



Proposal & Research

Nowadays, people receive information in a variety of ways, and as a graphic designer, I am interested in the way that information is delivered. As a new media, games are communicating information and telling story in a unique way, which is interactive.

So in this project I'm going to talk about: In Role-playing games, how do virtual worlds connect and influence real life?

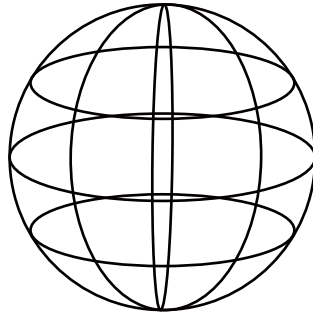
Like other screen media, our experience in games is very short. I hope to use paper media to express the characteristics of the game and let the audience clearly feel the experience brought by the game.

So this project not only explored the characteristics of screen media, but also made me think about the difference between paper media and screen media. Let me better understand the ways of expressing information in these two media.

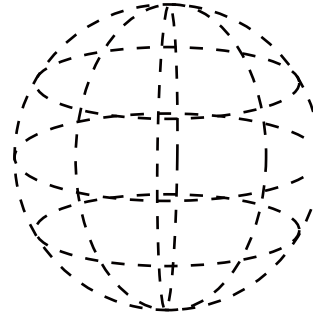
What can role playing game bring to us?

People can take a journey of self-exploration in the virtual world, because the virtual world can bring:

New experiences
New relationships
New exchanges



Real world



Virtual world

Real world vs Virtual world

Especially in role-playing games, games are like mirrors that reflect people's lives. But there are some situations that don't happen in real life.

The virtual world is like a **PARALLEL** world, which can help people store and consume excessive negative emotions.

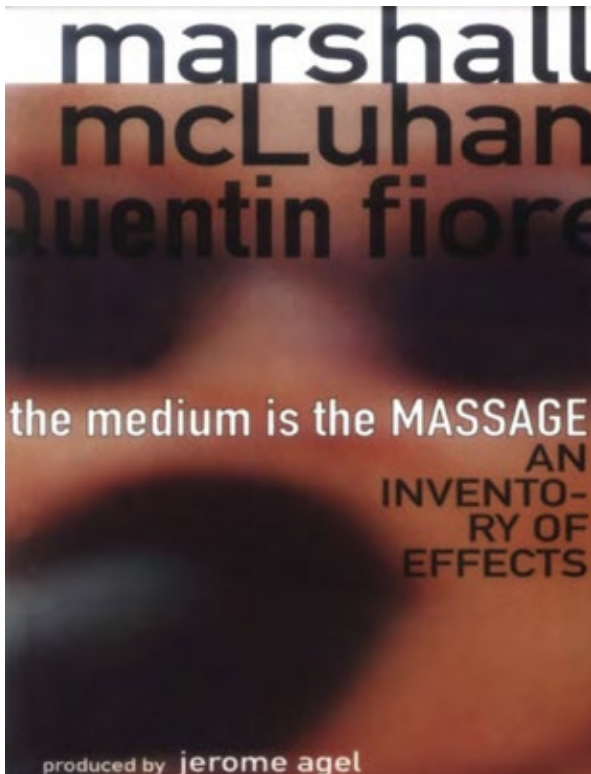
At the same time, people's behavior in the game world can magnify their subconsciousness, Thus reflecting that their heart is the world.

The first planet is the earth where humans have not yet appeared. The second planet is the earth that has been changed by humans. The virtual world is the third planet, a planet built entirely by humans.

What is game? Why games can bring these experience to player? How?

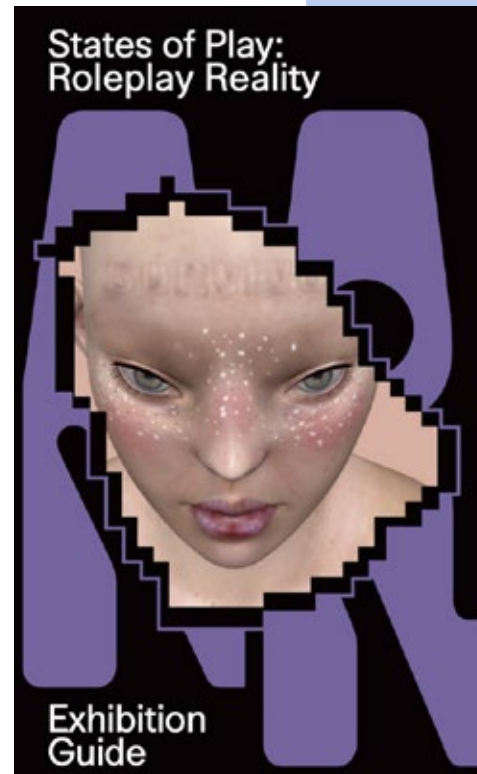
I try to analyze the game in the direction of the **MEDIA** and discuss how the game communicates with players

Reference:



How does the game as a medium and art form affect our way of thinking?

