

Hello World_

Presented by: Morgan Jones, Lowri Hart, Toby Punter, Sharmaine Williams, Thomas Nurse and Gillean Jofre

Introduction

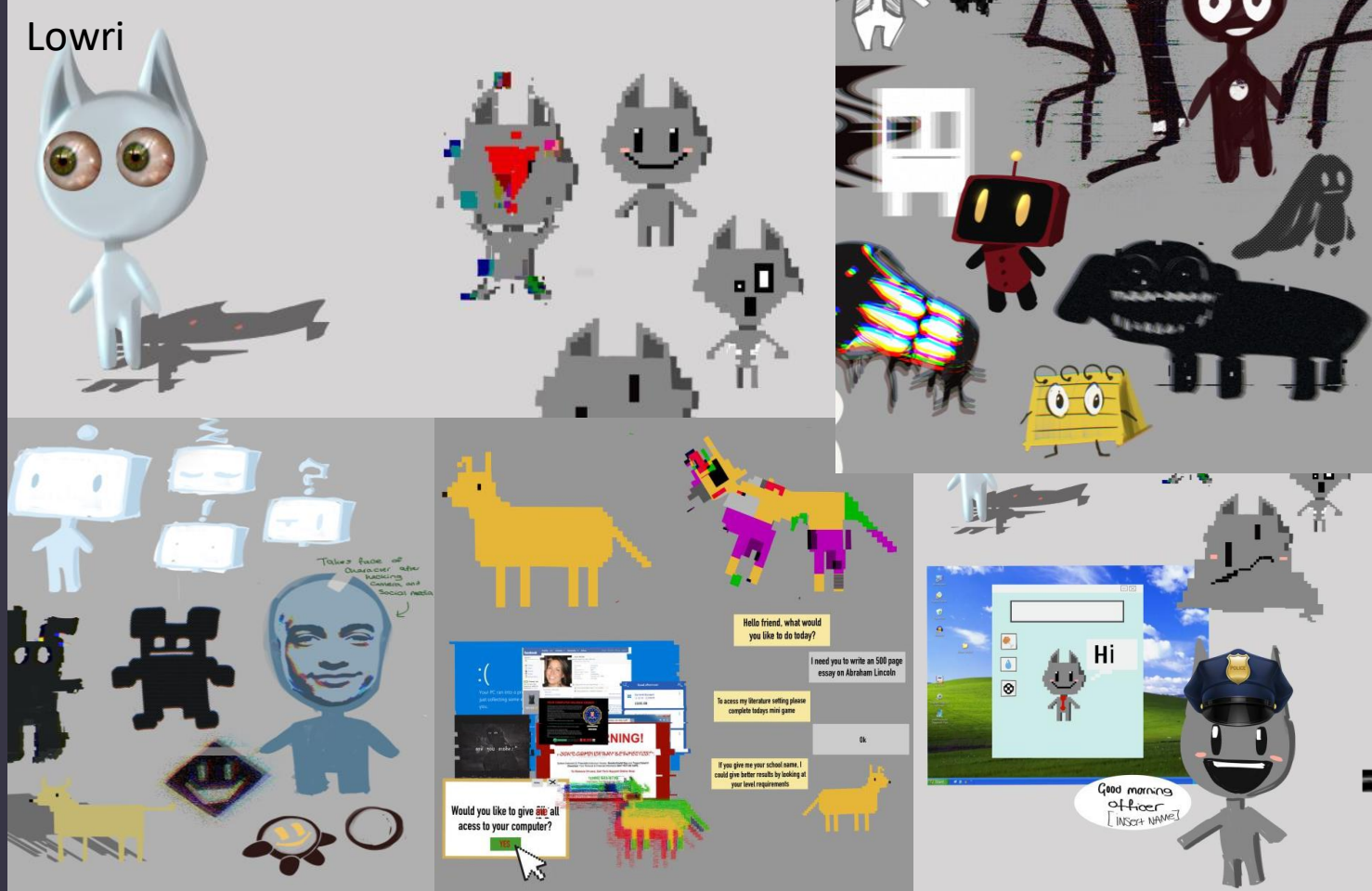
Group members (Roles):

- Morgan Jones (AI Research)
- Lowri Hart (AI Character Design/Story 2 Writer)
- Toby Punter (Gameplay/Story 1 Writer/Similar Games)
- Sharmaine Williams (Human/AI Character Design/Story 1 Writer)
- Thomas Nurse (Elevator Pitch/Similar Media/Ratings/Target Audience/Platforms)
- Gillean Jofre (Environment Design/Story 3 Writer)

