

Final Project Part A

Pitch & Plan

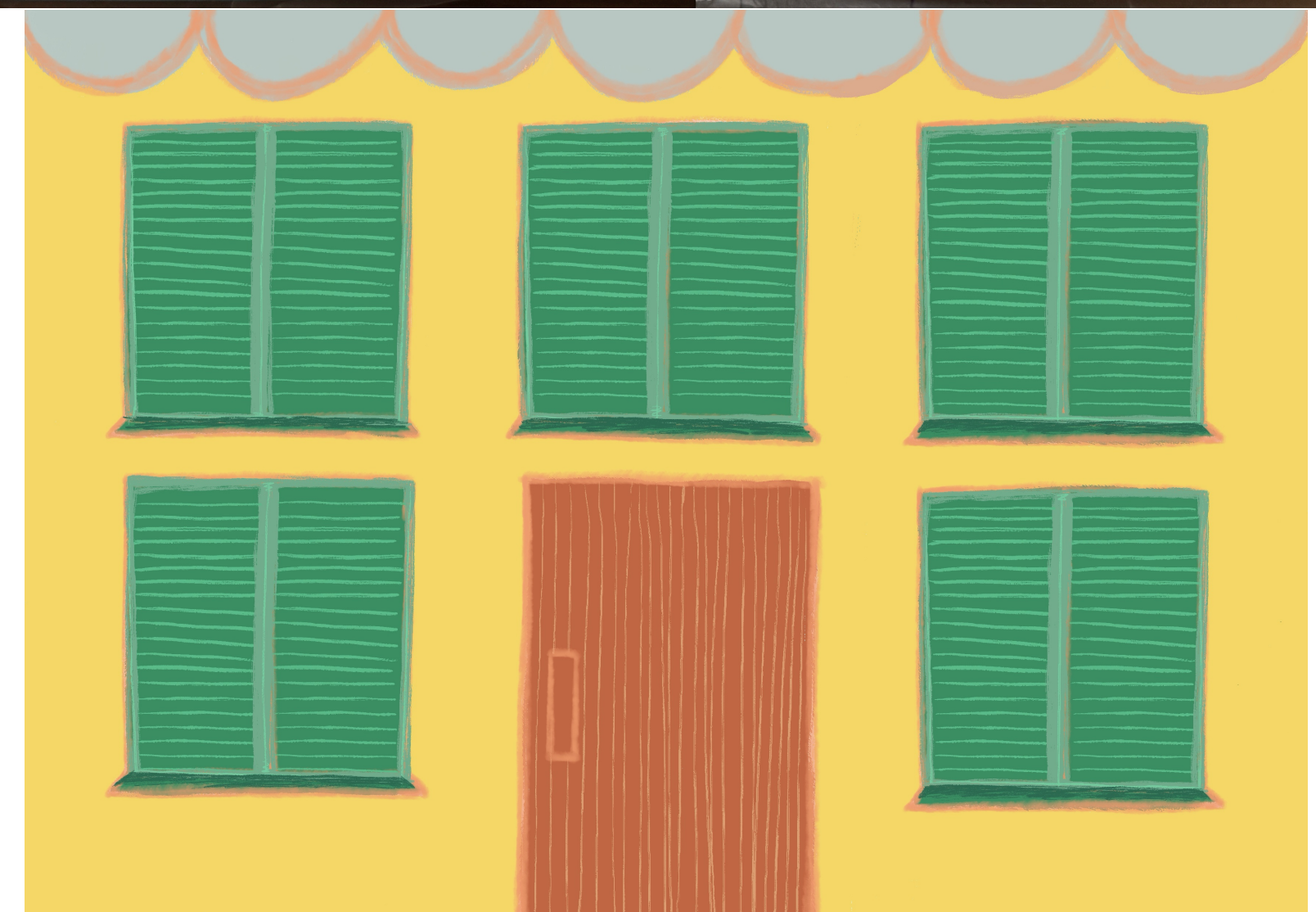
