

CTWR-518 Storytelling with Google glass - World Under

By Yuting Su



Figure.1 Hyakki Yagyō

(Picture accessed on April 7th, 2014. http://fc04.deviantart.net/fs71/f/2012/329/1/0/hyakki_yako_by_h_d200hb-d5m48m6.png)

Logline

World Under is an indoor performance/ big game experience inspired by the Japanese folklore “Hyakki Yagyō”. Players can enter the game themselves or play and enjoy the game with their friends to navigate through a maze, enjoy the miraculous world, trap monsters, and rescue the innocent souls that were locked up at the center of the maze.

Overview

Hyakki Yagyō is a concept in Japanese folklore. In summertime a monster night parade will take over the street, causing the human world to be in disorder, and whoever comes across the procession would die unless protected. The game will take place in a warehouse with an

interior reconstructed to display a magical maze-like world (the monster world). There will be live performance of Japanese mask dance (Figure2). And some traditional Japanese food stands in the area (the food stands will follow monster theme and seller will dress up accordingly. For example, based on the folklore, fox monsters sell oily bean curds and red bean rice).



Figure2. Japanese mask dance

(Picture accessed on May 11th, 2014

<http://upload.wikimedia.org/wikipedia/commons/b/bf/%E6%98%A5%E6%97%A5%E7%A5%9E%E7%A4%BE%E3%83%BC%E7%AF%A0%E5%B1%B1%E3%83%BC%E7%BF%81%E5%A5%89%E7%B4%8DP1011774.jpg>)

Players will participate as “Six-Sense Agents” with their super gadgets (google glass, smartphone, step sensor). Using google glass, they will be able to enjoy another layer of the environment, keep track of their current progress of the game, find hidden information, locate their teammates’ location (if they are playing with their friends), navigate the maze, and get environmental audiovisual feedback. The smartphone enables players to trap monsters and protect their teammates. The step sensor adds to a more immersive interactive experience that sends behavioral signals to trigger google glass functions. The goal is to enter the “monster world”, enjoy the performance and go through the dangerous maze, players should avoid being caught by the monsters and free the souls that are locked in the middle of the maze within the event time frame.

Synopsis

Six-sense agents are people who have the superpower to enter Monster World and capture monsters. This time, rumor has it that some innocent human souls are trapped in the monster world, which depends on the player, six-sense agent to rescue them. But this mission is even more difficult now because the annual Hyakki Yagyō, the monster parade is taking place. All the powerful monsters are around enjoying the festival; dancing, eating, and coveting for more fresh souls as well...

Players will be asked to enter this “Monster World” to rescue the souls now locked in the maze. Players have to be very careful not to run across the Hyakki Yagyō procession or their lives will be taken away. As a six-sense agent, player will not “die” in the monster world, but only living agents have the power to unlock the souls so they will have to keep their lives for the crucial moment.

In monster world, each player can tell where the parade procession is going through by the lanterns the monsters hold and the shadows projected on the wall. Avoid them. Along the way, players may by chance run into some monsters visible in google glass. Optimize your six-sense agent power to capture the monsters you see and use them as disguises. Find the correct pathway in time, rescue the souls and escape away back to the human world.

- Environment setup:

The interior of a warehouse will be turned into a maze, several performance area, and by the entrance will be a monster theme dining area. LED lights will be embedded on the partitions. Some Japanese lanterns hang high upon the pathway and lamp posts along the way. These will be the only light source in the warehouse. The LEDs and Lanterns will turn on and off according to the gameplay and the story.

In the middle of the maze, a box will be placed. Players need to arrive at a certain location to trigger google glass to show the hidden code to unlock the box.

- Equipment setup

- Google glass

Google glass in World Under game will serve as a command interface.

Players can communicate with each other through google glass when they separate into different paths. It will show the player's live and power count. A brief map of the maze and the location of your friend can also be called to view from google glass. (Game Master will help to setup the connection before players enter the game)

Besides the background music, the player can also hear audio feedback from google glass when they trigger some game story element, for instance, the monster parade coming closer to the player.

The step sensor will send step signals to google glass to create a more immersive game experience. Each player can hear their footsteps change sounds (step on water/ on brick road/ in the woods...etc) when they walk into different areas of the maze.

- Smartphone

Smartphones in the game are monster-revealing mirrors in the folklore. Each player can use a smartphone to trap a monster (when you see a monster from google glass you can try to trap it before it vanishes away). Whenever the player traps a monster, it will become a disguise power stored in the phone.

- Step sensor

Each player will get a step sensor when they go into the experience.

Step sensors can be attached to players' shoes, and it will send signals to google glass and trigger audio effects, such as footstep sounds, and monster sounds that become louder and louder as each player walks closer to a monster or the monster parade procession.

Duration

World Under will be a 2-3 hour experience.