M.S. Thesis Presentation
by: Klew Williams

Monday, April 10th
1:00 – 2:00 PM
FL 311

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Title:
Occlusion: Creating Disorientation, Fugue, and Madness in an Art Game

Abstract:
Occlusion is a procedurally randomized interactive art experience which uses the motifs of repetition, isolation, incongruity and mutability to develop an experience of a folie à deux: a madness shared by two. It draws from traditional videogame forms, development methods, and tools to situate itself in context with games as well as other forms of interactive digital media. In this way, Occlusion approaches the making of game-like media from the Materialist perspective, and the written work accompanying the prototype discusses critical aesthetic concerns for Occlusion both as an art experience borrowing from games and as a text that can be academically understood in relation to other texts and paratexts. In addition to the produced software artifact and written analysis, this thesis includes primary research in the form of four interviews with artists, authors, game makers, and game critics concerning Materialism and dissociative themes in game-like media.

The written work will first introduce Occlusion in context with other approaches to procedural remixing, glitch art, net.art, and analogue and digital collage and décollage, with special attention to recontextualization and apophenia. The experience, visual, and audio design approach of Occlusion will be reviewed through a discussion of explicit design choices and choices which define generative space. Development process, release process, and post-release distribution, testing, and maintenance will be reviewed, and the paper will conclude with a post-mortem and next steps analysis. Included as appendices are a full specification document, asset list, script, and transcripts of all interviews.