



# Narratives for Interaction Project

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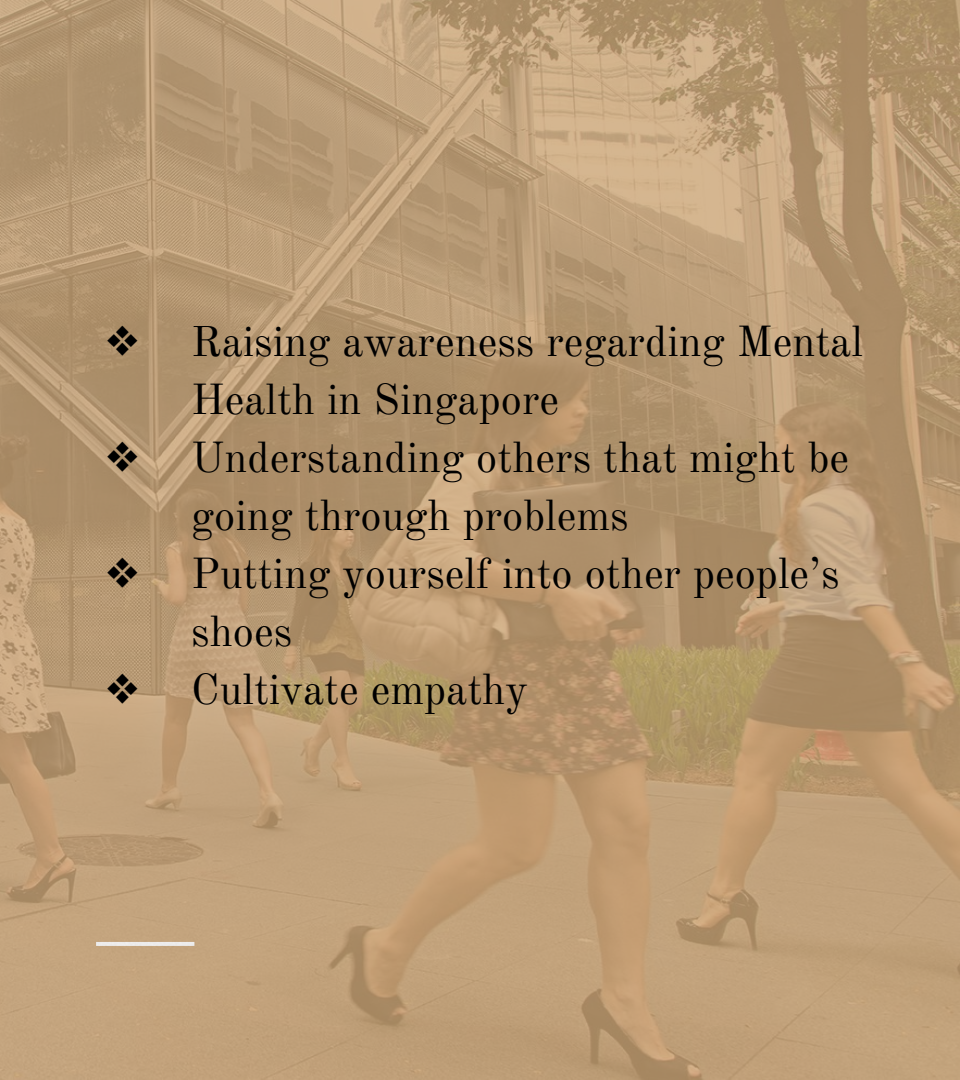
*“Immersive narrative  
with branching choices  
for players.”*





# Topic ?

*“Beyond What We See ”*

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- ❖ Raising awareness regarding Mental Health in Singapore
  - ❖ Understanding others that might be going through problems
  - ❖ Putting yourself into other people's shoes
  - ❖ Cultivate empathy
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# Narrative: Story of Sha

Adapted from a real life story

- ❖ Sha, mental health youth patient turned advocate
- ❖ Diagnosed with depression since 9 years old, triggered by family, friends and school work
- ❖ Borderline personality disorder
- ❖ Not understood by people around her, tried to put a front
- ❖ Worsened her condition, cut herself and attempted suicide



# Players' experience ?

*“ POV film (Interactive Episodic Series) ”*

- ❖ Experience things from the perspective of Sha, and her symptoms of depression/Borderline Personality Disorder
  - ❖ Real life experiences and ordeals
  - ❖ Choices will matter and affect the ending
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# Flow Of Narrative ?

*“ A brief mindmap of our idea ”*

*Start*

Introduction to playable character

Premise:  
Home

Premise: School

Act One

Act Two

Act Three

Ending #1

Ending #2

*End*





# Characters

*“ The people involved ”*

- ❖ **Sha** - main character facing depression and Borderline Personality Disorder
  - ❖ **Hafiz** - schoolmate of Sha
  - ❖ **Aly** - schoolmate of Sha
  - ❖ **Zachary** - friend of Hafiz
  - ❖ **Sha's mother** - key figure in shaping who she is
  - ❖ **Side characters** - Teacher, Counsellor, other family members, other classmates
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# Introduction

- ❖ Establish the backstory of Sha, insight into her early life
- ❖ Players can select different settings - e.g. Home or School

## *Home*

- ❖ Oldest child, from being pampered to becoming neglected in her family
- ❖ Developed depression from home

## *School*

- ❖ Classmates often judge and bully her, lack the understanding of her problem
- ❖ Worsen the problem e.g. cuts herself, suicidal thoughts



# Middle

- ❖ Establish her polytechnic life, at her lowest point
- ❖ Go into detail on how the problem escalated
- ❖ School stress and interaction with her peers caused her condition to worsen, along with symptoms
- ❖ Had to go hospital for treatment
- ❖ Meets different people along the way that shapes her journey in positive/negative way



# Ending

- ❖ Branched out into positive or negative outcomes depending on choices and interaction

Positive: based from her success story

Negative: fictional

- ❖ Players will have to pay attention to the interaction amongst characters





# Interface ?

*“ Our possible ways of executing ”*

- ❖ Interactive Website (Adobe Muse)
  - ❖ Interactive Game (Point and click)
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*Thank you!*