**What’s Next?**

In this project, a fictional artist, Monri Shioe, tries to present the spatial and temporal relationship of the change of objects to remind people of an object’s past, present and future, and bring awareness to the notion of the eternal, non-changeable quality hidden inside different states of changes of an object.

As a game designer, I value very much of what messages I want to convey to my audience through my projects. We are on a trend where everything is about to be digitized except for some physical needs such as clothes and foods. Our minds are overwhelmed by the fragmented, easy-to-digest digital information, and we pay less attention to the complexity of reality. Because of that, I want to explore and expand the core idea / philosophy behind the stories of things project to games to help people regain the awareness to their physical surroundings and remind them to value and appreciate our limited, sophisticated physical resources.

Particularly, I can use the thought process behind the project as a prototyped gameplay design. For example, a mundane object can be a crucial item in the game, and the storyline can trace back to the origin, processing and transformation of the object. In addition to mundane object, it can also be quite bizarre that requires more learning and observations. Player will draw on maps that contain differently processed objects to make connections between the transformed states of the items (object, products, ingredients...). Play’s decisions of how to draw the map will influence the identity, functionality, durability and of course, the story of the involving items (which are things at different stages of processing). The core concept of the game is deepening relationships with things while shaping their identities to make them both functional and meaningful to players.