

03

Emotional design/Game design/Illustration
design/UI Design/Experience

AM I CRIMINAL?

Criminal justice systems the world over are struggling to cope. Crowded prisons and failing systems, often create feelings of injustice and inadequate sentencing. Cases of murderers and rapists who 'get off' on technicalities, generate public outcries and vitriolic journalism.

So, what if the feelings of the wronged public and victims of crime could be cared for? This project uses an Augmented Reality Game (ARG) approach to propose a system for allowing a more 'participative' system.

Inspiration



Through the perspectives of the victim, the media and the victim's family, the film depicts the helplessness and pain of each person after a homicide case. The law punishes the criminal and the public condemns him, however, behind the cold trial, emotional comfort is ignored. They were still caught into the pain abyss.

.....the hater himself, and beginning to accept the pain and mourn the loss.

Carl Gustav Jung

I searched all the victims' revenge cases. One of the most representative is the case of Koukou Zhang. When he was young, his mother was killed by neighbor. According to the law, the neighbor was only got seven years in prison. Then bitter Zhang killed neighbor's families on New Year's eve ten years later.

Reaserach



Interview
I connected with psychologists



The criminal

1. hiding true thoughts.
2. difficult to control behaviors.
3. Lack of empathy.
4. Hard to teach.



The victim

1. Avoid contact with criminals because of secondary injury
2. Emotional Predictable

Full of pain and hatred
Don't know how to release their emotions.
Psychodrama is the traditional treatment.

People are shame to express their feeling.
Limited by space and money.
So the morden media, game, can be used in this project.



Treatment

Psychodrama. The key point of psychodrama is recreating crime scenes. There are four stages of Psychodrama.

Target User Victim

- Gain trust from victims
- Help victims regain Control feeling
- Release emotion Expression

Problem Define

It is limited by the space and time and it is not popular and many people don't know this useful method.

Development

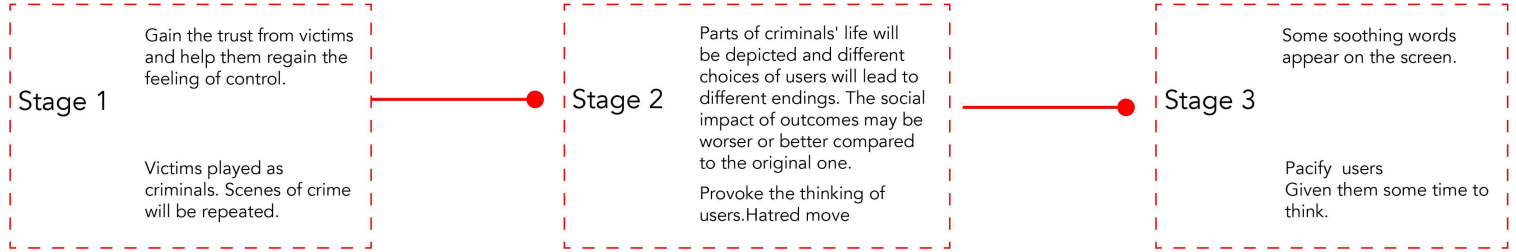
Reference Events

There is a documentary that interviewed 32 death rows including their feeling and event reduction. Base on these data, I choose two events as the reference to the example.



Wireframe

The structure of the game



The script

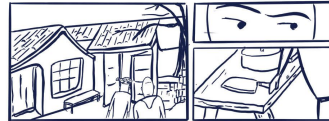
The story tells the story of two young people, Liu rui and Zhang dong, on the road to crime. According to the choices of the player, there are four outcomes, robbery, theft, homicide and kidnapping.



Reference Game Structure

It is a multi - ending role - playing game.

Storyline 1



Third-person perspective
Key events:
prepare for robbery.

Guide player to complete the task(Pick up the knife)



Third-person perspective
Key events:
Stop a taxi

Play Animation
Dialog box



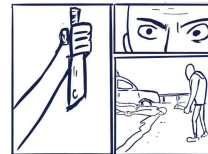
Third-person perspective
Key events:
Arrived at the place.

