

Dynamic Interactive Proposal

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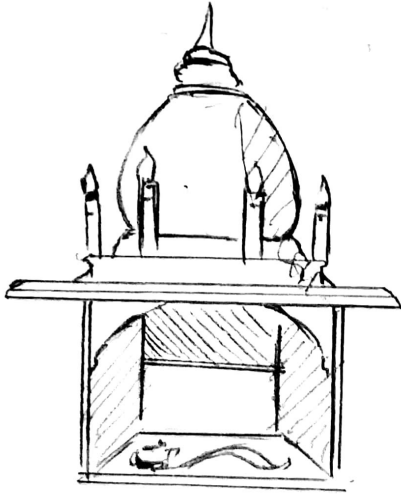
Train Through

Core:

Share the history
of KL train station

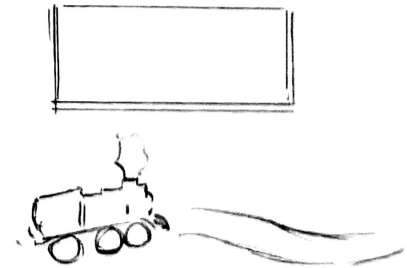
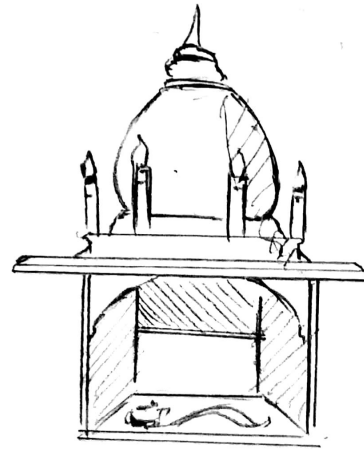
Big Idea:

People take this public
transport and old building
as granted, but how much
people know about the
history of it?



- A old model train, representing journey
- Station model to share the unique design
- Train model light up the screen will show the history from the oldest to the latest

- Audience need to push the model train to control the speed of the story
- Narrative of the history
- Blink new parts of the history
- Interesting and simple way to interact and convey the history



Your Life, Your Choices

Core:

Knowing who you
can trust

Big Idea:

We are thought is
teamwork importance.
But since not all of us are
extroverts, we prefer to
work by ourselves as we
have more control over
projects.

Interactive Board Game + Decision Making

Journey of one's person life in
KL

(Example, if the player makes
bad decisions, he becomes a
drug addict)





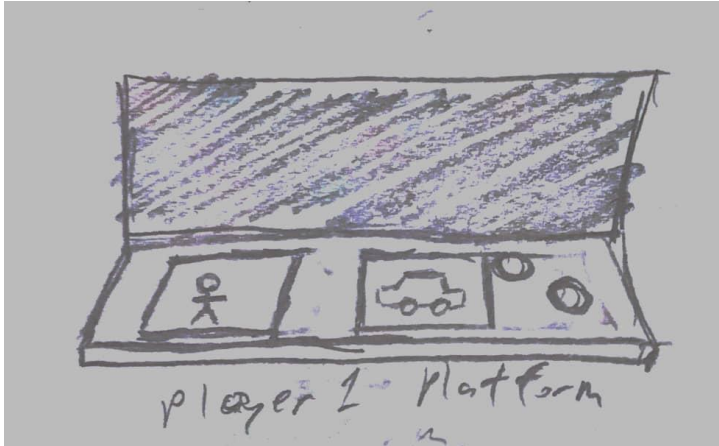
Game requires 2 people

Two player will stand the opposite sides of each other

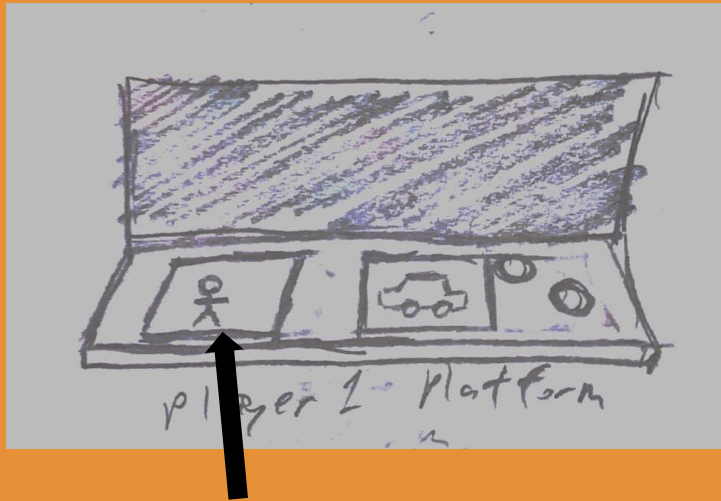
Player 1 play on the game platform (2 screens and 2 buttons)

