

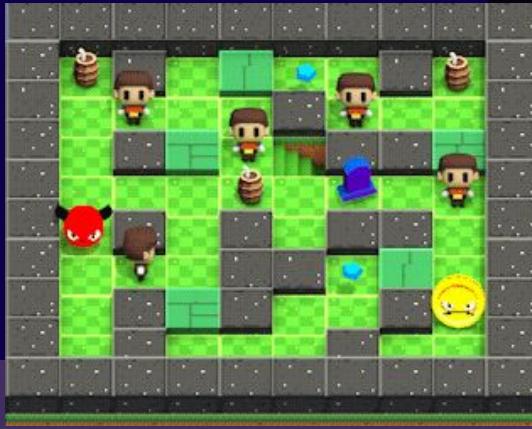
# Roundtable



1.

# Escape the Maze

A progressively harder puzzle & combat game



OSTEYA: ADVENTURES

Inspiration

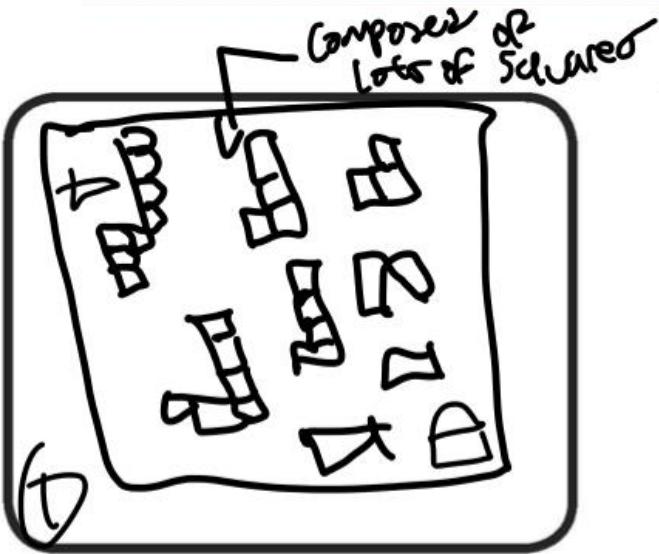


Press the Spacebar  
+  
Start

Start screen

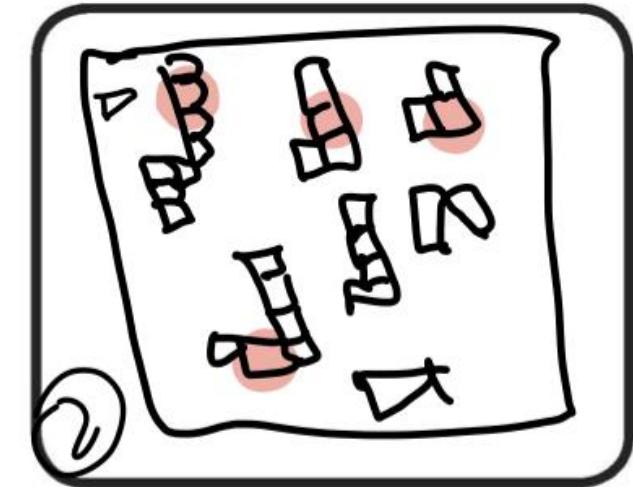
EScape

<fade out>



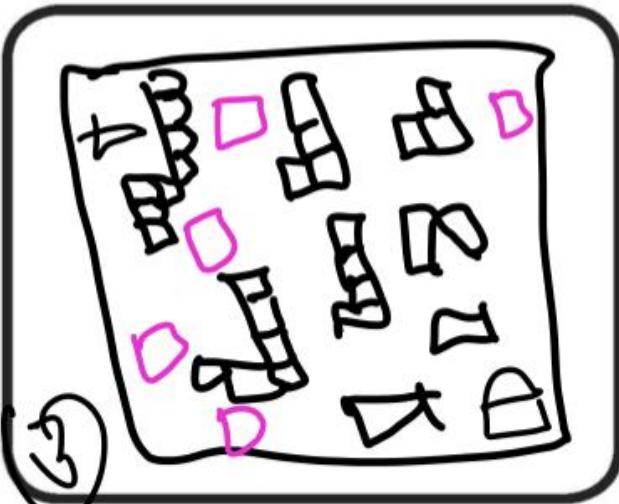
### Level 1: Just Escape

Use arrow keys to navigate to the exit



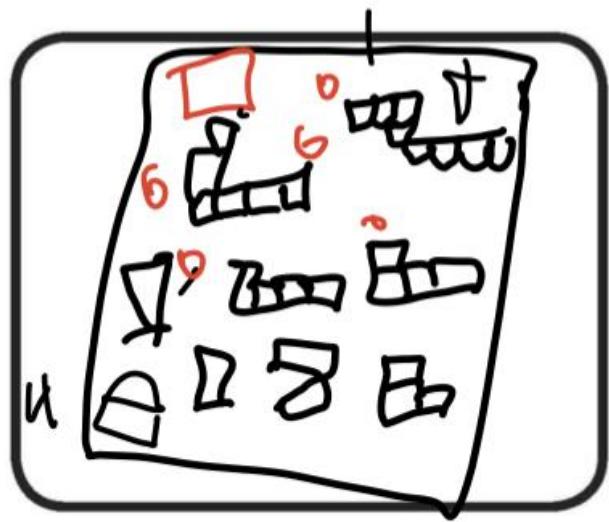
### Level 2: Find the Key

Break open certain walls  
to find a key to unlock an  
escape door



### **Level 3: Escape the Monsters**

Beat all the monsters to escape. Find the hidden sword to fight back



### **Level 4: Beat the Boss**

Collect all keys to escape before the Beast gets you.  
The Beast can send minions

