

Miami Climate Change Detailed Story Line / Script

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Scene 1

Character is walking through Miami on the street, everything seems fine. After some initial walking around, character will look down and notice the water level is high. Upon closer inspection, the buildings appear a bit run down. As you walk around, you notice a door into an apartment. You proceed to 'wade' through the water and reach the door.

Interactions: Pulling the slightly ajar door back? Push floating debris out of your way.

Lighting: sunset, approaching dusk, dark water rippling, skyscrapers are dark

Music/sound ideas: Ominous, wading through water noises, maybe seagulls overhead?

Models we will need: skyscraper, street, avatar?

This vibe for buildings <https://www.instagram.com/p/Bw4-fKKly1t/>

Scene 2-scarcity triggers a innate desire to act, the less available we perceive something to be, the more likely we are to give it value. In this case, we hope the user will feel the lack of fresh water as it was contaminated by the ocean.

External trigger-glass, goes to fill up water. Use lighting and object placement to draw attention to it.

User enters into apartment, which is also flooded up to their knees. Look around the room and notice all of the pictures and trophies and personal belongings that were once owned by the people who lived here. User can look around and see some personal belongings also floating in the water. There's a table with plates and some leftover utensils. (I don't think there would be food since they wouldn't leave too quickly? Unless it was post hurricane). You go to pour yourself water from the faucet and suddenly you hear a voice behind you.

Dialogue

Person in apartment: "Stop! Don't drink that!"

User will likely look over at the person who has come up behind them

Person in apartment: "The water has not been safe to drink here in a long time, ever since the water started rising through our limestone streets. It has been contaminated from the ocean, rising sewer? It used to be completely different here."

Interactions: grab glass of water, turn on faucet, interact with the floating pictures and other objects. Maybe you can pull a chord on a lamp, but the lamp does not turn on.

lighting

Music/sound ideas: Similar sounds to when user was in the street.

Models we will need: room, photos/memorabilia, table and plates, glass of water

Scene 3

Flashback occurs, and the person's voice narrates over images of a gleaming, bustling city. The character talks to you and tells you about how the city got to the state it is currently in.

Dialogue:

- This city used to be the Tropical Paradise of the South-Eastern United States. There was a place for everyone, with each neighborhood representing a unique expression of the people who comprised them. It was a bustling city with a wide variety of culture, language, and cuisine. In short, it was the place to be.
 - Add more, find a way to transition between these two scenes

Interactions: N/A, just looking around at the flashback.

Lighting:

Music/sound ideas: Flash-backy music.

Models we will need: City that is in a good state, maybe some people involved in certain activities.

Scene 4

Scene shifts to a decrepit, falling apart, flooded city and the narrator talks about how climate change caused it.

- Everybody said the changing climate wasn't nothing to worry about, but we were some of the first ones to find out that that wasn't true. At first, it used to be a couple of inches of sea water in the streets on every full moon. We didn't worry about it much, and some people even thought it was a nice change in scenery. But then, the water got contaminated. Little did we know, our "perfect city" is built upon a whole lot of limestone, which is porous and allows salt water to seep into our freshwater supplies. That's when the smart people started to leave, but those of us who were born and raised here decided to stick it out. We should have known better. It wasn't more than 6 months later that the streets always had at least 3 feet of water in them. People weren't able to get to the grocery stores or to school. That's when the big migration outta the city happened, and people stopped taking care of this once glorious city.
 - Tentative script, feel free to change.

Interactions: Just looking around at the flashback.

Lighting: darker than when showing the gleaming city.

Music/sound ideas: More morbid music,

Models we will need: Decrepit city, water throughout the streets maybe little snippets of people leaving the city at different stages.

Scene 5

Snap back to the “Dream State” and talk to the character who was narrating the flashback. He says that if only people could have listened to each other, and tried to stop climate change when everybody was talking about it. Now he is the only one in the city.

- I only wish that we were smart enough to listen to the people who tried to warn us about all of this, to the people who were trying to stop the changing climate when there was still time to do so. Which one were you? (essentially find a way to ask user if they were trying to save the planet or were ignoring it and contributing to the problem)

Interactions: Looking around, drawing attention to the talking character. Can fiddle with object nearby if they so desire.

Lighting: Not sure, whatever it was before the flashback.

Music/sound ideas:

Models we will need:

Scene 6

All of a sudden, user wakes up from dream. The room you are in is the same room that you were standing in that was flooded with water.

Interactions: Looking around and noticing the same room and objects that were floating around in the flooded room from the dream. Might be able to pick up and interact with objects in your room, maybe you can pull the lamp cord this time and it actually turns on.

Lighting: Show a “ray of light” towards the pull cord on the lamp near the bed.

Music/sound ideas: Not sure, maybe the subtle sounds of crowd outside or dreamy, light-hearted music.

Models we will need: Room that isn’t flooded and is in better, cleaner condition. Lamp, pictures, window and curtains, bed, etc.

Scene 7-social proof, how do you encourage and leverage that your user can be a part of a larger shared experience? In this scene, we hope to lean on of the three core motivators central to human experience, anticipation-hope. Hearing and seeing the crowd and realizing it is not too late to make a difference.

External trigger- read flyer which prompted user to to the climate change rally

You run to your window and see the bustling, gleaming city that you saw in the flashback, maybe sees a flyer, or walks outside to a huge crowd at a climate change awareness rally.

- Some sort of optimistic call to action.

Interactions: Pull the curtains on the window away, maybe it is a single cord that you pull that pulls away both curtains (simplifies animation). Walking from bed to window. Maybe turning on the lamp near the bed.

Lighting: Light from lamp in room, but once window is opened, light from the rally (or whatever we decide upon) illuminates the room, gradually getting brighter and brighter until scene fades away and goes to credits.

Music/sound ideas: Chanting crowd?

Models we will need: Crowd / rally, could be more simplified representation of a crowd.

I thought this was interesting and relevant to our project from the storyteller vr article

“Audiences in the 360° scene were also more attuned with Taro’s feelings. They could clearly and unequivocally identify that Taro was feeling “lonely,” and sometimes felt that Taro’s feelings were reflected in the mise-en-scene itself. Whereas those in the 90° and 180° scenes really struggled to characterize Taro, claiming that they did not have enough information to draw conclusions about him.

There’s something interesting happening here. It may be that when you feel present in an experience, you are more likely to rely on abstractions and pick up on feelings, and when you are in “detective mode” you are more likely to pick up on story details, but have difficulty accessing feelings. Perhaps being present and retaining story details are fundamentally at odds.”