

Independent project proposal - Becky

by Becky Davies

Submission date: 27-Oct-2023 02:36PM (UTC+0100)

Submission ID: 214199811

File name: 31675_Becky_Davies_Independent_project_proposal_-_Becky_525049_350380557.odt (51.06K)

Word count: 1018

Character count: 5318

Analysing the effects of environmental storytelling and how it impacts video games and media.

Proposal

Becky Davies (2104215)

Contents

Introduction..... 3

Aim and Objective 3

Project Design..... 3

Resources and Planning..... 4

Conclusion 5

Bibliography 6

Introduction

This proposal is to discuss the research idea of how environmental storytelling effects and how it impacts video games and media. Environmental storytelling is a narrative technique that is used in video games and media. This technique is important in video games and media as it helps to create memorable and interactive stories within video games and media.

The main field this project is going to be focusing on is digital storytelling and environment design to see how these two can be paired when using them in a digital setting. The research going into this project will help with the practical aspect of this project as it will allow us to have more ideas and an understanding of the technique.

The practical element of this project will be a 3D environment that will hopefully be using the technique that is being researched to the best possible capability. Hopefully by the end of the project timeline I will be able to present an environment that is able to portray a story without having to use dialogue or cutscenes and will be able to portray emotions by using things such as the lighting in the environment and some animated movements within the scene.

Aim and Objective

The aim of this project is to help understand certain elements of environmental storytelling in video games and media and how this technique can help to create a more interactive and memorable environment for the audience. To understand this, we can use case studies as well as research into different forms of media and the different video games that has used this technique to get a better understanding of how this technique is used and how important it is to be included in media and video games. This technique is quite popular as it allows designers to portray emotions with their environments without using cutscenes or having to use dialogues to create a story within in their media/game.

Project Design

When it comes to the research element of the project there will be different resources that will be used in order to get different research idea on how to go about doing the project.

Some of the resources could include books like;

- Video game art – Chris Solarski
- Digital storytelling – Shilo T.Mcclean

These are to help understand the different techniques in order to make a suitable environment for this project as it will allow us to look into how other people have gone around in making environments and what techniques they have used in order to do so.

Another source of research is to do case studies about different films and games that environmental storytelling as a technique in their product such as;

- IT (2017) – Directed by Andy Muschietti (film)
- Halloween (2018) – Directed by David Gordon Green
- Resident Evil 7: Biohazard (2017) – Developed/Published by Capcom

- Little Nightmares (2018) – Developed by Tarsier Studios, Published by Bandai Namco Entertainment
- Red Dead Redemption 2 (2018) – Developed/Published by Rockstar Studios

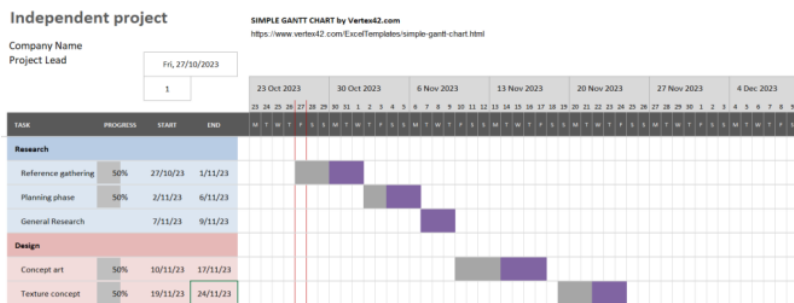
These resources are to help understand environmental storytelling in different media platforms, there also an idea to do surveys to see how people thought about the environments/scenes in these products and whether environmental storytelling was an effective tool in those media products.

Resources and Planning

When creating this project will be a list of software that is required to use to make sure that this project will have the best possible outcome with the practical element, the software that will be used could include;

- Maya
- Blender
- Photoshop
- Substance painter
- Unreal

This software is to help create the different aspects of the environment such as, the models, animations, textures, lighting and so on. This will help to create the environment that will be using the techniques researched into to make an environment using environmental storytelling.



This Gantt chart is a practice one to see what sort of research and planning needs to be done and how long it could take before starting the design process of this project. It will also help with planning and prioritising the different aspects of the project and how it will be time managed in order to make sure that everything will be completed by the project deadline and how it should be completed to a satisfactory standard.

Conclusion

This project is to overall understand how environmental storytelling can impact on media and video games and how we can use this technique in order to create an effective environment by using digital techniques rather than focusing on creating a story by using dialogues and cutscenes and to focus more on using digital tools such as lighting and the animation sequences you would find in an environment. For the end of the project hoping to find out how important environmental storytelling could be in media and video games and what would happen if this technique is not used when making environments and how it helps to keep the audiences engagement when watching films or interacting with video games. This project will also be useful in developing other key skills when developing different environments such as lighting techniques, audio technique (example; rain, wind, thunder and so on) as well developing previously known skills such as 3D modelling, texturing and animation skills in order to create an environment that would be using the technique that we will mostly be using throughout this project.

Bibliography

- [1] C. Solarski, *Drawing Basics and Video Game Art*. New York, United States: Watson-Guptill Publications, 2012.
- [2] S. T. McClean, *Digital Storytelling*. Massachusetts, United States: Massachusetts Institute of Technology, 2007.
- [3] M. Kelly, "Playing with Perspective: Examining the Role of Ethos, Empathy, and Environmental Storytelling in Video Game-Based Writing Projects," *College English*, vol. 85, no. 2, Nov. 2022. doi:ProQuest
- [4] *IT*. United States: Warner Bros. Pictures, 2017.
- [5] *Halloween*. United States: Universal Pictures, 2018.
- [6] *Resident Evil 7: Biohazard*. Capcom, 2017
- [7] *Little Nightmares*. Tarsier Studios. Bandai Namco Entertainment, 2017
- [8] *Red Dead Redemption 2*. Rockstar Studios, 2018

Independent project proposal - Becky

GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

60/100

Intro / A&O (500 words)		
Project title; Identification of a specific problem to be investigated; Well-defined aims and SMART objectives; Explaining why this project is worth doing; Discussion of what the project needs to do in order to be a success; Description any deliverables that will be produced at the end of the project - Intro explains overall intentions for project well with a research focused approach. - Aims and objectives are relevant and have direct links to practical work proposed. - The links and description of practical work to be undertaken alongside are a welcome addition to the document, well done.	40	26
Background to the Project (500 words)		
Description of how the work to be done by in the project relates to the work identified in the literature review; Discussion of any ethical issues raised by the project Identifying what has	40	26

already been done within the field; Topic familiarity; Brief literature review using appropriate sources – 6-8 journal papers and book chapters rather than just websites; Selection of relevant models & concepts - The project requirements outlined give a good breakdown and description of work to be carried out in order to successfully answer the topic chosen. - A good amount of topic familiarity evident. - Wide range of topical research planned and explained. - Contextual choices of books to be used in research detailed. - Comprehensive Gantt chart used to illustrate milestones.		
Document Presentation		
Correct spelling, grammar and punctuation; Flow of narrative/fluency; Coherence; Word processed ; Correct use of referencing with bibliography; Strict word limit	20	8

- Bibliography present but no use of IEEE referencing techniques throughout document (e.g. [1] to annotate the first of the references used etc.) - Correct punctuation and spelling used, with some minor grammatical errors.		
TOTAL	100	60

PAGE 1
PAGE 2
PAGE 3
PAGE 4
PAGE 5
PAGE 6