Either or

GAME OVER

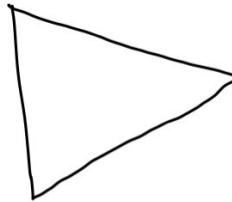
~~try again~~

COMPLETE

Time  
2:05

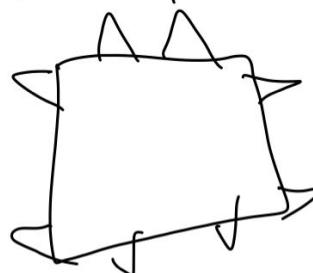
## Close Ups: Characters

#1: Hero

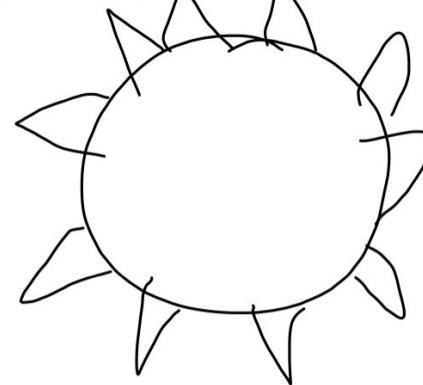


- Turns depending on which arrow key is pressed
  - 3 lives

#2: Monster



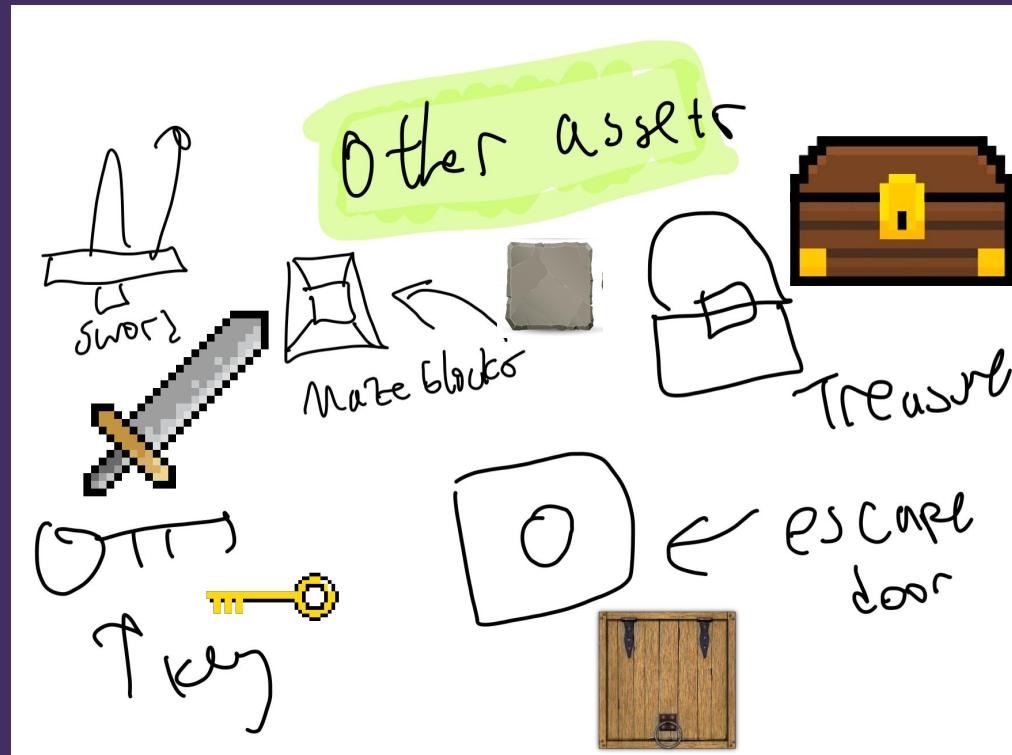