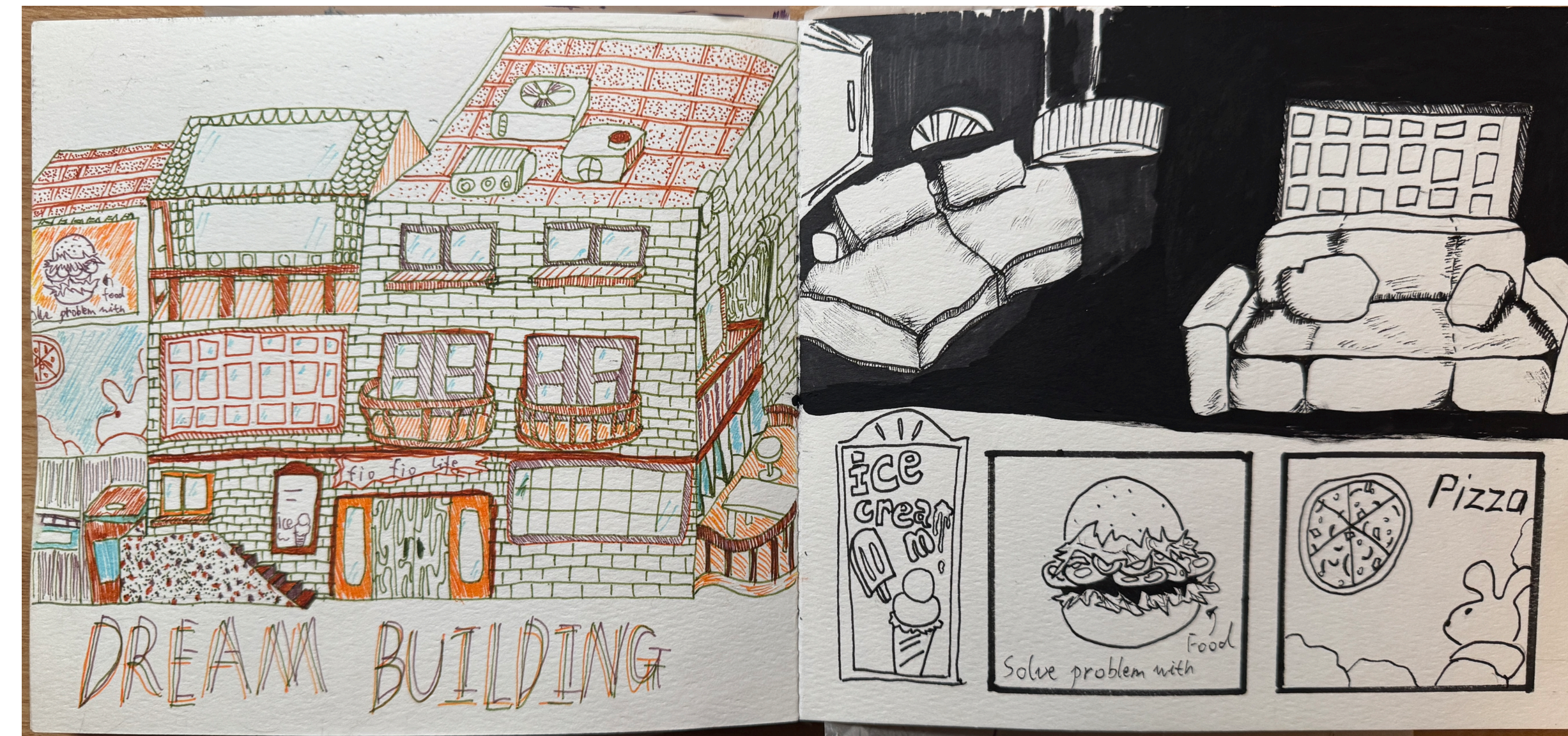
Concept: Stories Inside the House

