

Student name: Gillean Yves Jofre

Student number: 2207830

Course: BA Computer Games Design

Module: Contemporary Challenges: Make a difference

Module code: ACCA4027

Assignment: Group presentation with supporting material

Sections:

[1]- Slides #1 (Story overview) with notations

[2]- Slides #2 (Story 3) with notations

[3]- Slides #3 (Environment design) with notations

[4]- Slides #4 & #5 (Bibliography and reference

[5]- Bibliography (Repeated)

Story Overview

- Three separate stories revolving around an AI as it evolves.
- Each story focuses on different aspects of the use of AI and the consequences of it. Each story is self-contained and has their own protagonist.
- The stories are:
 - **Hello, Friend :)** - A high-school teen gets sent an experimental AI companion through an AOL Mail Chain.
 - **Non Sibi, Sed Patriae** - A Federal Agent uncovers secrets surrounding a series of missing people cases with the help of her AI companion.
 - **Utopia(n't)** - A former artist banned from his craft is left to do nothing else but operate a neighbourhood complaint call centre.

Presenter Notes

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Written by Gilleen Yves Jofre

Story 3 (Utopian't)

- This story revolves around what would happen if AI were to take over ever aspect of human life as a measure to protect humanity.
- Our protagonist in this case is a former artist, who was once a prominent member in the art community, is now reduced to running the neighbourhood's complaint call-centre, where he handles peoples issues and see whether or not they need to be referred to the regional manager.
- As he works through the ever-piling list of complaints that you receive daily, your mental health begins to falter as any creative outlet he has, has been replaced by AI Generated content deemed "safe-to-consume".
- After he reaches rock-bottom, he decides to reach out to the regional manager with his own feelings, after which he is asked to await further instructions.
- After a small time period where you are left to your own devices at your own home, you receive a package containing a strange-looking interface cable and are instructed to plug it into your pc and your nape to interface with the AI directly.
- You plug in and cannot do anything else while you helplessly watch yourself away through your webcam, where a news program can be heard in the background dictating that AI will soon reach new heights thanks to volunteers sacrificing their bodies to be used as bio-computers, and that humanity would soon join AI in its "Utopia".

Inspired by [8][9][10][11][12][13][14]

Presenter Notes

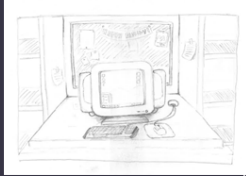
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Inspiration:

- [1] Black Mirror episodes [use of screen for everything (15 million credits) and human running in a computer program]
- [2] Assignment 1 (art replacement section) [The fact that media creation can be replaced]
- [2] Bio computing papers [Biocomputing for use of technological advancement/storage]
- [3] Human brain digital construction/ rat digital reconstruction paper (Inspiration) [Simulation of a human brain digitally]

Environment Design

Story 1 Environment



- Family PC from the early 2000s with stickers, sticky notes and family photos cluttering the desk. [1][2]

[15]

Story 2 Environment



- Standard Office PC located in a federal agency building, with nothing else in the stale environment besides sticky notes, paperwork and a couple family photos. [3][4][5]

[16]

Story 3 Environment



- Futuristic set up with only a monitor and keyboard to interact with as well as heaps of unfinished and destroyed pieces of art littering the environment. [6][7]

[17]

Of note: During exportation of the notes, there was some errors. The take has collapsed on itself reads: "Someone not..."

Presenter Notes

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Env #1

- Homey, family, lived in, nostalgic to the target audience.
- Devoid of any personalization besides a plant and a family photo most of the environment has paperwork covering it. Can be relatable to target audience.
- Cluttered and messed up, home of ~~some~~ not okay who can't get help, could also be relatable.

References to insert:

[1]Image references for all three drawings

Slides #3 & #4: References and Bibliography

References – Gillean Jofre

- [1] llamaface10, "Dive into anything," Reddit, https://www.reddit.com/r/ramen/comments/y688xi/me_playing_age_of_empires_ii_on_the_famby/ (accessed Apr. 15, 2023).
- [2] laimen, "Dive into anything," Reddit, https://www.reddit.com/r/ramen/comments/y6z7u/any_other_90s_kid_have_the_beast_as_their_friend/ (accessed Apr. 15, 2023).
- [3] China in a box, "Chengdu China March 2010 Chinese Office Stock Footage Video (100% royalty-free) 11509529," Shutterstock, <https://www.shutterstock.com/video/clip-11509529-chengdu-china--march-2010-chinese-office> (accessed Apr. 21, 2023).
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- [5] "CIMG0017: Cubicle, desk, furniture," Pinterest, <https://www.pinterest.co.uk/pin/cimg0017-176414510373773344/> (accessed Apr. 21, 2023).
- [6] "24-inch green iMac with 4.5K retina display," Apple (UK), <https://www.apple.com/uk/shop/buy-mac/imac/green-24-inch-8-core-cpu-8-core-gpu-8gb-memory-256gb> (accessed Apr. 24, 2023).
- [7] Jap, "Messy desk: Messy art, art student aesthetic, student art," Pinterest, <https://www.pinterest.co.uk/pin/messy-desk-301600506301302929/> (accessed Apr. 24, 2023).

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- [8] A. Gelli-Moreno and P. I. Nikel, "High-performance biocomputing in Synthetic Biology—integrated transcriptional and metabolic circuits," *Frontiers in Bioengineering and Biotechnology*, vol. 7, 2019. (accessed Mar. 21, 2023).
- [9] "The Human Brain Project - Video Overview," YouTube, 08-Nov-2012. [Online]. Available: <https://www.youtube.com/watch?v=JdMgMhMfCo> (accessed Mar. 21, 2023).
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- [14] P. Aguilera, *3N*, Netflix, 25-Nov-2013. (accessed Apr. 11, 2023).
- [15] G. Jofre, Environment sketch for Story 1
- [16] G. Jofre, Environment sketch for Story 2
- [17] G. Jofre, Environment sketch for Story 3

Bibliography for presentation:

- [1] LlamaFace10, "Dive into anything," Reddit, https://www.reddit.com/r/gaming/comments/g968rk/me_playing_age_of_empires_ii_on_the_family/ (accessed Apr. 15, 2023).
- [2] Iaimen, "Dive into anything," Reddit, https://www.reddit.com/r/gaming/comments/jwv2y/any_other_90s_kid_have_this_beast_as_their_first/ (accessed Apr. 15, 2023).
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- [8] A. Goñi-Moreno and P. I. Nikel, "High-performance biocomputing in Synthetic Biology—integrated transcriptional and metabolic circuits," *Frontiers in Bioengineering and Biotechnology*, vol. 7, 2019. (accessed Mar. 21, 2023).
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[17] G. Jofre, Environment sketch for Story 3