

## 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:** 30

The Creative Project *Transplanted* is a stop-motion video game that seeks to explore the benefits of taking care of another living thing, and the connection this has to healthy change in an individual's life. Ben Fulcher, my fellow graduate student, and I have created a stop-motion video game that utilizes the application of the Transtheoretical model (or Stages of change). The game is focused on a woman who has just graduated college, and no longer has a goal or focus for her life. Because of this, she quickly becomes depressed and feels as though she no longer has any purpose. Her apartment has become a prison, littered with boxes she never unpacked. A plant is delivered to her house, with a note stating that the plant knows she has what it takes to take care of it. The plant serves as a catalyst for change in the woman's life. The plant possesses magical properties, and as the woman takes care of it, it begins to help her take back control of

her life. For the duration of the fifteen-minute game play, the player will be unpacking boxes and taking care of the plant. Eventually enough boxes will be unpacked and this will clean a room, allowing the player to move on to the next room. The game has four rooms, (a bedroom, kitchen, bathroom, and living room) each of which is connected to a stage of change in the woman's life. After all four rooms are cleared, the plant dies, transforming into a seed. This seed represents the knowledge that the woman has gained over the course of the game. The benefits of this game are its ability to showcase a model of change and to examine how healthy change can serve as a catalyst to accomplishing one's goals in life.