

Bright Future

CS 427:
CREATIVE
CODING

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PROJECT STATEMENT:

According to the U.S. Citizenship and Immigration services, the current processing time for Application for Employment Authorization (I-765) at Texas Service Center is estimated to be between 2 to 13 months. That means applicants are not allowed to earn wages till they receive their work permits. Because of that many immigrants are pressured to work for cash in an unhealthy and unstable environment. Bright Future is an immersive virtual reality (VR) experience intended to educate the player about toxic workplaces where employers use their power and leverage to take advantage of and abuse their workers. It is extremely important to bring awareness to these toxic workplaces as well as the broken USCIS system, especially during today's humanitarian crisis. This project aims to bring attention to the issues caused by employee abuse through various interactive and visual elements. With the use of different typefaces, colors, lighting, audio, and coded user interaction, these design components will bring together the Bright Future experience through VR.

INTERACTION:

You are just being accepted into the US as an asylum seeker and receive your first welcoming documents. However, they mention that you must wait for your permit to start working legally. You have no family or friends here, so you must start working in a restaurant for cash. A player will need to push or press 'X' on the "DOOR" to enter the restaurant.



After the player enters the restaurant, he will be literally slammed by “HATE” words and audio. The player will need to navigate around the words to not be crushed by them.



As the player will walk through this toxic environment they will notice “Exit” at the end. However, when the player will try touching it by long pressing ‘X’ the letters will disappear.



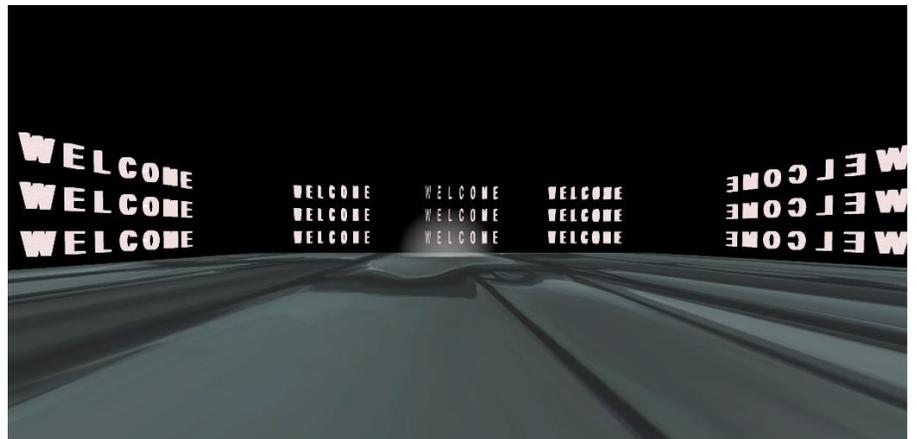
Next, the player will have two options: come back to the restaurant or continue the path. As the player continues to walk, he will be surrounded by Belarusian/English words. He also will hear audio where the author is struggling with the language barrier.



Just when the player passes the part where words become written only in English as well as the audio, they will notice a halo object that supposes to lead them into the bright future. The closer the player gets to the object they will be surrounded by walls that said, “Only English”.



Finally, when the player collided with the object they will be teleported to the beginning of the path. Now, they will be able to see welcoming walls that move toward the player to make them feel claustrophobic.



Finally, the player can enter the restaurant again and hear the interaction more closely. Even after the player decided to speak only in English, he will still hear the same hateful audio clip. This endless loop of hate, racism, and abuse is the end of the game.

DEVELOPMENT AND RESEARCH:

Originally, I wanted to concentrate my project on refugees' experiences while they are staying in Mexican Border camps. I wanted to use the physical border but then realize that it would look just like a black screen in the CAVE2. That was when the idea of showing my own experience as an asylum seeker came to life. I did not have to do a lot of research because I personally went through this horrific process. The hardest part for me was the design development since I had never taken a design course. Initially, I had a labyrinth with hateful words on its walls. However, it was hard to navigate the player in the CAVE2 so I ended up with the path as a walkthrough of three phases as the final project: the welcoming into the US part, the toxic workplace, and the language barrier/lost family and traditions.

ACKNOWLEDGEMENT:

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