

ABSTRACT

DISSERTATION/THESIS/RESEARCH PAPER/CREATIVE PROJECT: Transplanted a Stop Motion Video Game

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DEGREE: Master of Arts

COLLEGE: College of Fine Arts

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PAGES: 32

For this Creative Project I have created a stop-motion video game. The game is compiled using the Unity game engine, and all assets are created by hand. The narrative of the game is about a young girl who moves to a new home after graduating from college. She quickly develops depression and never finishes unpacking her boxes. After a year has passed, she receives a mysterious plant in the mail. She begins taking care of the plant, and in turn, the plant helps to motivate her to take care of herself and start unpacking all her literal baggage. The character will unpack four rooms, each aligning with a stage in the Transtheoretical Model of change.

The game mechanics are simple, with a focus on accessibility to an audience that may not be familiar with many video games. The goal of this project is to create a video game that is

visually unique, while also serving as a conduit for empowerment through learning how to elicit change on a personal, internal level. I am combining the media of stop-motion animation, visual story-telling, and video game development in order to create a playable game. My goal is that this project helps to elevate the medium of video games and animation into the sphere of fine art.

This Creative Project is a collaborative effort where I have worked with Emily Thornton, a fellow graduate student. In working together, we have been allowed the ability to work on a much larger scope. While working together we have also learned critical communicative and group working skills that relate to the standards of traditional video game and animation industries.