Concept – idea & plan of approach

From the moment we knew that we had to make an interactive movie, we wanted to fully commit to the exercise as we both love to work with both film and games. In order to express this commitment, we desired to create something distinctive; something different. On top of that, our aim was to record all the footage for the game ourselves, without copying anything from YouTube or other third-party resources.

The theme of the interactive movie, which is 'career', is a rather broad concept which can be interpreted multiple ways. Our group defined it as the general direction one's life is directed as a result of its actions. This includes topics as future work, which we put our emphasize on in the result screens, but also themes like lifestyle and ambitions. Ultimately, we wanted to create an interactive movie were the choices were impactful, just as in real life, and truthful. As a group, we wanted to avoid any obvious choices leading to obvious results, instead, we wanted to develop a platform in which a person's real character comes to daylight. That is why we decided to make a horror game.

It might seem totally out of place at first, a horror game in a career-environment, but decisions are made most truthfully in situations with a high degree of tension. There is little room to overthink the possible outcomes of the game, which positively impacts the integrity of the user's choices. This occurrence gives us the opportunity to see the true character of a person, leading to much more relevant results.

A benefit of a horror-genre type of game, is that the recording equipment doesn't have to be top-notch, as the horror-culture is mostly dominated by 'home-made' footage depicting supernatural events. In fact, a lower degree of resolution can even benefits the game, as the user might associate it with past horror experiences on the big screen. Another benefit is that everything can be shot from home, no special locations or sets are necessary to produce the game.

We divided the work; Niels would do the recording / editing part of the task, and Wouter would do the Ximpel part. For convenience and continuity, all the in-door shots are filmed at Niels' house during night-time which reflects the spooky atmosphere of the horror genre. The aim was to record a lot from different angles, creating some kind of disturbance, while using tracking shots occasionally to build up the tension. Overall, we think that our idea and plan were pretty clear from the start on.