#3: Boss



- Randomly bounce around maze

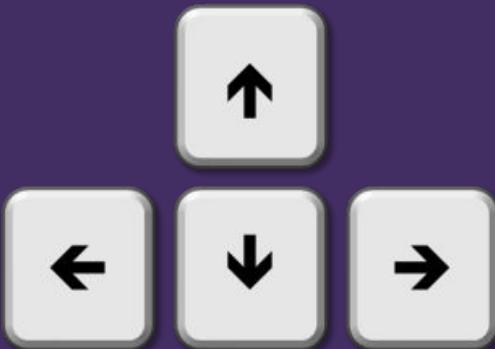
- Can send little minions to attack you

## Close Ups: Other Assets

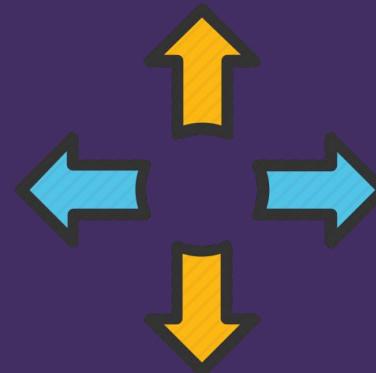


# System Design

User-Game



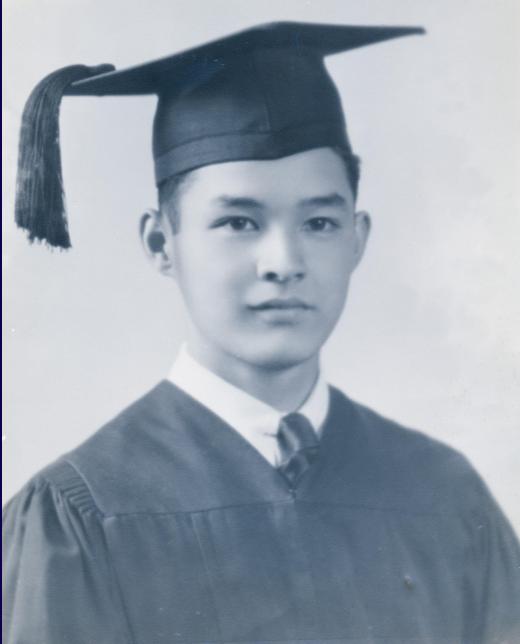
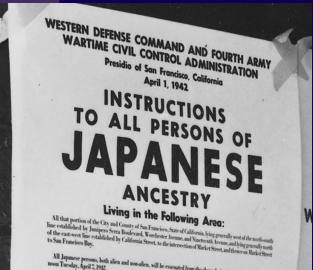
NPC-Player



2.