Interaction and Participation



Help me think about what can game bring to us

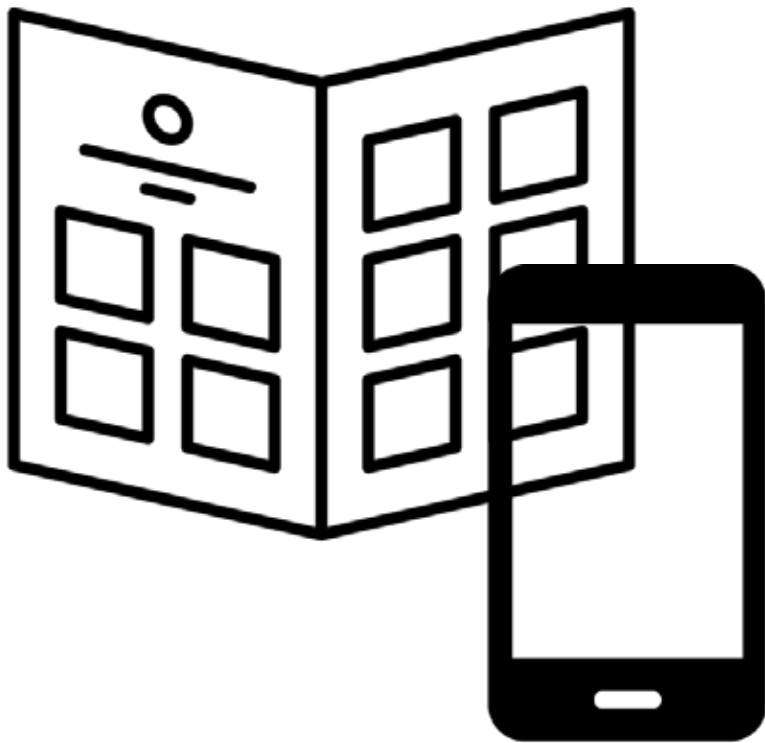
- Experience
- Relationship
- Exchange

- The game is the ninth art
- Game as a media, it has irreplaceable interactivity
- With real-time interactive effect
- First-perspective narrative
- Have a sense of participation
- It is the individual's pursuit and enjoyment of vitality and value
- Trying to tell some story
- Liberating & Limiting space



People can achieve thing in the virtual world that cannot be done in the real world.

-Games can help people explore inner emotions, subconscious



Format & Contents

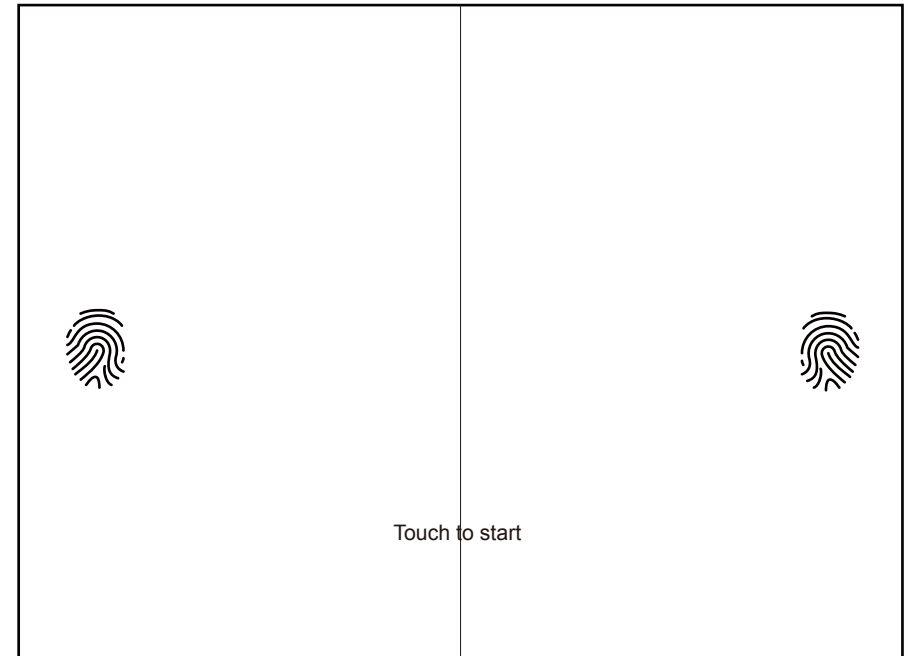
1. New experience -- Make choice -- The choice in game can return or restart. Reduce people's stress when they are making a decision in virtual.
2. New relationship -- Creation-- Player can pick and even create things and space they like in virtual world.
3. New exchange -- Communication with mask-- player can chat with others under the identity of game.

