

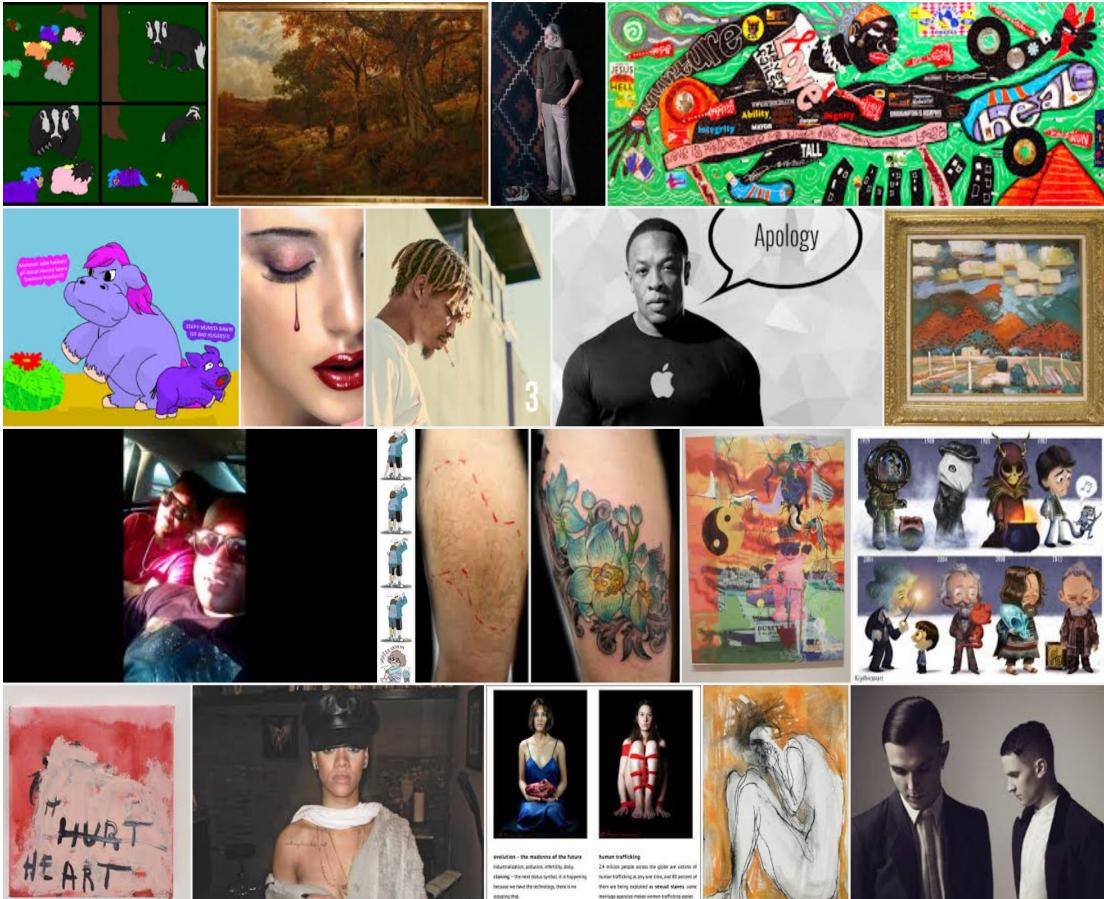


# Title: StayOrGo

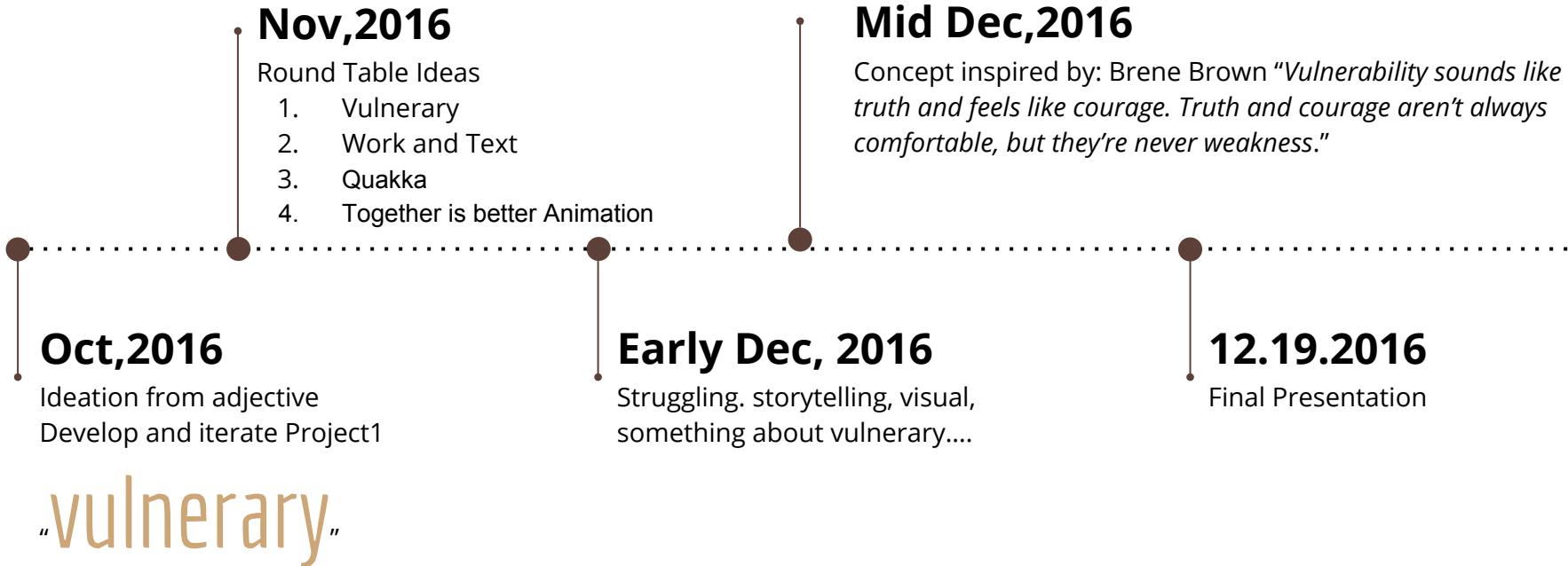
Yi-Chih Angela Wang

Creative Coding Final Project Presentation 2016

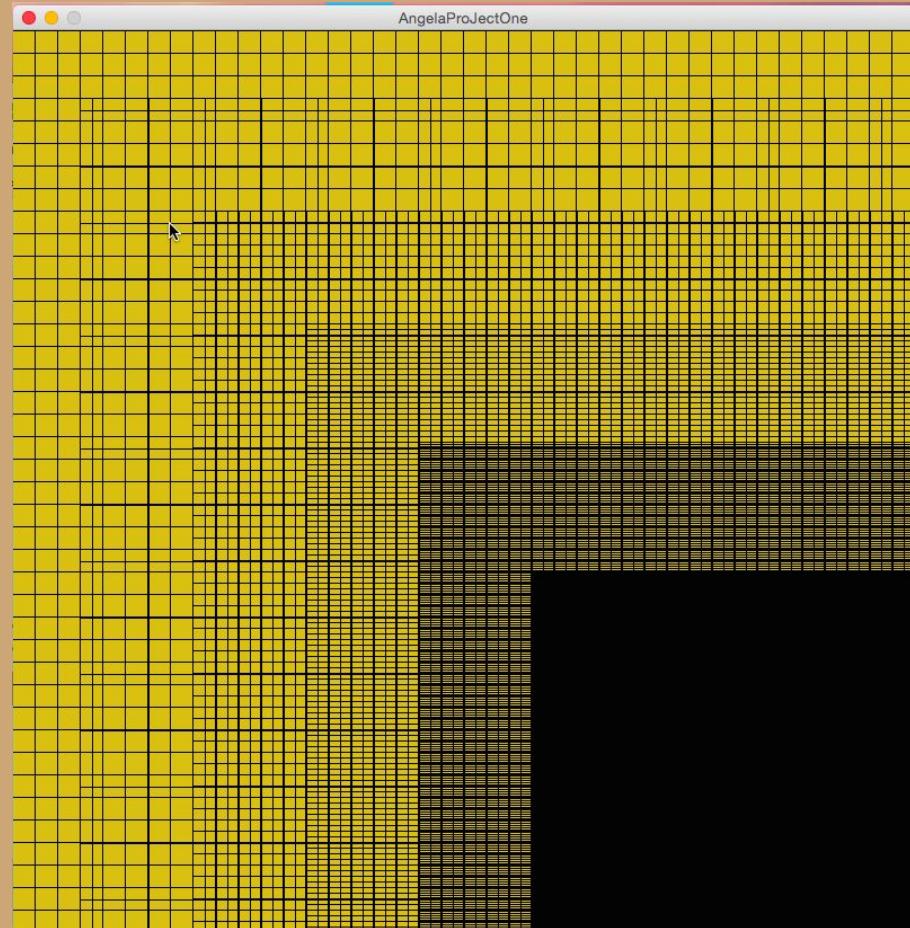




# Timeline



adj:vulnery, meaning  
drug or plants using in  
healing of wounds.  
[Project one Vulnery]



# Research Material and Things Noticed

After watching “Late Fragment” an interactive narrative film, I noticed the following:

Spectators first watched are confused with storyline and non-linear style narrative.

