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Interaction Design
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Dreamcord

My speculative technology is about recording dreams. I named it Dreamcord because I just combined dream and record together. Dreamcord is a little headset that you wear when you go to sleep so that it can record the dreams. The recorded dreams are uploaded to the cloud. You would be able to access these recordings anytime and anywhere as long as you have a smart device with you. If you make certain choices, I also added in a companion device, DreamPod, which allows you to connect to each other's dreams.

The community players are the rich and poor oneirophiles, the big Dream Corps, Government, and the naturalists. Oneirophiles literally means dream lovers in Greek. There is an economic separation since the rich have different interests than the poor. But, they both will dream as much as they can. The big Dream corps are the ones that develop Dreamcord further, and they only care about the money they are earning, even if it may anger some people. The Government is there because they always love snooping around and find ways to control the people by means of anything, including using Dreamcord in a malicious way. Naturalists are a group of people who believe that Dreamcord is breaking the natural rhythm of the body. They hate how people are obsessed with something artificial, and want to go back to the natural dream states - sometimes forgetting the dreams.

This project is like a choose-your-own adventure game. You make choices by choosing a path to take. In my game, you only have to click buttons. Depending on whatever choices you make, it can affect the happiness or angriness of community players. There are 5 total endings, All is Perfect, Anarchy, Everyone is Asleep, Eradicated Dreams, and Total Government Control. Different paths can lead to the same endings.

My aesthetic approach for this game was to make it look like a dream world. I chose pastel-ish pinks and purples to give it an ethereal feel. I found a picture that had pink and purple sky, and I traced it in Illustrator. The text boxes are transparent to be similar like clouds. My icons are simple with just lines so that it connects with the logo. I wanted the logo to be based off the dreamcatcher design because it makes so much sense. To connect with more of the simple design, I just made the buttons and its text just A and B so that it's always uniform.