The project is an explorable digital house. Audience can click or swipe the mouse to different rooms - such as the kitchen, study room, bedroom, and attic - and each room will trigger a corresponding p5.js short animation, such as flames, fluttering curtains, or moving lights... Meanwhile, a short story or a piece of text will appear.

The house itself is a narrative space, with each corner housing a clickable element. The aim is to explore this "sense", allowing the audience to navigate between animations and text, much like reading a three-dimensional book.

On the right is an illustration of a house that I drew before. I want to develop some designs based on this house. The overall style of the drawing is an electronic hand-drawing style. I want to maintain the overall visual style of my workbook design.

After that, I want to expand the interaction with the audience. So after the audience finishes reading the webpage, they can choose to leave their own stories. Through the mailbox in the house (my email address), they can send some stories or memories about themselves or their memories about house. After I collect them, I can display these stories in the house.



Additional sensory contact

Apart from the web page part, I also want to explore some ideas for connecting models and web pages. For example, in the production of this model, I would like to enhance some tactile elements, such as the three-dimensional book on the right, or create models using clay. When viewers click or touch it, the story can still be triggered.



Why this project?

Houses are not only spaces, but emotional containers of memory. Inside the house, different rooms hold different emotional states, behavioural patterns, and personal experiences.

Memory itself is "fragmented".

Small elements like lights, sound or some small things might trigger memories.

Encouraging the audience to actively click, touch and explore this action is more like a form of recall than simply reading the text.