Therefore, the Interactions are confusing.

without being in control, spectators do not know when and why the interaction is happening.

Late Fragment’s story was written by three different people. These may make it less coherence when watching. Regardless how interesting it is. Viewers should accept it at a visceral state. In other words, viewers have to like it first to explore more.

# Developing Storyboard

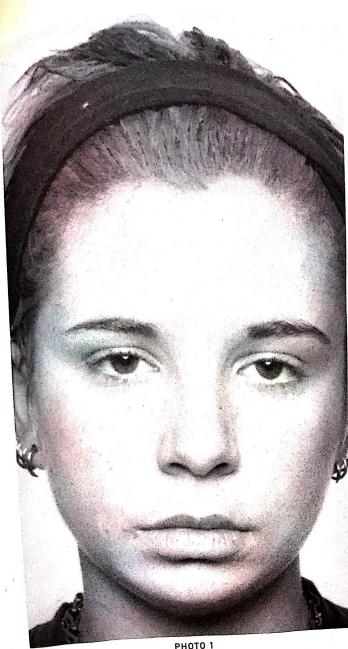
## Stay0Go

is an optional interactive narrative, leave the choice to audiences whether they want to develop something or not. It is aim to be an entry level of non linear interactive narrative. Where user can choose between play, jump, and exit.

The story will develop depending on audiences' conscious interaction.

I am hoping through the interactions audiences will feel the transformation of courage gained from uncertainty as they will find interesting events happening as opposed to doing nothing or exit.

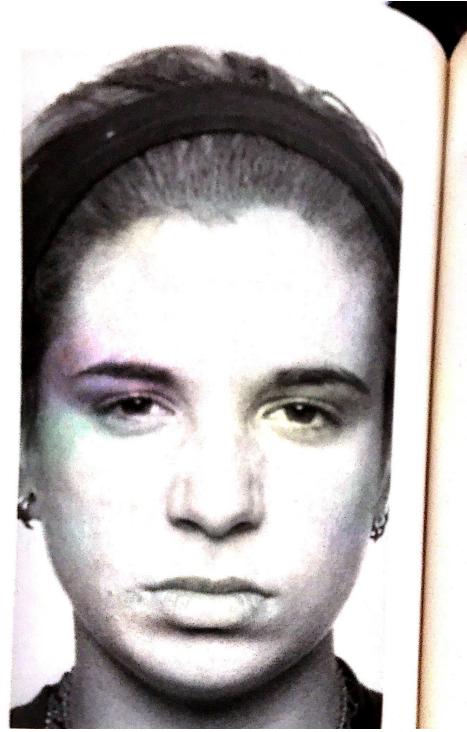
A hidden feature of the project is that, every time viewer click to enter the next story, the moment the clicked is saved simultaneously. When the instant image save, I can compare and contrast the emotion using Paul Ekman's micro-expression theory to observe the viewers and push more from that point.



