has been given to the ethical dilemmas and socio-political considerations inherent in environmental decision-making. Players encounter scenarios that challenge them to balance ecological preservation with economic development, navigate international collaborations, and decide on the transparency of experimental technologies.

**Impact and Educational Value:** The project aims to educate its audience on the severe impacts of climate change, promoting a deeper understanding of the urgency required in policy-making and scientific research. By making these complex issues accessible and engaging through interactive storytelling, "Futures at the Crossroads" encourages deeper public involvement and provides pathways for players to engage with real-world climate issues further.

**Reflection and Real-World Parallels:** A reflection section at the game's conclusion discusses the implications of the player's decisions throughout the narrative, drawing parallels to real-world events and ongoing scientific efforts. This section aims to foster a connection between the simulated scenarios and real-life environmental challenges, enhancing the educational impact of the experience.

This revised proposal encapsulates the journey from concept to execution, highlighting the dramatic narrative and interactive challenges faced during the development of "Futures at the Crossroads." The project not only fulfills academic objectives but also serves as a vital educational tool in the fight against climate change.Top of Form

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1. Title and structure were streamlined with the assistance of ChatGPT 3.5. as the document I initially wrote was significantly longer than this one. [↑](#footnote-ref-1)