ISEA2017

23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART

XVI INTERNATIONAL IMAGE FESTIVAL

CREATIVE CALL

1. Title

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1. Organizers and presenters’ names and affiliations

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| Qiushi Wang |

1. URL of the demo website or video

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1. Abstract(ready for diffusion). 200 words maximum.

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| The idea behind my project stemmed from my fondness for the Game of Thrones story and my passion for design. I wanted to combine these things with technology in order to create an interactive and immersive story-telling environment that would allow people spanning the globe to come together to share in the same space and experience. Further, people will have the ability, through my project website, to learn more about a rich-in-detail literary work that may prompt them to heed their own creative callings, which might result in the next great novel, a visual masterpiece, or a new technological marvel that further brings people together. While my project, on its own, is a tool aimed at promoting peaceful coexistence, I also see it as a means of encouraging others to construct their own similar tools. Individual and collective efforts of this nature are at the core of what ISEA represents. |

1. General description of the Project

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| My project is one that combines technology and design such that they come together to allow for an interactive and hopefully immersive story-telling experience. I am constructing a website that will serve as home to my interactive design, which has both a visual and auditory elements. My visual element, a character featured on my website’s homepage, will effectively serve as my storyteller. The aural elements will include the main title theme from the television show *Game of Thrones* as well as the aforementioned narration or storytelling. The interactivity and immersive experience that is at the heart of with my project results when website visitors click on the page around the character to change the volume of the music (the farther away from the character one clicks, the quieter the music becomes) or to hear about the people and places associated with the *Game of Thrones* books. As they click on various parts of the page, visitors to the website will hear about the various houses or families featured in the *Game of Thrones* story, and they will have a chance to learn the histories of these houses and of the story’s characters. |

1. From glenda: I’m not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

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| ISEA calls for participants to, among other things, produce works that employ scholarly, artistic, and scientific elements that, when combined, demonstrate the ways in which new technologies can create platforms that promote social development. My project answers this call in that it combines graphic design elements, interactivity, and electronic media to bring more people to immersive literature and to storytelling. Rich literature, such as that which is shared via my project platform, and simple storytelling can unify people who might not otherwise connect. The use of new technologies, such as my project website, enables people from all walks of life and from places around the globe to have some of the same experiences and to almost exist together in a place that is bound by neither time nor space. Through my project, I am encouraging “pacific coexistence of the communities.” |

1. Biographies of the Author(s).

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