# Japanese Internment

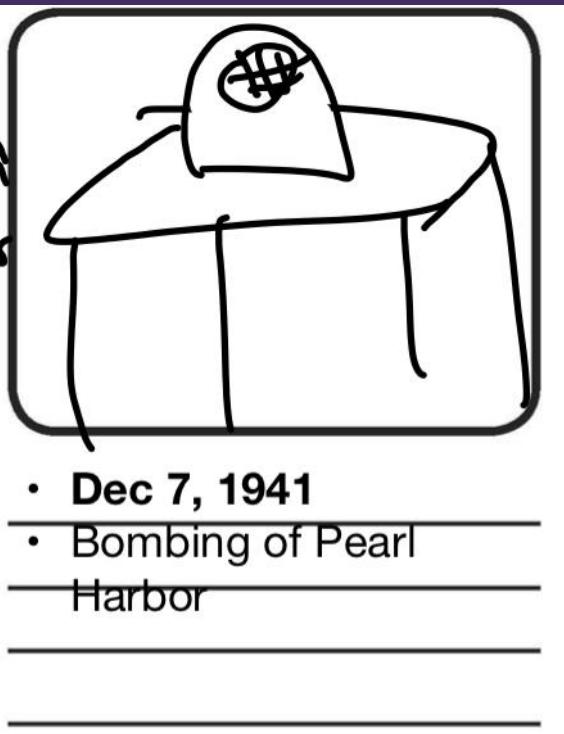
An Interactive Documentary about a Dark Part of History



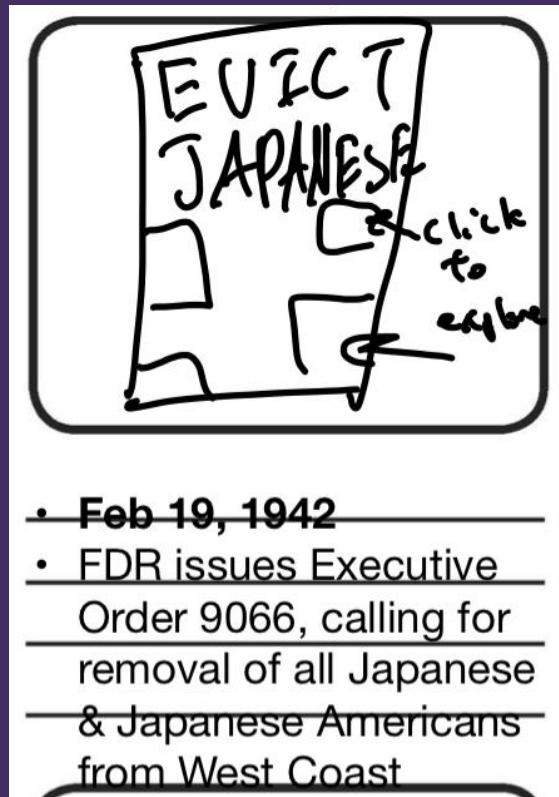
The Silent Age  
[thesilentage.com](http://thesilentage.com)

Inspiration

# Part 1: Removal



- **Dec 7, 1941**
- Bombing of Pearl Harbor



- **Feb 19, 1942**
- FDR issues Executive Order 9066, calling for removal of all Japanese & Japanese Americans from West Coast