Left screen is character's avatar

Right screen is clue of the event happening

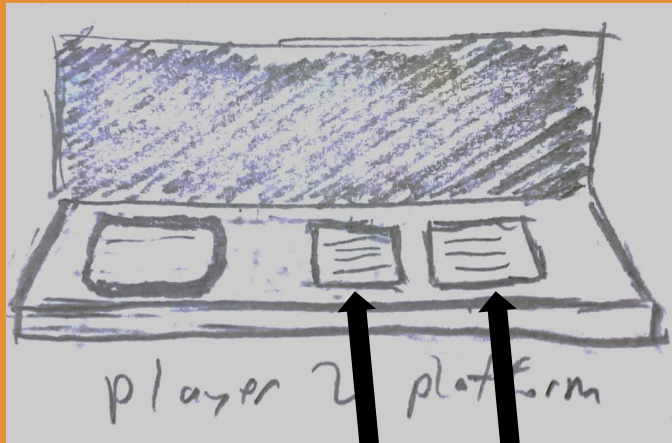


How to play?



Player 1 select his/her avatar
gender

How to play?

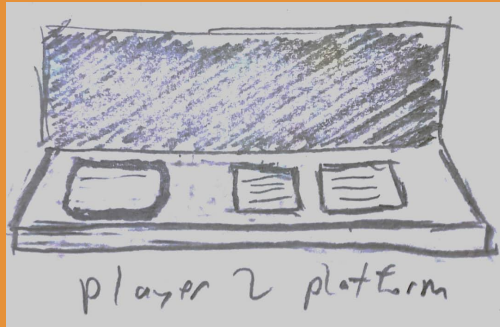
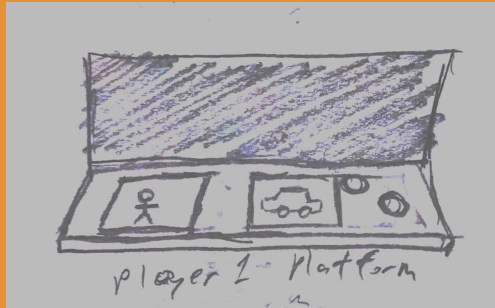


Good
Story

Bad
Story

Player 2 can choose to be good
or bad influencer

How to play?



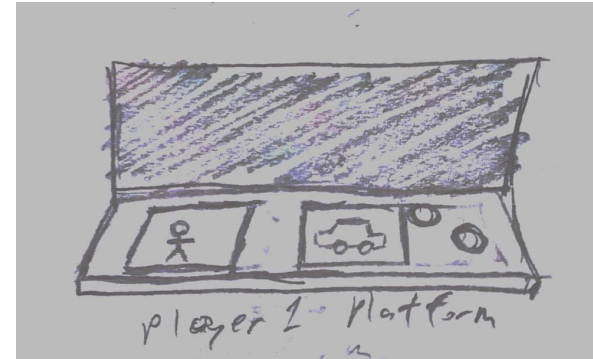
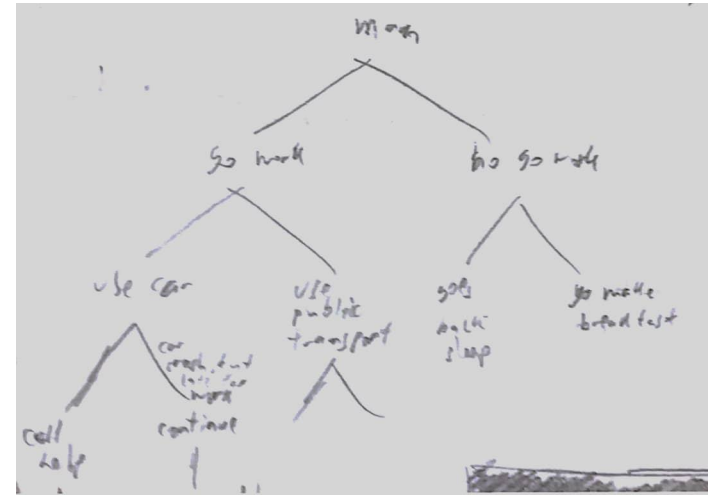
Player 1 tells Player 2 what picture appears on the right screen