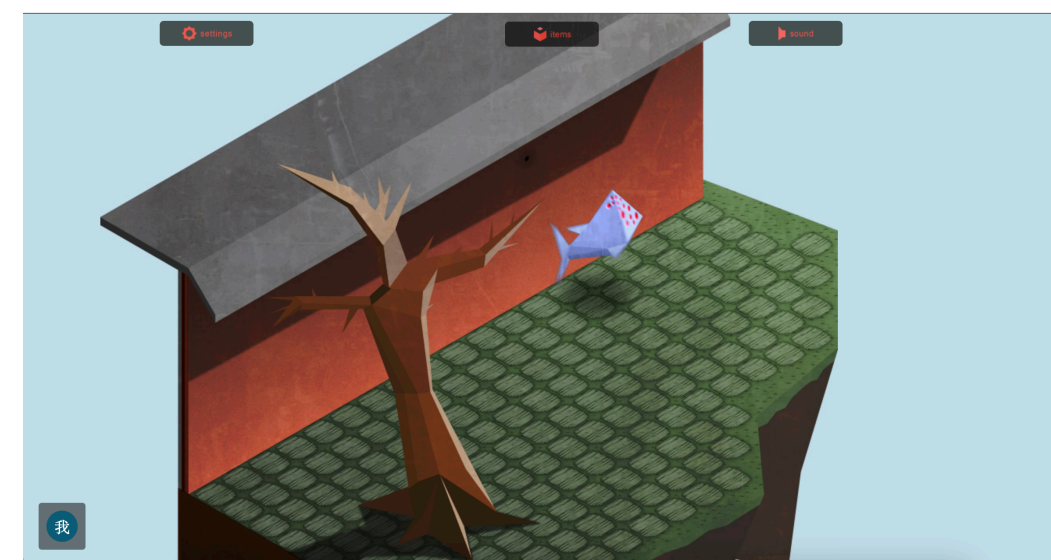
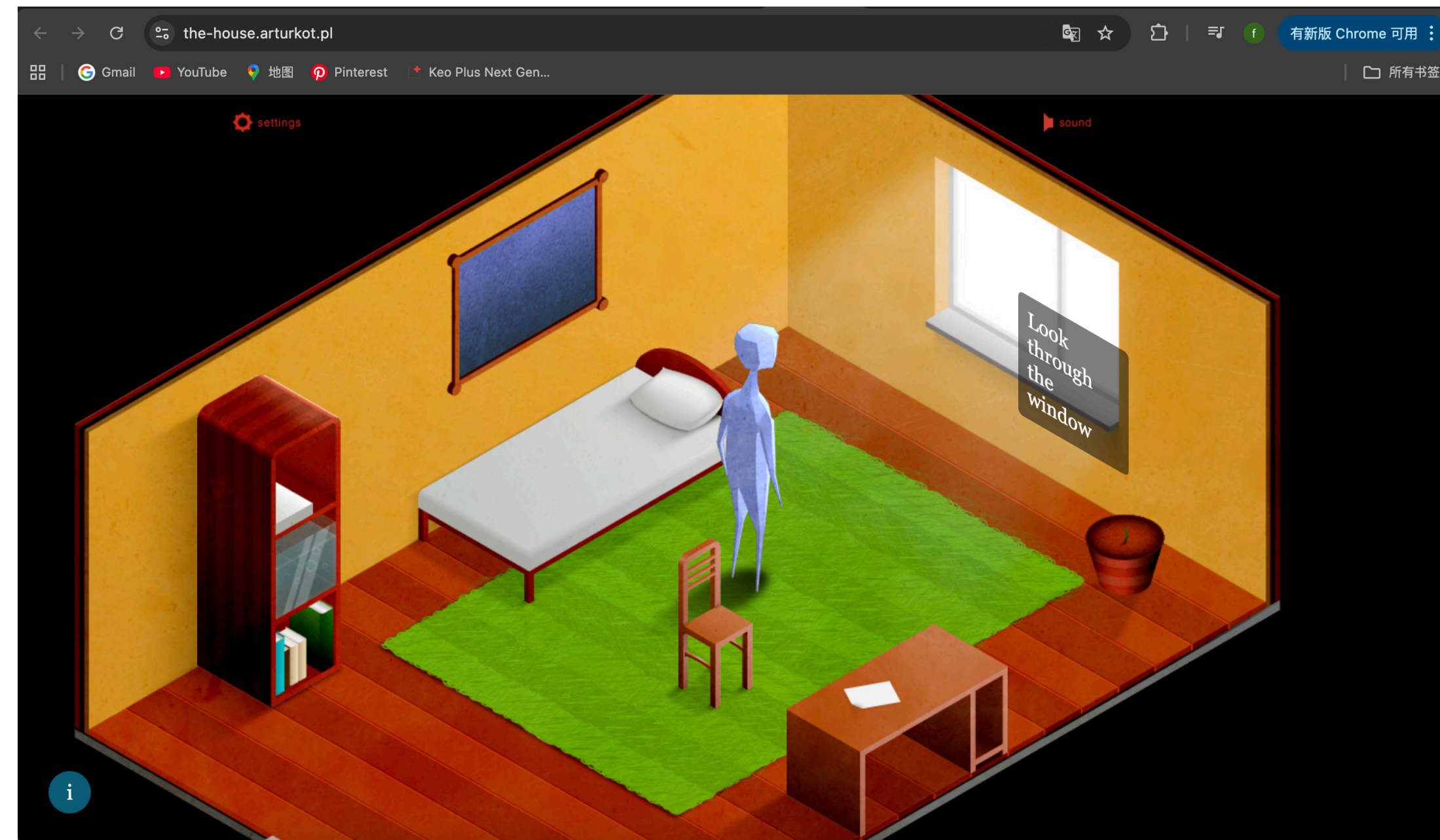
User Journey

- Enter the house
- Select a room
- Click on the object
- Animation + Story text appears
- Explore other rooms
- Leave Personal Memory (optional)

Research

This is a web Game called The House Game. Players advance the narrative by clicking on the items in the room.

<http://the-house.arturkot.pl>



Journey

This game creates an emotional experience through space exploration, the overall environmental atmosphere, and very little textual narration.



