YOURNEY

TEAM POWER2 (TO)

Theme : Power

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TEAM MEMBERS

Lin Su

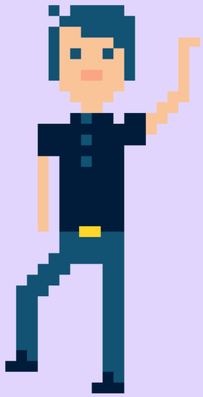
MA Cross-Cultural Communication & Media studies

Surin

BA Media communication and culture study

Mabel

Bsc Electrical and Electronic Engineering



Philipp

BSc Mechanical Engineering

Kaybe

Mac Human-Computer interaction

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MOTIVATION

The injustice system that have constructed the world how we should behave to be considered 'good' humans.

Experiences of Asian LGBTQ+ individuals that they have faced in reality.

Power over makes marginalized people unseen.

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PROJECT GOALS

TO BE YOURSELF

EMPOWER

ASK FOR HELP

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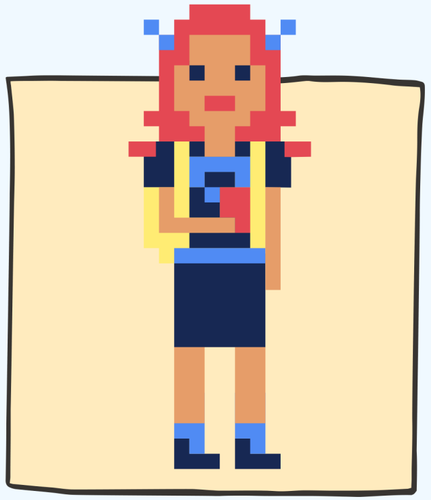
TARGET USER



STORY

"I am an 18 year old girl in my last year of high school. I face societal pressure from home, school and role models around me. I have feelings for a girl but I feel like I shouldn't have this feeling... I am afraid of judgement from society."

NAME

Lara

AGE

18 years old

PAIN POINT

- I am facing societal obstruction against the way I want to mould my identity and sexual orientation.
- Cannot communicate clearly about boundaries.
- Hard to demonstrate my feeling in words in a judgemental society.

GOALS

- To become concious of societal pressures on my identity
- To realise that it is in my POWER to control which of these external influences are able to mould the person I become and how comfortable I am with my sexual orientation.
- Trying to mould my future adult life to strike a balence between happiness and independance.

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GAME DETAILS

• Storyline

- About life adventure of an LGBTQ girl in her different Period: childhood, teenager, adult, employment.
- Different problem (gender role, oppressed situation by genders, male-gaze, sexual orientation)
- game environment that provides easier access to power and helps them understand how power can change the system through their actions.

• Rules

Player hit the box

• Special props

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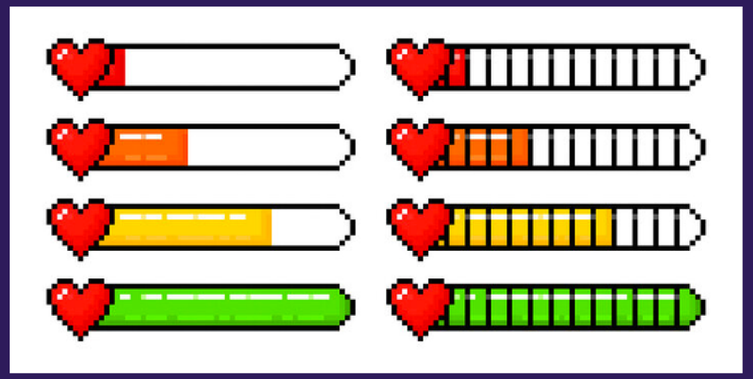
CHALLENGES

Game

Discrete Numerical Values



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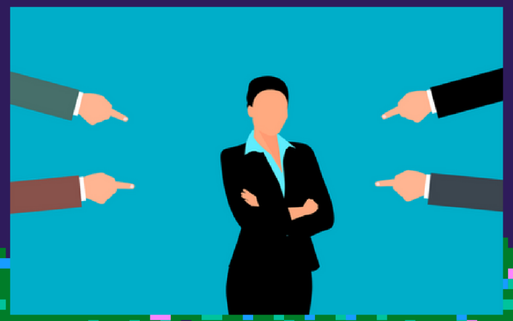
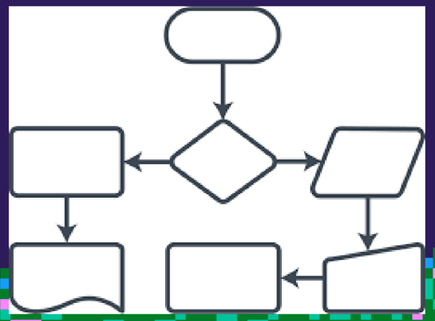
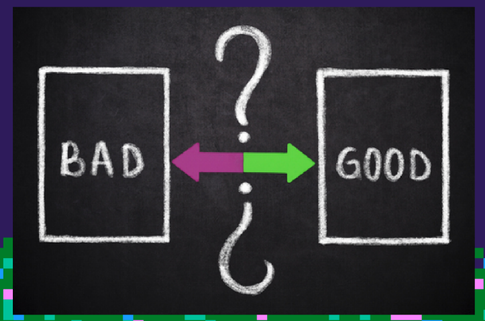
Real Life

metaphorical and abstract social dynamics







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REFLECTION

DIFFERENT AND DIVERSE BACKGROUNDS.

NO CODING BACKGROUND.

OPEN-MINDED & COLLABORATIVE DECISION MAKING PROCESSS.

MAKING DECISIONS BASED ON THEIR EXPERTISE

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PROTOTYPE