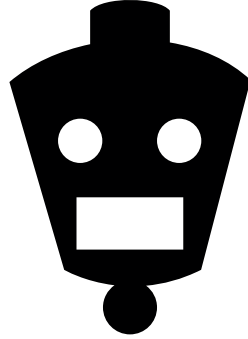# social educator

VA402 Final Project by Gülce Baycık

Project Name

Social Educator

Project Definition

An interactive game, critisizing the way a society builds an individual's character and morality.

Objectives & Goals

My first goal is to create an entertaining flash-based game for the public. Secondly to see how society's norms and ethics shape the behaviour of an individual.

My objective is to document the project as it's being executed to various countries, social groups and classes, and then compare and contrast their results to see how their cultures and backgrounds affect the end results.

Target Audience/User

This project is meant for medium class people, with at least an average amount of education, and able to make some pop-culture references.

Background Information

I'm very passionate about character design and illustrations. I wanted to create a project that will include a flash animation with a character I created, and also enable people to interact to the story and be a part of it. I thought it would be interesting to see how people would generate the character's individuality collaboratively; and how the outcome would change each time with different cultures.

With this project,
1. In the short-run we will be able to see the attributes of the society we live in, that being the behaviors or actions the majority believe within our society to be acceptable and vice versa.
2. In the long run, after examining the database from the project , we will be able to compare the datas that are collected from different cultures and analyze the similarities and differences of their own understanding of norms and morality.

My biggest challenge is that, if the game is not publicized enough to reach many different countries around the world, we will not be able to acquiry information about a large range of cultures, and the outcome would not be totally satisfying.

Working on this project I will learn the basics of OOP (Object Oriented Programming), which enable me to do much more video-games. Also having the experience of doing a comprehensive animation, and learning of the necessary techniques to do one, I am going to be more sufficient in the area that I want to work on in the future.

Detailed Project Description

The project can be shown on any computer monitor. The application's interface will consist of an old monitor screen on the wall playing the animation of the character that I've designed, and power/praise/scold buttons & menu bar beneath it.

The animation is about a character who has just landed on earth and doesn't know how to act in a social structure. I've chosen my character to be a robot for a couple of reasons. Firstly, when executed to a wide range of cultures and groups, everyone will recognize the character easily, and therefore won't be influenced of any social or cultural aspects the character may have had otherwise. Secondly a robot is designed to perform tasks mechanically, in a human way. This way, it will create some sense of emphaty in people. And lastly, a robot wakes no emotions in people, such as love or hate; it is just neutral.

We will see the robot in a regular environment on the street, doing everyday activities. Some of its actions will be considered as "appropriate", some of them will be considered as "inappropriate", differing to each player.

If you consider the action of the character is wrong, you will simply push the punish button. If it's O.K you will push the praise button. But there is a catch, if you don't notice an action that has a pre-defined value, the program will accept it as if you gave it a positive response. For example if the character burps after drinking something and you simply don't give any reaction to it, the program will take it as a positive feedback. Every action will have it's own scale for negative and positive feedbacks. If an action has more positive responses than negative, the character will do that action more. If negative responses are greater for the action, the character will do that less, and even maybe after some time the action wouldn't appear on the screen at all.

Required Know-How and Resources

I need to master Adobe Flash and Flash Builder for the character's animation, and the web-site that I'm going to build for the game.

I could get help from my assistants while learning about coding. Also, for everything, including the codings, I will use online tutorials.

About the hardware, I will only need my computer and my graphic tablet. Later on a monitor for screening the animation.

Difficulties & Risks

There are a lot of things to do and learn while doing the project. The animation on it's own will be a very intense assignment. I will need to think of and combine a lot of everyday behaviors. Also, the system that I'm going to create for the positive and negative feedbacks will be a massive challenge. If I don't form it well, the whole meaning of my project will be at risk.

Phases of the Project

1. Design the character
2. Design the animations using Flash.
3. Design the interface for the web-site.
4. Transfer the animations and other materials to the web-site.
5. Write the needed code for the feedbacks and the database.

Criteria of Success

Phases 1 & 2 will be finished at the end of the 1st term. Phases 3 & 4 & 5 will be finished near the end of the 2nd term.

For this to be a successful project, firstly I need to make the animation and interface of the web-site visually very appealing and entertaining. And in the end, if I was able to do all of the codings right, if my character actually learned something from the collaborative response of the people participated (with doing some actions less, and some more) I will accept the project as a success.

Bibliography and References

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