

Essay Project Interactive Multimedia

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Introduction

Interactive multimedia is a first year's project in which you create a game based on a certain theme. This year's theme was one's career. Ximpel was the tool used to create this career based game. The game itself could be anything if it could be argued to have a link with how one could benefit from it in his or her career. You will find the thought process and development of the game explained in this essay.

Our Concept

As an introduction to the project some examples were shown. Of course, the theme was different so stealing ideas was out of the picture. Sander and I were immediately thinking of how and which factors influence your decisions in choosing your own path or happiness. We decided to create a game where you would have a decision tree each time a milestone in one's life is reached and based on the decision you make you will get to see your probable future outcome. The name "Drop out or stay in", stems from the thought process that everyone in his life gets the option to drop out or stay in, basically almost every decision comes down to drop out or stay in.

Story graph

Since Sander and I come from the same background and share similar norms and values, the scenarios that would be played out in the game were immediately covered and not that hard to come up with. Since the game is based on how we experienced it in real life, we wanted a serious approach to this game. Of course, some funny pictures and gifs are also used but that was used to lighten the mood.

The game starts at elementary when all children have some idea of what they want to become because they look up to people or fictional characters. There is no right or wrong decision and after walking through certain milestones in your life the game ends with a probable outcome.

Mood board

The mood board represents the feelings and possible outcomes through pictures. We choose a random career where a decision could alter your future drastically, hence the writer's block. We divided the mood board in two sides, where on the left side you would have chosen for family and the right side you choose for your career and dream job.

Application

After the lectures were Ximpel was introduced, but not explained. Experimenting with Ximpel began and luckily enough Sander is very skillful working with code and this was easy to follow for him. The decision tree of the story also made it very easy to follow a straight course in how the game would work. The videos, gifs and pictures are used to give the user a clear line of thought and why the outcome was that specific outcome.

Viral Clip

As an introduction to the game, a viral video was created. We used iMovie for this and it proved to be very efficient and easy to use. Most videos you find in the viral video you can find in the game as well. This creates a similar feeling as the game gives the user.

Portfolio

Getting a working portfolio for our project was a bit difficult. But thanks to the IT-helpdesk of the Vu we managed to get it up and running. We found a website template to develop our portfolio on. Getting the Ximpel framework to work on our portfolio was difficult, but we asked other students for advice and got it working. Our portfolio provides the user with a clean and friendly overview of our project and downloads are located at the bottom of our site.

Conclusion

After a full year of courses were learning from a textbook or lectures and taking notes, the Interactive Multimedia course is a full 180 degrees' spin. Basically, the past year we were told what to learn and how to learn; now we had to be creative and come up with ideas ourselves. The first lecture left us with the feeling like getting dropped in the woods and we had to find our way back without any tools. By the second and third lecture we got more grip on the project and it became clearer. The course is challenging at first especially if you are not the creative type it can push you to get new perception on things. Because most of the creative ideas are subjective, nothing can be wrong and that is also a great lesson in life itself. It is always fun and useful to work with new tools like Ximpel and how to create a game. Overall a fun course and a must in the curriculum.