HAYAL ET: An Interactive Theatrical Experience
Exploring Choice, Consequence, and Reality

İpek Kennington

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Project Overview: What is HAYAL ET?

- HAYAL ET (Imagine It) is an innovative interactive play that redefines the boundaries between traditional theatre and modern technology.
- It offers a dynamic narrative experience where the audience actively participates in shaping the story.
- The core idea is to explore the profound impact of choices and their subsequent consequences in a tangible, immersive way.
- Our goal is to create a deeply engaging and thought-provoking theatrical event that resonates uniquely with each audience member.

The Core Concept: Branching Narratives & Themes

- **Branching Narrative:** The play features a multi-layered story with multiple deviation points. Audience decisions directly influence the plot's direction, leading to various unique paths and endings.
- **Themes Explored:**
  - Choice & Consequence: Every decision has a visible and immediate impact on the characters and the world.
  - Nature of Reality: The play delves into questions about perception, reality, and the construction of personal experience.
  - Moral Ambiguity: Scenarios are designed to present complex ethical dilemmas without easy answers.
- **Audience as Co-authors:** The audience transitions from passive observers to active participants, co-creating the narrative journey.

Technology: The Interactive Engine

- **Custom-Built System:** A bespoke software solution manages the complex web of narrative branches, character states, and environmental variables.
- **Audience Interaction Methods:**
  - Mobile Interface: Audience members can use their smartphones (or provided devices) to vote on crucial decisions at key junctures.
  - Real-time Data Processing: The system instantly processes collective audience input to determine the next scene or plot development.
  - Dynamic Projection & Sound: Visual and auditory elements of the play can change in real-time based on audience choices, enhancing immersion.
- **Dynamic Progression:** The play's script and staging are designed to be flexible, allowing for seamless transitions between different narrative paths.

Mobile Interface: User Experience
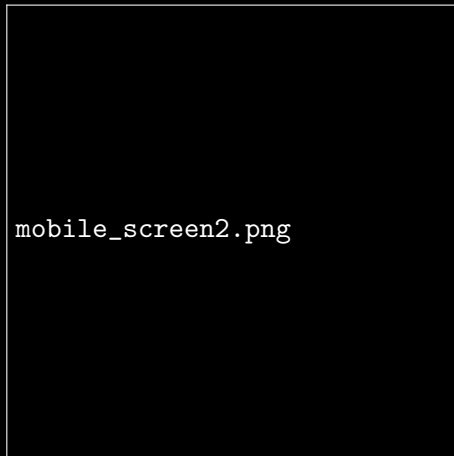

Figure: Audience voting interface

Figure: Results display screen

Interaction Example: The Crossroads

Imagine the protagonist reaches a critical crossroads, facing two distinct paths:

- **Path A: The Path of Confrontation** - Leads to a direct and potentially dangerous encounter.
- **Path B: The Path of Evasion** - Offers a stealthier, but perhaps morally compromising, route.

The audience collectively decides which path the protagonist takes. The chosen path significantly alters the subsequent scenes, challenges, and character interactions.

Scenario: The Enigmatic Artifact - Setup

Setup: In a pivotal scene, the main character discovers an old, ornate box. Its origins are unknown, and it emanates a faint, unsettling hum.

The Dilemma: The character is faced with a choice:

- Open the box immediately, driven by curiosity and the potential for discovery (or peril).
- Leave the box untouched, fearing its unknown contents and potential negative consequences.
- Seek more information or tools before deciding, introducing a delay and potentially new variables.

Audience Vote: The audience is prompted to vote on one of these actions.

Scenario: The Enigmatic Artifact - Consequences

Potential Consequences (Illustrative):

- *Opening the Box:* Could reveal a vital clue, a dangerous trap, a source of power, or something entirely unexpected, leading to drastically different story branches.
- *Leaving it:* Might lead to missed opportunities, a lingering sense of unease, or another character finding it later, altering their path.
- *Seeking Information:* Could involve new scenes, dialogues with other characters, or the discovery of related lore, adding depth before returning to the decision with more context.

Project Goals

- To pioneer a new form of interactive storytelling in a live theatrical setting.
- To provide a highly personalized and replayable experience.
- To foster discussion and reflection on the themes of choice, agency, and determinism.
- To successfully integrate technology seamlessly into the performance without overshadowing the human element of theatre.

Target Audience

- Theatre-goers looking for innovative and unconventional experiences.
- Individuals interested in interactive narratives, video games with strong storytelling, and escape rooms.
- Students and enthusiasts of drama, technology, and new media.
- Anyone curious about the intersection of art and technology.

Conclusion: A Unique Theatrical Journey

- HAYAL ET offers more than just a play; it's an experience, a conversation, and an exploration.
- By placing the power of choice in the hands of the audience, we create a performance that is both deeply personal and collectively shaped.
- We believe this approach to interactive theatre has the potential to engage audiences in unprecedented ways.

Future Vision

- Explore different genres and narrative structures within the HAYAL ET framework.
- Enhance the technological backend for even more complex interactions and environmental responses.
- Develop tools and workshops to enable other creators to build their own interactive theatrical pieces.
- Potentially adapt the HAYAL ET concept for other mediums or educational purposes.