

Script

- **Episode 1: Initial Impressions**

- **Narrative:** As the Stinger bus pulls into the campus for the first time, you are overwhelmed by the sights, buildings and people surrounding you. You find yourself next to a row of fraternity houses - certainly not the first thing you were expecting to see, but interesting nonetheless. You and your parents are struggling to find the housing office; as a result, you wander around East Campus for several minutes and/or ask other students for help to find where to go.
- **Choices:** Either wander around campus (learn more about the surroundings/buildings and add to feeling of being overwhelmed), or ask a student for help (first time talking to a student/American, accent issue, feeling different). Regardless, the same outcome of eventually finding the housing office is achieved, and you proceed to episode 2.

- **Episode 2: Unmet Expectations**

- **Narrative:** Having picked up your BuzzCard and key from the housing office, you make your way to your residence hall. While unpacking your luggage and setting up your room, you meet your roommate, who you find to be far more reserved than you expected. After this, you meet other people on your floor; however, in every case, you find that the combination of arriving several days late and not being familiar with US norms makes you feel uncomfortable. You ponder about what this means for your future here, considering that you will spend the rest of the year in this building.
- **Choices:** While unpacking in your room, you can choose to engage with your roommate or simply unpack and wait for him to say something; both actions result in minimal interaction. After leaving the room, you can talk to your neighbor, someone on your floor you met on Instagram earlier, or the RAs and other floormates in the lounge. Every option increases your feelings of unfamiliarity and alienation. Finally, at the end, you choose between spending the night on campus (episode 3, option 1) or with your parents at the hotel (episode 3, option 2).

- **Episode 3, Option 1: Contemplation**

- **Narrative:** You decide to confront your feelings and spend the night on campus. However, feeling uncomfortable in your room and remembering what you gave up to come here, you decide to go on a late-night walk. During this walk, you try to collect your thoughts, pondering over the past as well as looking towards the future and how to cope with this new environment.
- **Choices:** The choices will mainly focus on which paths you take while walking around and how the people and sights you pass by as a result shape your thoughts. For instance, walking through a busy path like Freshman Hill and seeing people with their friends could make you feel more alone and unwelcome, while walking past the Skiles walkway mural could make you think about whether Georgia Tech has really made a sufficient effort to make international students feel welcome. On the other hand, walking past the CULC or Klaus could make

you realize your purpose for being here and make you feel grateful for being able to attend one of the top universities in the world for your subject. Ultimately, move onto episode 4.

- **Episode 3, Option 2: Confession**

- **Narrative:** Overwhelmed by uncomfortable feelings of alienation, you decide to spend the night with your parents. Here, you discuss how the day went and how you are feeling about settling in at Georgia Tech so far. Ultimately, whether or not you initially hide the truth, you eventually end up confessing that things are not as you had hoped. Your parents give you advice: they talk about how they also had trouble settling into college, and assured me that things will get better with time.
- **Choices:** There will be limited choice in this scene: you can only choose to delay to tell the truth by pretending that everything is okay, but eventually you reveal your true feelings and listen to your parents' advice. Ultimately, proceed to episode 4.

- **Episode 4: Newfound Confidence**

- **Narrative:** You are in your first CS class, and you feel lost in a sea of people: you are not used to such large class sizes, let alone with people you don't know. Regardless, you end up talking to the person sitting next to you and end up having a positive interaction with him, which gives you a confidence boost. This causes you to ask your roommate to go to the football game with you the next day, and he agrees.
- **Choices:** You can choose to seek out someone to talk to, or to sit quietly in class; regardless, the person next to you chooses to talk to you anyway, which makes you realize that many people here are friendly and trying to find their place too. You proceed to episode 5.

- **Episode 5: Goodbyes**

- **Narrative:** This scene takes place outside your dorm, as you say goodbye to your parents. As they leave to the airport, you are initially overwhelmed by sadness and fear, but you then recall how other people you have met here are also facing similar feelings; this causes you to accept the situation you are in. Just as your brain navigates through these thoughts, your roommate calls you for the first time, asking if you are ready to go to the game. Armed with newfound confidence and drive, you answer in the affirmative.
- **Choices:** The choices in this scene will allow you to navigate through your thoughts as your parents leave. These choices could somewhat vary depending on your actions in the last two scenes, but they will ultimately lead you towards becoming more confident no matter what you choose. This allows the story to end on a positive note of acceptance and growth.

Tree Diagram/Multimodal Design

See PDF uploaded separately

Reflection

From my script and tree diagram, it can be seen that I am trying to preserve a common outcome while simultaneously giving the player a moderate degree of choice in how they allow their character to grow and reach that outcome. Whether the player chooses to solve their problems independently or take help from others around them, they ultimately learn that they are not alone in feeling alienated, which makes them feel more confident and willing to forge relationships with others around them. By doing this, I am able to preserve the essence of my personal story while effectively immersing the player in it at the same time. I am also able to convey the idea that alienation is central to the international student experience, regardless of the actions that the student may take or whether they are naturally extroverted. Playing the game multiple times with different options will allow players to grasp this idea.