## Slightly Sadness

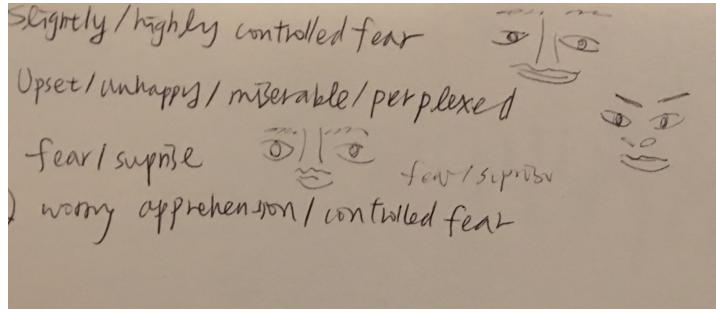
"Emotional Revealed" Book by Paul Ekman

**Compare and contrast viewer's facial expression**



## Disgust

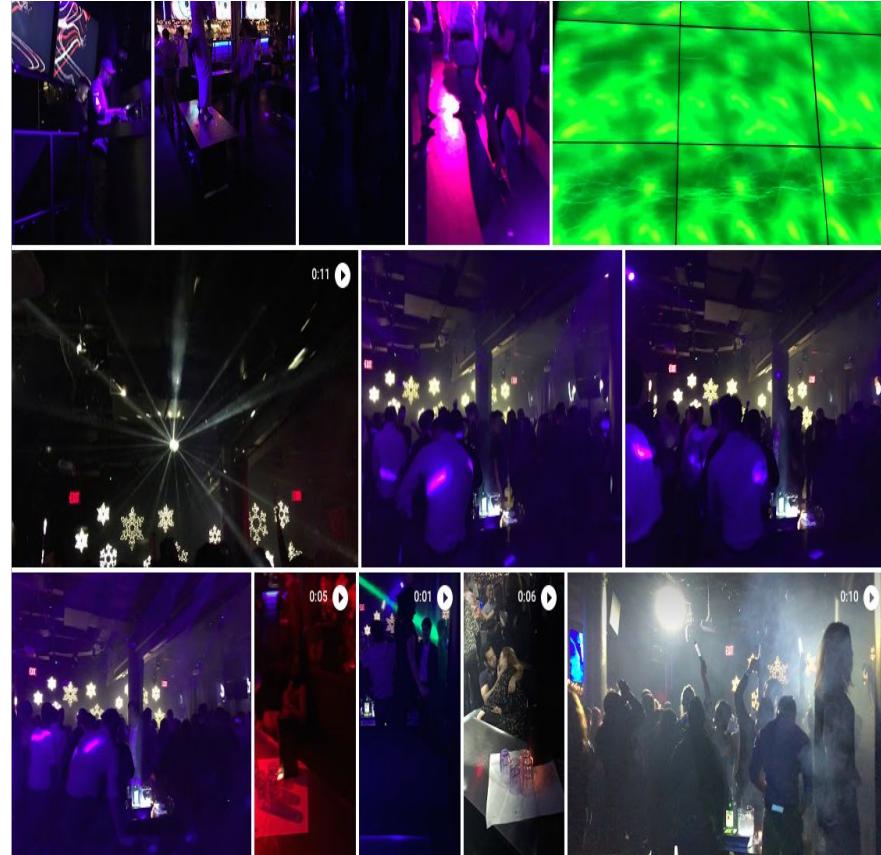
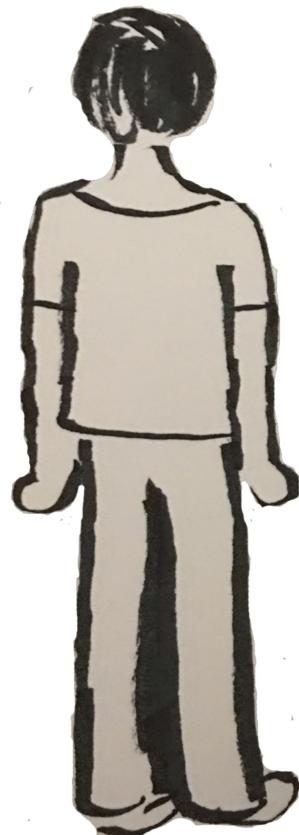
"Emotional Revealed" Book by Paul Ekman



# First Sketch of Storyboard



Visual present. After soliciting visual emotions in class. The project visual changed the approach from drawing and image to solely video.



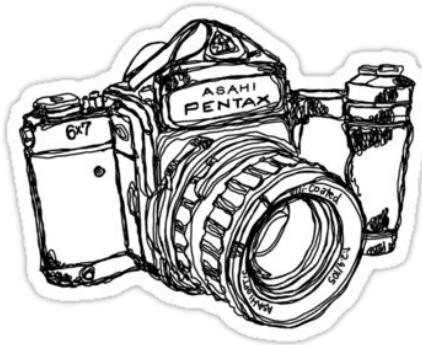


# Four Stories but No Characters

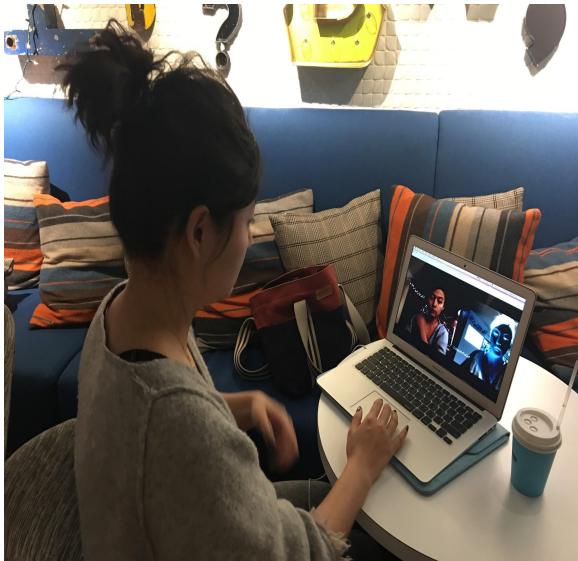
You are the character

Play in each scene

The train ride is very scenic!



Demo, image saved while watching, video available



# Code Screenshot in Sublime