# Part 1: Removal

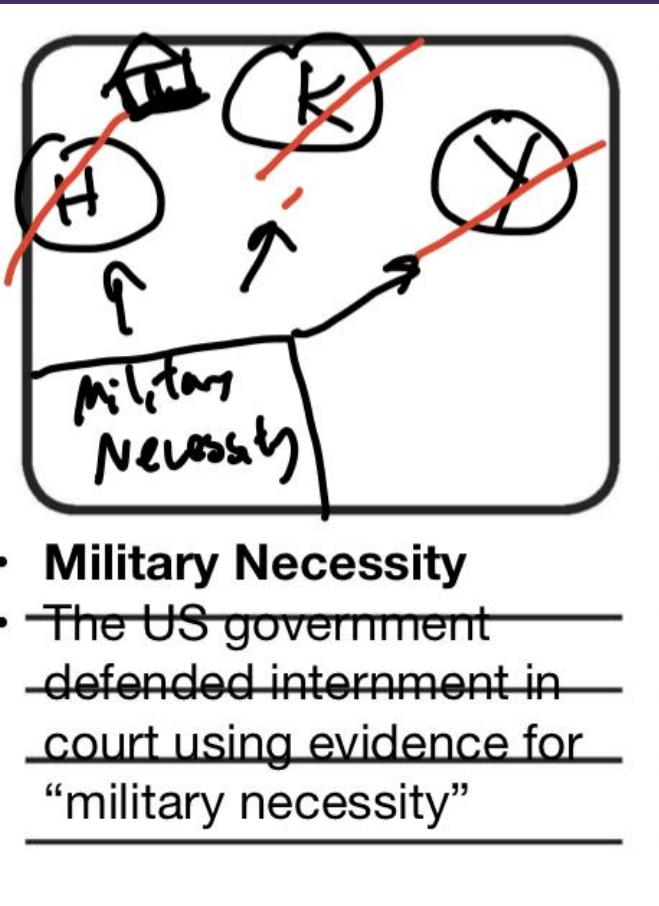


- **Leaving**
- Click the objects to sell them, and compare how much they were worth with how much they were sold for

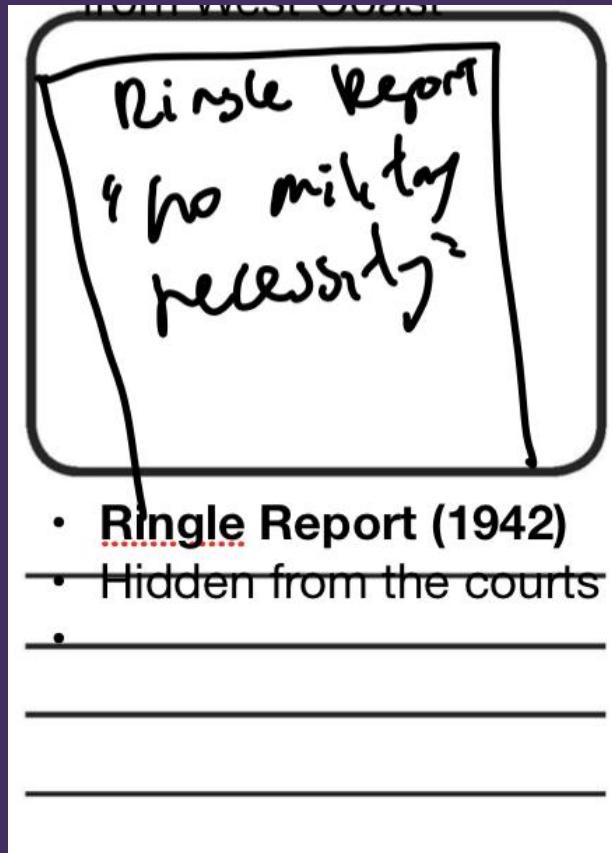


- **Where did they go?**
- Click on the map to see where Japanese Americans were sent away to