Dialog box
Guide player to complete the task



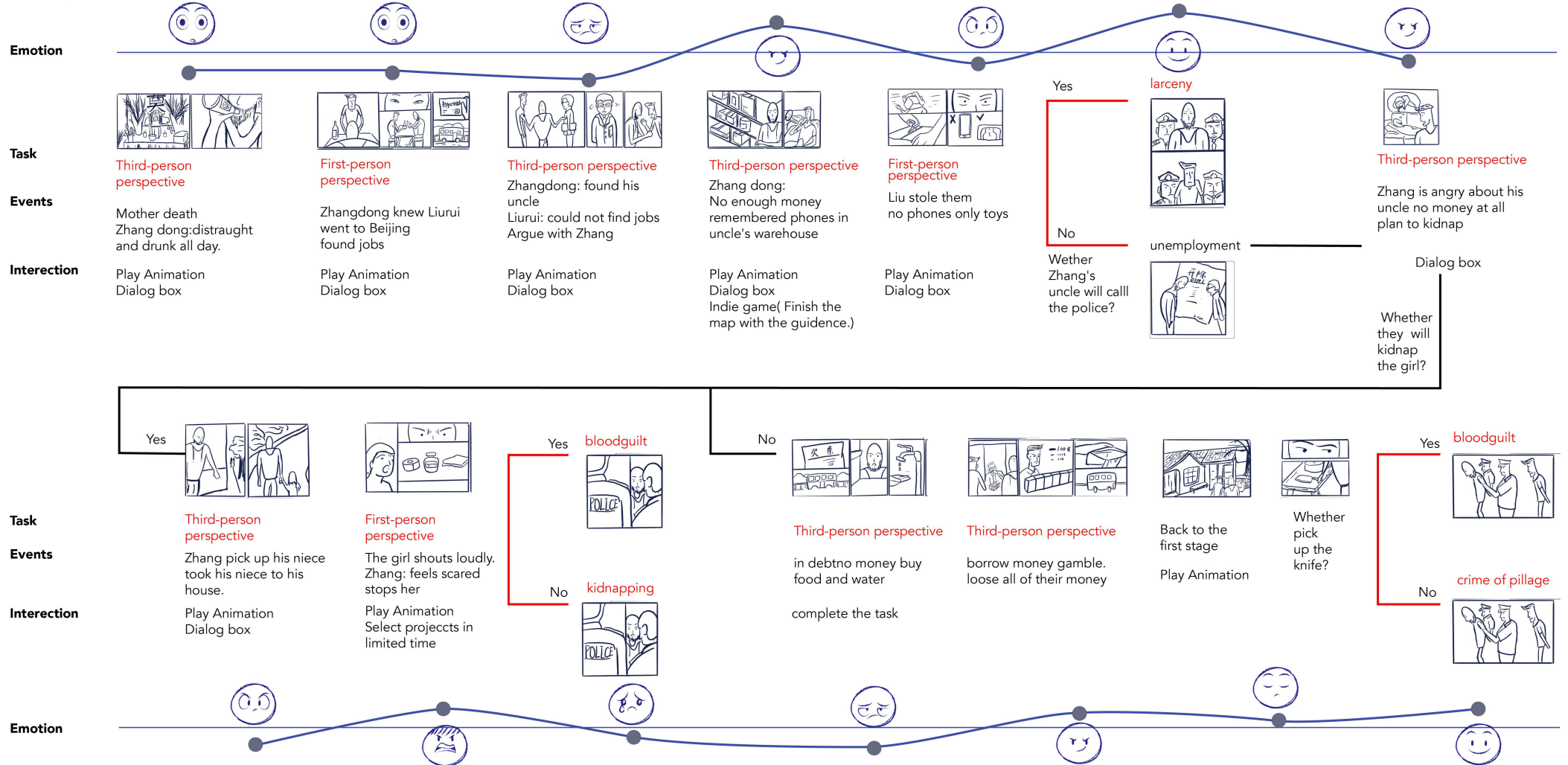
First-person perspective
Key events:
Zhang fought with the driver killed the driver

Dialog box
Guide player to complete the task

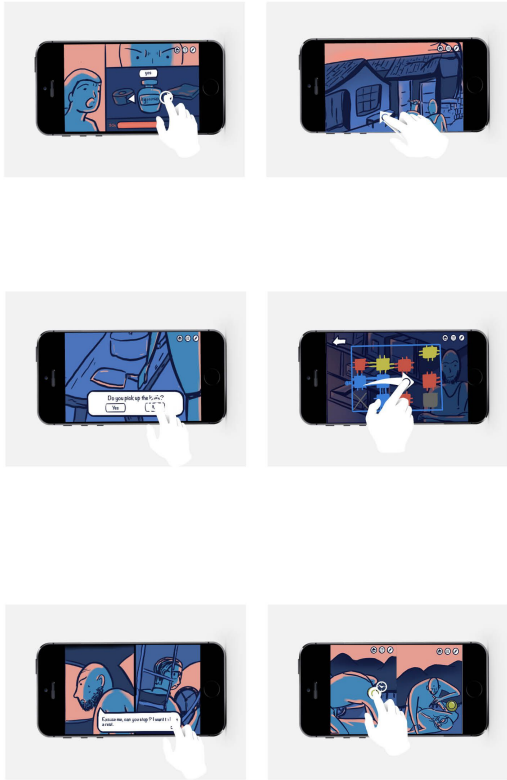


Third-person perspective
Key events:
Zhang: Buried the body
Abandoned vehicles clean the car and escaped.
Play Animation
Ask the player to complete the task

Storyline 2



UI



Final



Testing



Icon Test

Show the interface to users and observe whether they can clearly understand the means of icons.



Usability Test

Show the story to users and ask their emotions and their advices about the game.