

# interactive environments

# SELF-FULFILLING PROPHECY

[project pitch.]

The self-fulfilling prophecy is the belief or expectation that an individual holds about a future event that manifests just because the individual holds it. It is when a prediction of your life comes true, and is often depicted as negative events or traits that reinforce a negative cycle in one's life. This cycle is often very unhealthy for the individual, or even to people around them.

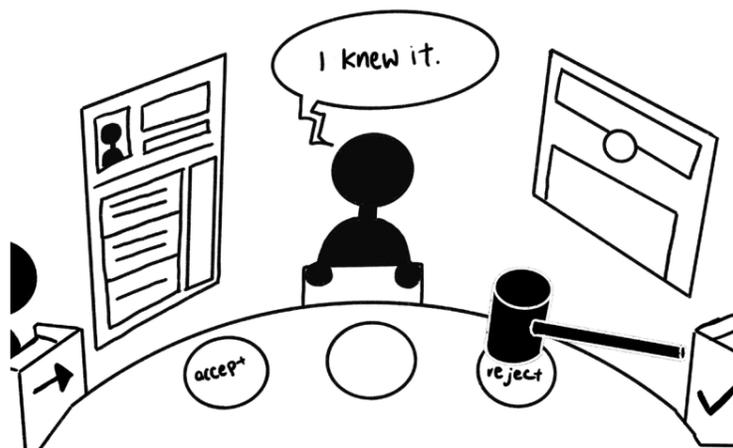
## description

In this world, everyone has at least one prophecy. More often than not, many of these prophecies are created by their own narrative, because essentially, that's what a prophecy is. However, in this world, there are Fulfillment Courts. You, as the participant, are a judge in these courts.

Judges are given information regarding each person's case at the Fulfillment Courts. These cases come in the form of social media profiles and posts, to better gauge what the person has thought of when thinking about their lives and prophecies. As people continue to believe in their own prophecies, your job as the judge is to decide on whether these prophecies get to be fulfilled by "The System".

## PROJECT IDEA

```
if (unintentionally false
definitions of situations == true){
  print("what happens?");
}
```

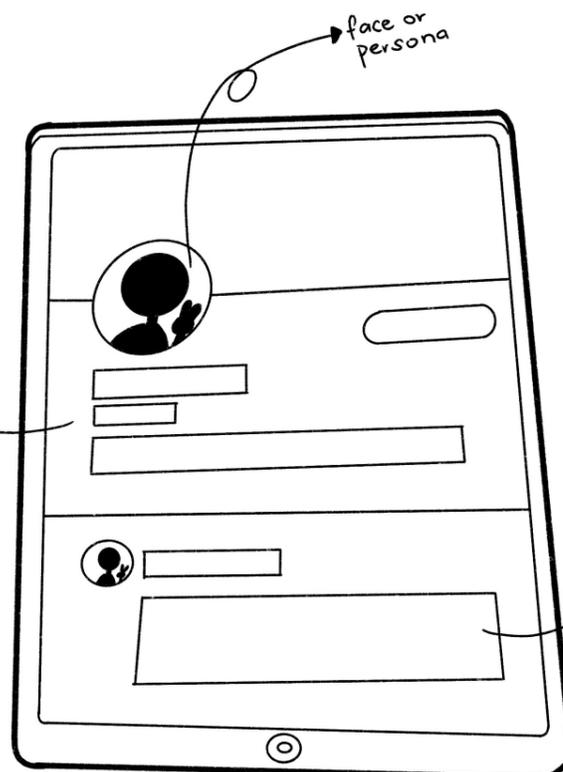


## gameplay

## why?

I was very inspired by games such as "Papers, Please" and "Death & Taxes" when I was deciding on a concept. I had a vague idea in mind where there was some sort of labeling system going on, but was unsure on how to execute it. Also, those are the kind of games that I like watching because there always came a moral consequence that made the player rethink their choices.

As the judge in the game, I thought it was important to point out to the participant when consequences happen. When a participant chooses to accept or reject a NPC applicant and their prophecy, it will affect the applicant's future. This can be shown immediately, where the social media updates as they leave the court, or with words that they say.



- HOW TO LOOK INTO EVIDENCE ON PROPHECY:
1. LOOK AT PROFILE
  2. SQUINT
  3. SCROLL
  4. DECIDE
- REPEAT TILL SATISFIED

## message

There was no specific message put into this at first when I was thinking of the concept. If there was one, I wanted to tackle the whole concept of the self-fulfilling prophecy when I derived it from "fake news", after the whole manic panic Singaporeans went into when the government made it DORSCON Orange over COVID-19. If anything, I hope that people are more aware about how common this phenomenon occurs, and be more observant of when they, or people around them, use such words to describe themselves or situations around them, rather than remaining ignorant and naive about their selfishly curated narratives.

In many cases, the negativity loop can potentially cause more harm than good. Besides the example I have given above about Singaporeans and their fake news epidemic, studies have said that it can potentially worsen mental health disorders such as depression, much like how the placebo effect works and influences people with higher positive results.

so when it came down to it rather than be spoonfed your prophecy and let it control your fate, it is better to accept the truth as it comes.