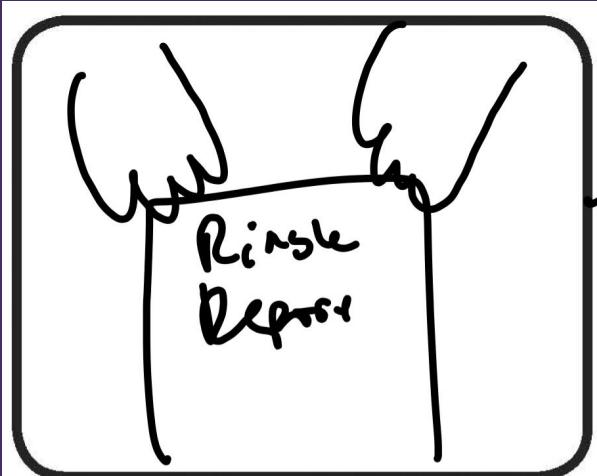
# Part 2: The Government Cover Up



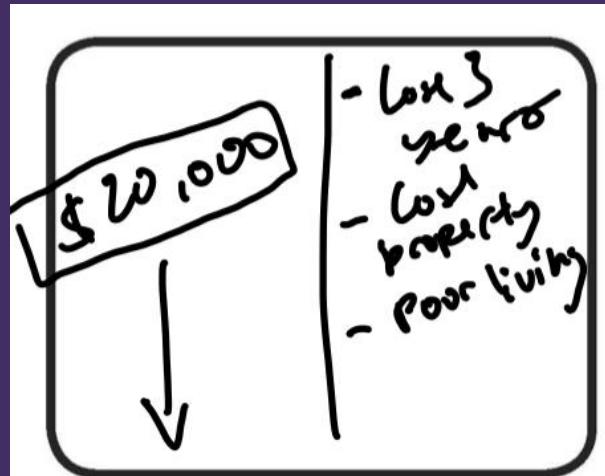
- **Military Necessity**
- The US government defended internment in court using evidence for “military necessity”



# Part 2: The Government Cover Up

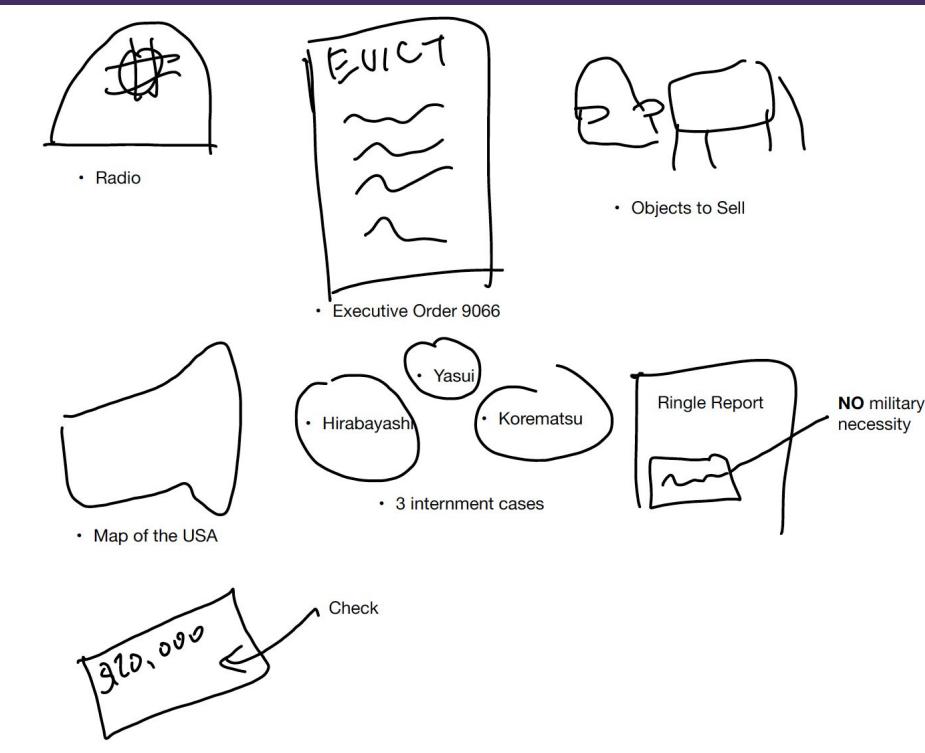


- **Investigation**
- When a government investigation in the 80s discovered the hidden documents, they called for reparations



