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CART 263
Project 2 Proposal

A lifetime in 24 hours– topics on parenting

<u>Concept Overview</u>

The game I am going to develop for project II is part of the website "A lifetime in 24 hours" that narrates topics on parenting in chronological order: from childhood to parenthood.

Across several stages of the life cycle, the infant stage is crucial and determinant for a person's formation of the self. This period characterized by vulnerability, transformability, and learnability has life-long impacts that are hard to be erased.

In 2008, the Canadian Incidence Study of Reported Child Abuse and Neglect (CIS) reported the "rate of maltreatment-related investigations was 39.16 per 1,000 children and substantiated investigations was 14.19 per 1,000 children. As trauma in the early ages requires life-long healing, it is important to provide ways to address those situations and to demystify the stigmas and stereotypes around parenting and being parented.

In general, parents who experienced early childhood trauma are prone to replicating those negative experiences on their children due to poor role modeling or a lack of positive references; some other parents may deliver ACEs (adverse childhood experiences) back to their children because of the mental and physical conditions that they carry through C-PTSD (Complex Post-Traumatic Stress Disorders).

In this website, I want to focus on the plurality of parenthood experiences, going through both positive situations to negative ones.

<u>Artistic Vision</u>
The website will be structured in 2 main components:
- First is the information-sharing stage which summarizes my research by showing the statistics lived experiences of children, adolescents, young parents, and elder parents (intended to be done for DART 449 Web Design class).
- Second is the game stage where the player will go through each of those stages (children, adolescents, young parents, elders) sequentially. During each of the stages, random events will happen that puts the player into a particular situation. Sometimes, the player will be able to make a choice but some other times, the consequences of the events will be definitive.
  EX.

Childhood (event with choice)	Childhood (event with no choice)
- Parents are divorcing, the player has the choice to either go with the alcoholic but caring dad or	- Family went broke. The child was not able to receive support for their areas of interest.

with the mom who has strong will to start a new life.	
Adolescence (event with choice) - The adolescent has the choice to move out at the cost of reduced quality of education.	Adolescence (event with no choice) - Parents are divorcing.
Young Parenthood (event with choice) - Be a full-time parent to spend more time with the child and give them more love, or work but being richer.	Young Parenthood (event with no choice) - Child diagnosed with autism.
Elderly Age (event with choice) - Where to live? (With the children, alone, or in a residence?)	Elderly Age (event with no choice) - Children immigrating to another country.

The second stage is intended to support the first stage's research information and to offer a relatable experience so the information can be better digested. Both the information stage and the game stage will share the same 3D environment, meaning that the player still needs to navigate the same path and see the same visual elements whether they are reading the statistics or playing the game. Each of the life stages will be a slightly different scene portraying the parent and the child. At the end of the navigation, the player has gone through a lifetime.

Technical Challenges
The following are the technical challenges I aim to overcome with the project:
- More familiarity with Inheritance and polymorphism as Three is very much object-oriented and mostly deals with classes.
- More familiarity with a new library: Three.js. I want to explore a new way of seeing coding and to learn from a new API that has different logic and suggested working style.
- More familiarity with manipulating DOM elements: even though Three.js also renders on the canvas element, the paragraphs, as well as the event handlers part are relying on DOM. Those are also the core elements that constitute my website.
- Working with 3D. This is very different from the 2D canvas, as there is one more parameter to consider when rendering movements, collisions, or even just a mouse hover effect.

Prototype Explanation
For the submitted prototype, I have decided to settle down the navigation method so that the users of the website can go through different life stages. Currently, those life stages scenes are represented by the turquoise spheres. Once the models are done, I will replace those with the scene. As the choices in the game are to be done with HTML elements, I decided to leave those for later as I am fairly confident I can do responsive buttons in HTML and Js.
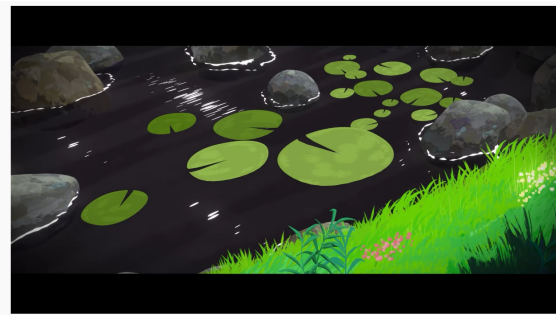
Moodboard

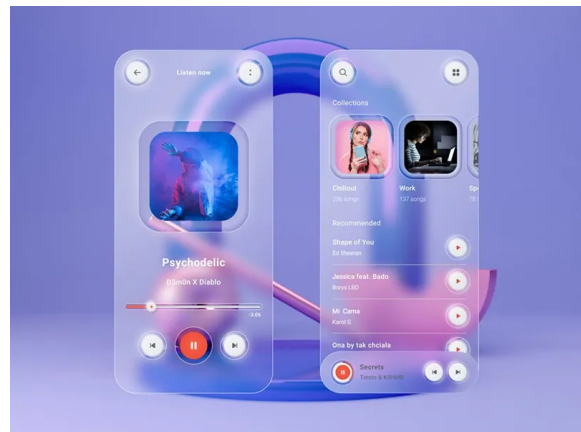| Scene Aesthetics - Minimal, with no ground or landscape but the main figures.	 Example visual from SDU Education
Rendering Aesthetics - Ghibli-like illustrative renderings of 3D figures.	 Example visual from Kristof Dedene's Youtube tutorial
UI Aesthetics - Text-content contained in semi-transparent panels.	 Example visual from Albert Shepherd on Wondershare