Transcendence

WEEK 1

GREETING

Hello everyone! We are team Transcendence and we will be embarking on this semester-long journey with you! We have chosen our name based on the idea that we will be attempting to help children transcend their past traumas to reach a higher daily life. We hope that in addition to their continued therapy, our project will augment their experience of learning about TF-CBT (Trauma-Focused Cognitive Behavioral Therapy); and discovering new outlooks that allow them to analyze negative ways of thinking and change them into positive ones.

GET TO KNOW US

We are all master's degree students at Carnegie Mellon University's Entertainment Technology Center.

Etaba Assigana graduated from the Georgia Institute of Technology with a Bachelor's Degree in Computational Media. His interests include sound design, narrative creation/storytelling, and game design.

Eric Chang graduated from Carnegie Mellon University with a Bachelor's degree in Computer Science. He is working towards a future in game design and/or game programming.

Seungsuk Cho graduated from the Catholic University of Korea with a Bachelor's degree in Computer Engineering. He's found that nothing is more interesting than developing an educational, transformational game.

Vivek Kotecha graduated from the Gujarat Technological University in India with a Bachelor's degree in Engineering. He wishes to become a gameplay programmer and perhaps one day, have his own studio.

Bing Liu graduated from Zhejiang University in China with a Bachelor's degree in Digital Media. She is interested in 3D modeling, animation, and script language programming.

Hannah (pronounced 'Hahn'-uh) Turner graduated from Goucher College in Maryland with a Bachelor of Arts degree in Studio Art, with a Minor in Art History. She is currently interested in concept and character art.

Yan "Rock" Zhang graduated from Nanyang Technological University in Singapore with a Master's degree in Digital Media Technology. His interests are game programming and design.

BRIEFING

This week we made initial contact with our client. They gave us a presentation in order to explain what our project goals should be, who our audience is, and their expectations of us. We have begun brainstorming multiple different interpretations and subsequent encapsulations of our project objective. We are looking at ways we can incorporate both the education and entertainment components that we believe are necessary for a successful end product. We are also discussing whether we want to create a game or an experience. We are taking into consideration all reported factors desired by our client and considering what delivery platform would optimal in terms of accessibility for end-users, as well as scope and development for us as designers.

CLOSING

We are all very excited to have the opportunity to contribute to such an important cause and discover new, innovative ways of cognitive therapy. The interactive nature of games and virtual worlds being used to extend cognitive treatments is a field of discovery that has only just begun to be investigated. We face a stimulating challenge of trying to aid in the positive transformation of players while maintaining the fun and allure that makes virtual worlds so enthralling for us as gamers and game designers. We look forward to working with our clients and the eventual players of our project; and we will be putting forth our best effort to make this a great experience for all!