

## SENSE OF PRIVILEGE

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***Sense of Privilege*** is a digital narrative experience that encourages the player to choose senses (eyes) in order to explore another person's perspective. Audio narrative is triggered when the player clicks on objects and puts them in a packing box, which slowly reveals the story and perspective of the narrator. The central mechanic is putting the player in the mind of another person. An early version of the digital game is available online at: <http://jochin.itch.io/sense-of-privilege>. Additional tech that was incorporated in further iterations included Oculus and a mobile phone as a game controller (for rotating objects).

The core mechanic is gathering objects (collecting) in order to explore someone else's perspective based on what you've chosen. The goal of this is to take a look at the world through someone else's eyes to gain a new perspective. The combination of physical and digital objects create an exciting experience and could be pushed even further if future iterations are made; What affordances can the combination of physical and digital objects give to players and what agency do they have because of that dualism are a few questions to consider moving forward.