Timeline

Week 9: Research & Planning

Week 10: Webpage creation

Week 11: Illustration painting

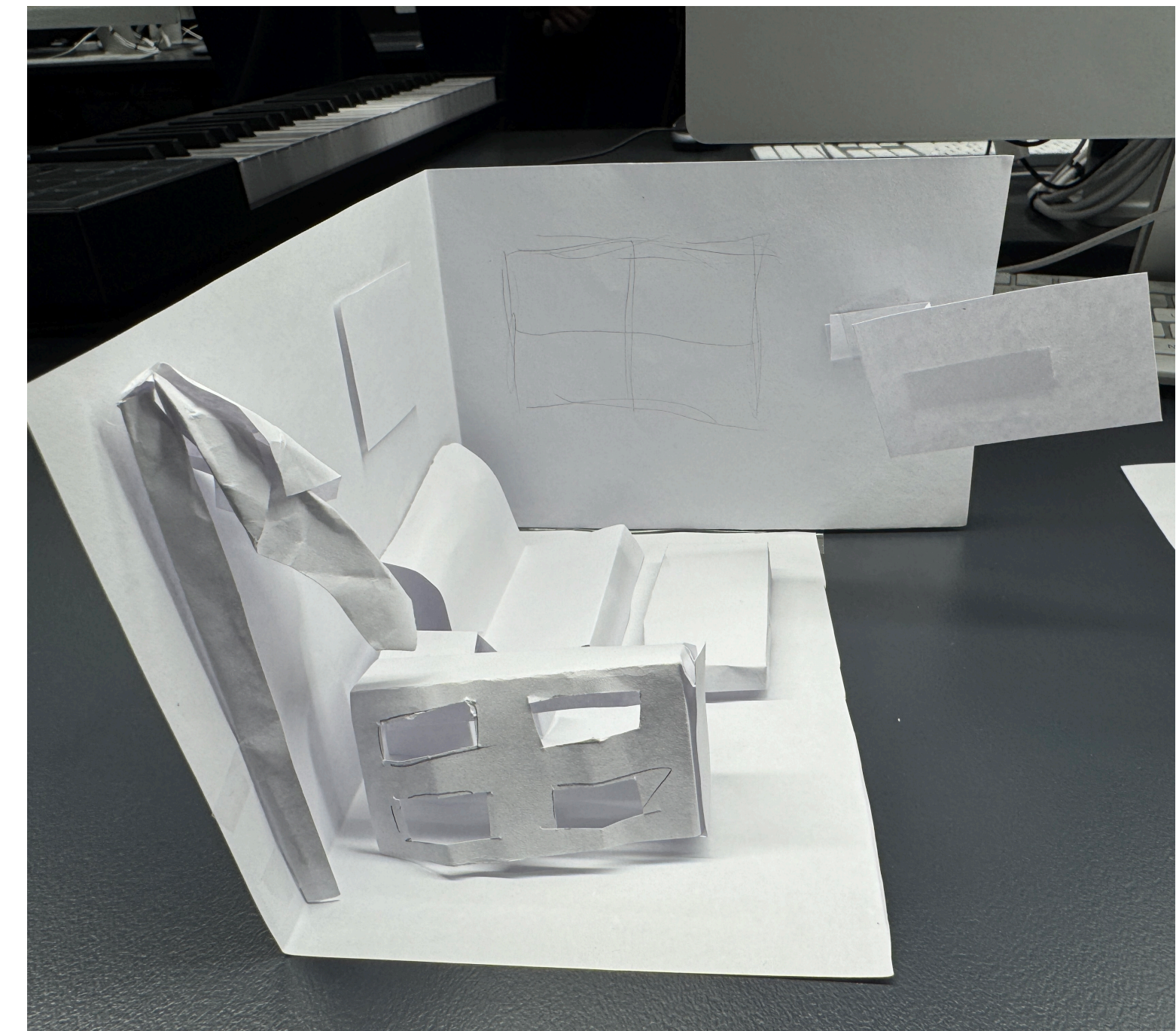
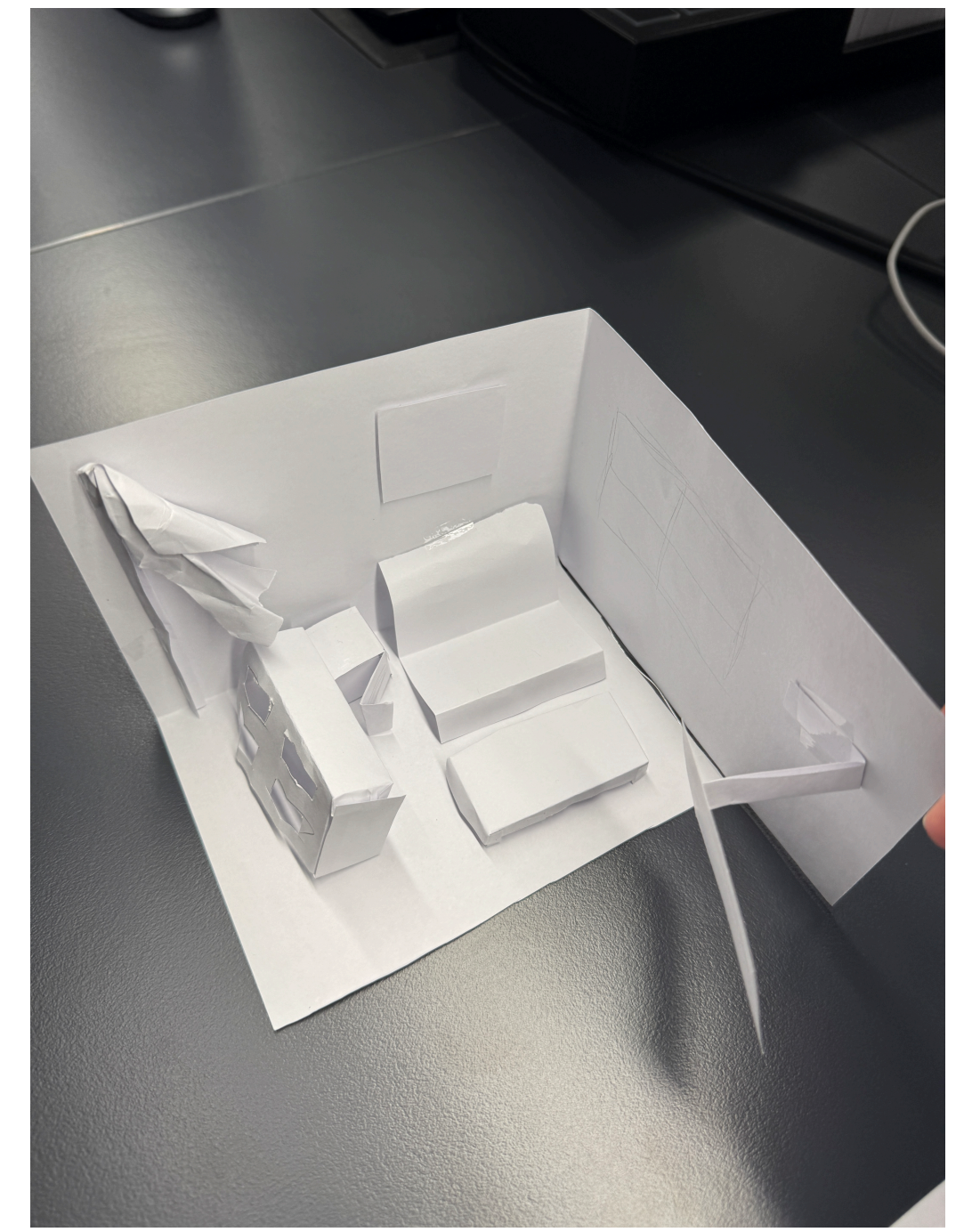
Week 12: Animation & Narrative

Week 13&14: Testing & Finalisation

Work from week9 class

Other possible ideas

Make a model like the one shown in the picture using wood or clay materials, and attach a microphone to it. When the audience touches the furniture or items in the model, the audio will be triggered. The function of the microphone is that the audience can tell their own stories through it and have them recorded.



Inputs

Click

Touch on model

Speak into the microphone

Outputs

On screen:

Animations and text narratives

Play stories or sound effects

On model:

Light