I plan to have a physical print to inform and help audience experience the characteristics of role-playing game. Then, the AR can help audience play with the book and consider the difference between screen and paper media.

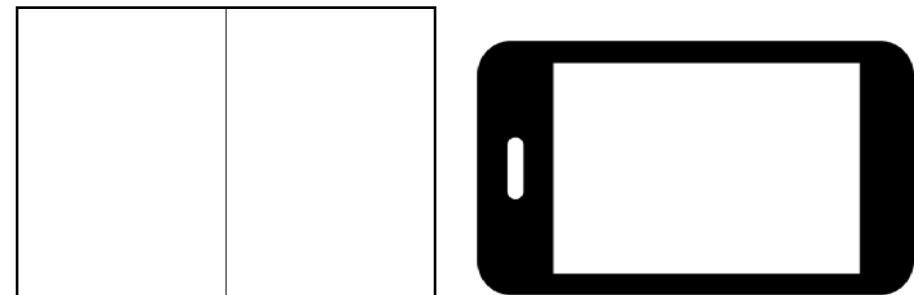
Inspiration: The age of earthquake



Put user interface elements of electronic media on paper media.
Let audience play with the book



Size: The same ration as mobile phone screen(9*16) 288mm*162mm



Covers

Continuing the concept of interconnection and influence between virtual and reality, I created a character on the cover that walks from reality to virtual world, and finally returns from virtual to reality.

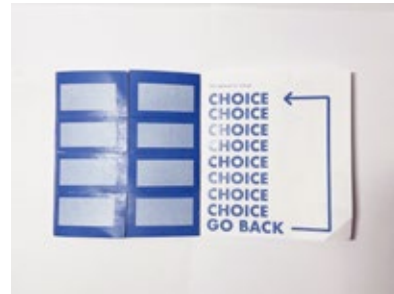




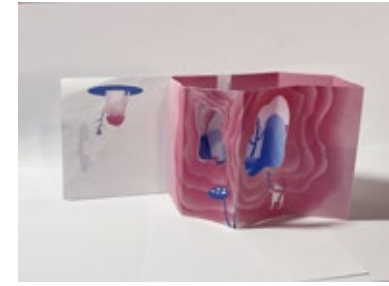
Paper:
 Inner page: G.F Smith Naturalis Matt Absolute White 135gms
 Cover: G.F Smith Naturalis Matt Absolute White 330gms



Development of experiments -- Movable page



Open



Flip

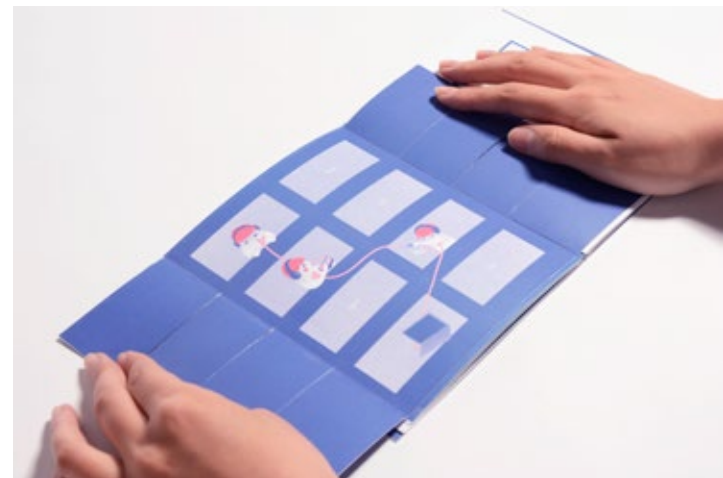
Swipe



Movable page & User Interface

I made an event page to let people use gestures that they would use in screen media when interacting with books. In terms of visual elements, I also used UI elements that only appear in screen media to make the audience feel more strongly that they are using screen media.









Postcard & AR