- **Reparations**
- \$20,000 to every surviving internee
- **Not enough**

# Close Ups: Assets



# System Design

User-Narrative



Time

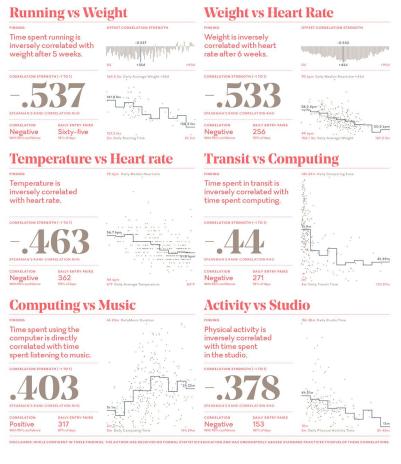


# 3.

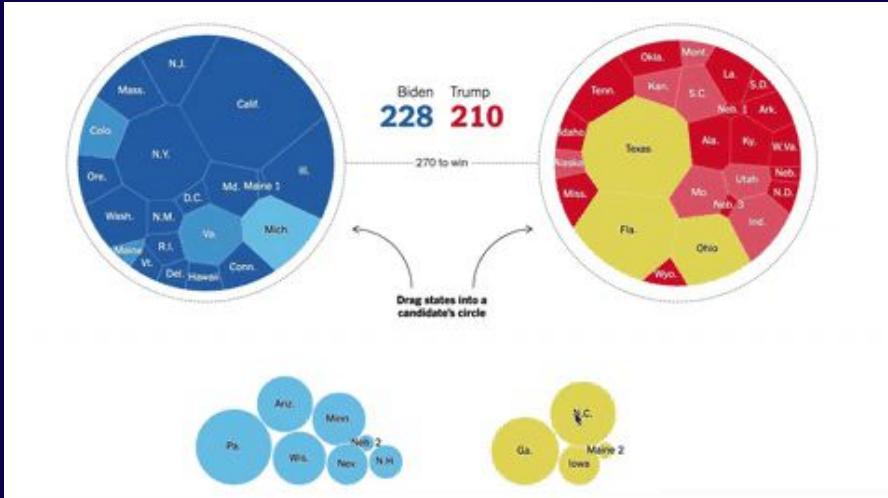
## The Contextualizer

An Interactive Visualization of Large Numbers in History

# Correlations



Feltron Report (2014)  
[http://feltron.com/FA\\_R14.html](http://feltron.com/FA_R14.html)



# The Contextualizer

I begin

Start Screen

Goal is to help visualize  
and contextualize data

float around

Contextualize:

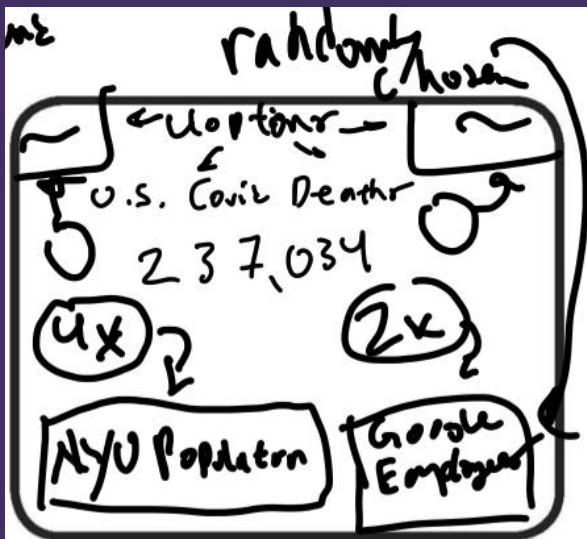
U.S.  
COVID  
Deaths

Japanese  
Internment

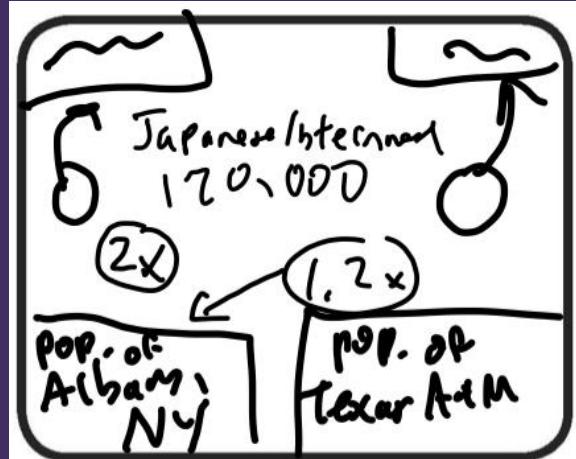
The  
Holocaust

2020  
Election

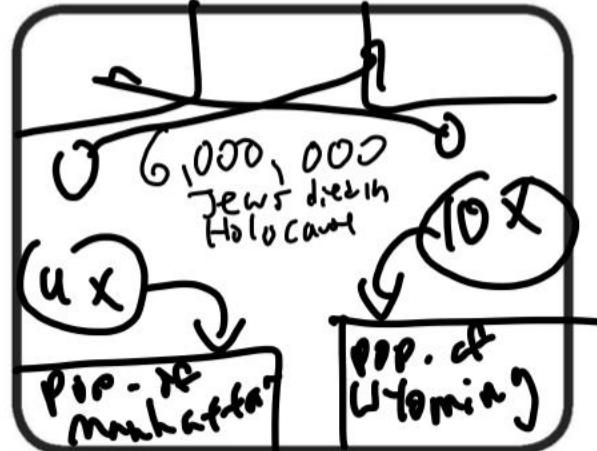
Bubbles will gently float  
around and change color  
when hovered over.  
Choose 1 to proceed



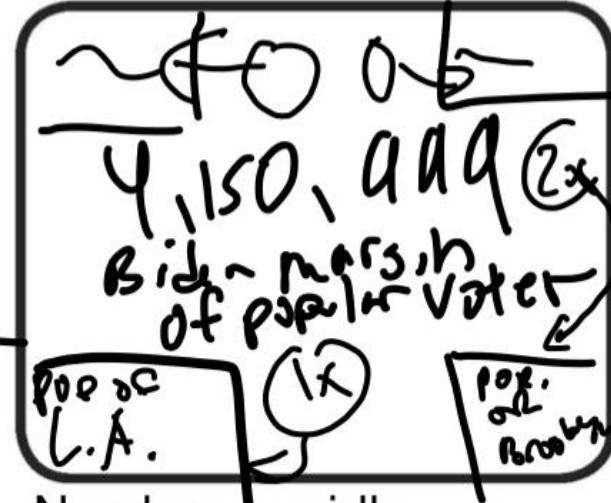
Numbers rapidly  
accelerate until reach final  
Guess which number  
multiplier goes with the  
descriptor



Numbers rapidly  
accelerate until reach final  
Guess which number  
multiplier goes with the  
descriptor. Turns green if  
correct, red if wrong.



Numbers rapidly accelerate until reach final  
Guess which number multiplier goes with the descriptor. Turns green if correct, red if wrong.



Numbers rapidly accelerate until reach final  
Guess which number multiplier goes with the descriptor. Turns green if correct, red if wrong.

People are not just  
numbers.

in face

alon  
face  
as

people are people

Fade in: End Screen

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## Close Ups: Assets

### Assets

2x

↑  
Multiplier  
Bubbles. Change  
color when Clicked.

Pop. of  
Los Angeles

Context box. Change  
to green if ~~red~~,  
red if ~~false~~.

# System Design



# User-Graphics