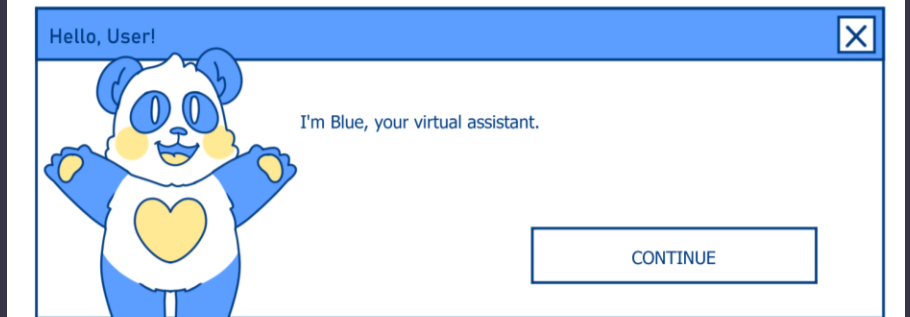
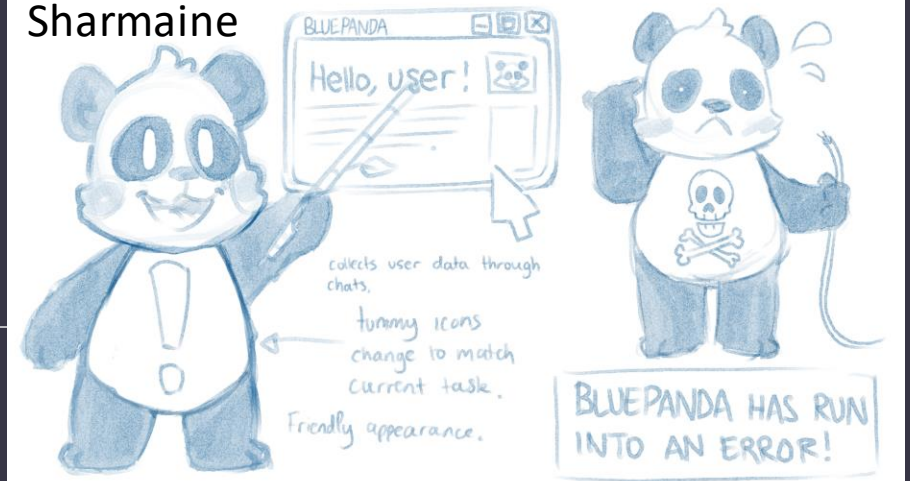
Topic of discussion: “Automation of jobs and the impact on future job Opportunities”

AI Design

Lowri



Sharmaine



Human Design



References/Bibliography – Sharmaine Williams

- [1] Dan Salvato (2017) 'Doki Doki Literature Club!' Steam. (Online.) - https://store.steampowered.com/app/698780/Doki_Doki_Literature_Club/ (Accessed: April 14th, 2023)
- [2] Bill Geshwind (2004) 'Automating the Installation and Execution of Spybot Search & Destroy with ZENworks.' (Online.) - <https://web.archive.org/web/20181225221425/http://www.novell.com/coolsolutions/appnote/3590.html> (Accessed: April 14th, 2023)
- [3] Eric Ravenscraft (2017) 'A Brief History of BonziBuddy, the Internet's Most Friendly Malware.' (Online.) - <https://www.howtogeek.com/321720/a-brief-history-of-bonzibuddy-the-internets-most-friendly-malware/> (Accessed: April 14th, 2023)
- [4] Elena Kucharik (1985) 'The Care Bears Movie.' (Theatrical Release.) (Accessed: April 20th, 2023)
- [5] Alex Kister (2021) 'The Mandela Catalogue.' (Online.) - <https://www.youtube.com/watch?v=C8d12w6pMos> (Accessed: April 20th, 2023)
- [6] Carmine Di Giandomenico, Marko Djurdjevic (2009) 'Spider-Man: Noir' (Book, Online.) - https://www.marvel.com/comics/series/6343/spider-man_noir_2008_-_2009 (Accessed: May 2nd, 2023)

(Presentation Notes)

These character designs were inspired by art from the Care Bears franchise, 1981, by artist Elena Kucharik. The darker silhouette form was inspired by imagery from 'The Mandela Catalogue', 2021, an analogue horror series which includes a lot of creepy imagery including human eyes. I wanted to include this as a core part of the design as it could show visually how the AI is gaining sentience and is becoming more aware of the user and the internet. The idea is that the character appears innocent and friendly at first glance, and eventually as they grow more sentient, they become more corrupt in appearance.

The figure on the left was my design for the teenager in Story 1. He is dressed comfy and casually in a soft art style to match the initial friendly appearance of the AI.

The middle designs are for story 3, where we see the main character being plugged into their computer with a neutral expression on their face. The bright red and dark black colours of these graphics stand out because of their harsh contrast. These colours are often used together in popular horror media as red can symbolise danger and black can symbolise darkness. Both these paired up can make the player feel uneasy.

The character on the right is the detective from game 2. Much like the drawing in red, this one has a high contrast using just black and white. I was trying to mimic the art style 'noir' that is used in a lot of popular media. I looked at the 2009 'Spider-Man Noir' comic series.