

BANG BANG

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BANG BANG is an interactive fiction piece that puts the player in the shoes of a police officer making split-second decisions. Pieces of the narrative are based on the Michael Brown police shooting case. In addition to the digital interface, the paper prototype shown in class included physical objects that the player interacted with in order to trigger certain narrative elements. The key mechanic was a timer that put pressure on the player to make decisions quickly. Text descriptions of situations allowed for the player to use their imagination to fill in the blanks of the story. Rule Set was basically to make choices that would progress the narrative. The basic digital interface is accessible for free online: <http://jochin.itch.io/bang-bang>. Additional physical components included bought or crafted objects wired to a Leonardo micro-controller. Further iterations include cleaning up the tech and aesthetics of the physical components.

your vehicle's a little worn...

Not just worn - also messy at the moment - but you kind of like the way it reflects your mood as of late.

You whistle as you take in the papers scattered across the passenger's seat, the police radio dangling, and the glove compartment that doesn't quite shut anymore.

You lean over to
Pick up the [P]apers
Push the [R]adio button
Open the [G]love compartment