Player 2 will explain what the picture represents and what decisions does

Each decision has consequences

Player 2 advises Player 1 on what decision Player 2 recommends

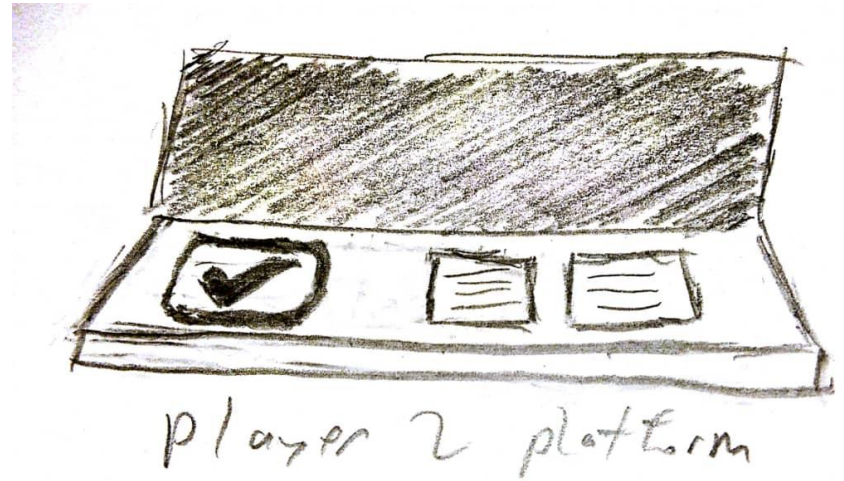
Player 1 press red/blue button



Player 1 made a decision,
Player 2 get see Player 1's
decision on their screen

Check mark= good

Cross mark= bad



Why influenced by board games?

- board games are usually played by more than 1 people
- get to communicate with other players in person (feels more personal)

Squeeze KL

Core: Stress Relieving

Big Idea:

City people are stress and busy, that's why they go for nightlife to release stress

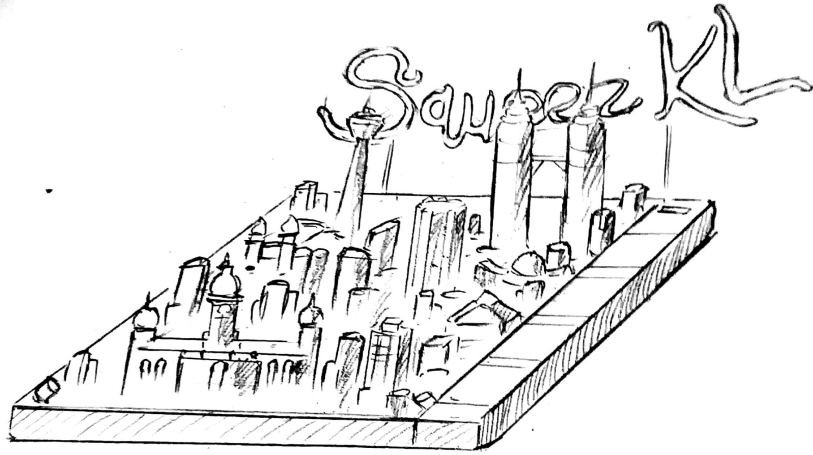
Nightlife + Stress Relieving



Music + Stress Ball

- Miniature KL city
- Neon sign board attract to audience
- Will be made out of flexible materials (eg. silicone)





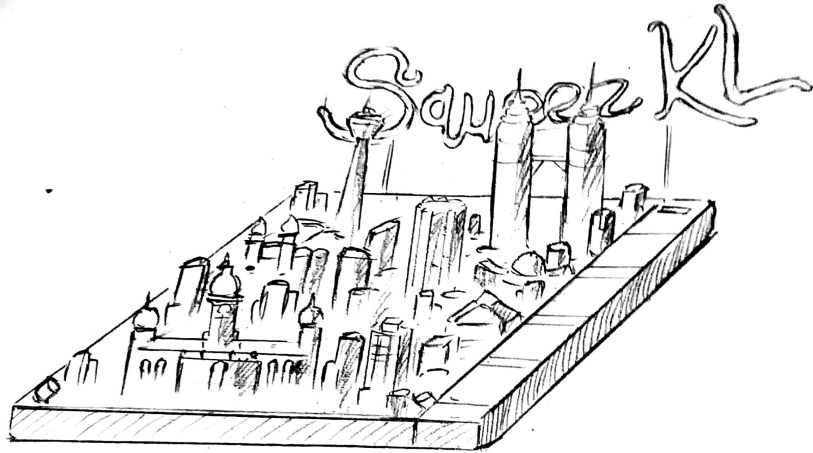
- Buildings will shine brightly
- Searchlight will move on buildings
- An instruction kit beside the miniature city to guide the audience

How to play?

The player gets to do whatever they want to the city

(eg. squeeze, stretch, pull, punch)





When you interact with the city's monuments:

- a music note will play
- building lights will blink
- sign board will slowly get charge

Once the sign board charges,
the mini-city will play with it's
lights as celebration

(eg. light flickering fast,
searchlight will move fast,
etc)

