**Final Project Proposal**

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**Conceptual description**

The final project would be a VR installation in which a player can interact within a given environment to prevent a certain system from collapsing. I found ‘Crisis Theory’ to be a very interesting and effective method of delivering messages by placing the player in a helpless situation, making them click desperately to keep the system in place. The experience could perhaps feel more desperate if the player had to run around in a room, pushing buttons or pulling levers while managing their resources to maintain a certain order in the system. The player will be able to see the consequences of their actions and react accordingly.

**Technical description**

The player will be in a VR setting with different ways to monitor the status of the system. There will be various input methods spread within the room to prevent the player from staying in a spot, but rather force the player to scurry around. An ongoing script will constantly update certain values, and check if a value has moved past a ‘safe zone’. When values move past the ‘safe zone’, a visual/auditory warning will guide the player to interact with the environment to mitigate the issue. When an input is triggered, a script will change the corresponding value and graphically display the information to the user.