Interactive Environment Proposal

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Abstract

For my interactive project, I have chosen a topic that I think about almost everyday which is, why so much hate in the world? Now, that we have all the multimedia to explore the world around us, we are also able to explore the hate that exists today and in all kinds of forms. Through this project, I want to spark a realization of what is happening around us and provide with a choice of action to help and erase hate/actions of hate. The intended audience is anyone above the age of 15.

Description:

Maya Angelou once quoted, "Hate, it has caused a lot of problems in the world, but has not solved one yet." I find it true in every way. My project, "HELP not HATE" is where I intend to bring the mentioned quote to life. I intend to provide different scenarios of hate crimes/actions that is happening around us with an option to help which is all it takes to make a difference.

Hate is a very strong word that carries alot of power. It leads people to commit things that causes chaos and harm to others. From country wars to school bulleys, everything is lead with aggression. Psychologists say that the root of hate is fear. There is lack of self compassion and self awareness that sparks the fear that leads to hatred which then is reflected through the actions of the individual. I believe that our existence on earth is for a limited time and that we all have to die someday. It is a truth that can neither be changed or controlled. The only thing what can be controlled is what we do or don't when we are still breathing. My aim for this project is to create a self realization of how can we help people who are suffering instead of just observing what is happening around.

Through my project I want to showcase an environment of chaos giving the user the ability to control it. There are many components to be tied in this project which is mainly the emotions such as fear, anger, sadness and one the other side there is prayers, hope and strength. I intend on bringing these emotions to life with the usage of audio and video clips of the stories around the world that suggests hate crimes and its aftermath. The physical components include weapons, destroyed buildings , billboards and sign boards with messages, cellphone and trash cans. The physical environment will have a character that is controlled by the user. I will mostly be adding assets from the Unity Asset Store and mixamo.

The environment I envision is a dirty urban environment with a gloomy sky to incorporate the components being used. I also plan on using an intense background music. In terms of the interactivity, I will add some NPC interactivity that will provide the user with choices to control the environment. Unlike the other video games that offer multiple weapons and stunts to combat the enemy, here, the user will be combating the environment of hate crimes through choices of actions to help with what is going on around the user. For example: putting the weapons in the trashcan, erasing hateful quotes etc. I might add other NPC in a form of a human who is crying. The user will then have a choice to help the character by choosing to listen or giving a hug.

My intended audience is anyone who is above the age of 15. The message I want to spread is simple, "HELP not HATE". I want the audience to realize that they have the capability to help people who are suffering around them. The inspiration for this project is with what is happening around. The Ukraine war, the Taliban attack, the asian hate crimes sparked during the pandemic, the domestic violence against women and so on upsets me to my core. I feel helpless most of times because it is happening and I dont know when it will stop. But I do know the answer is in the action. The slightest action of compassion can make a difference and when it is performed by a mass of people, there is hope. There is hope for humanity. And this is what I want the user to acknowledge.

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