



FMP | V02
06/19/2025

FMP Pitch Deck

MA Virtual Reality Final Project

Name of Project:
Final Project

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NARRATIVE/EXPERIMENTAL THEME

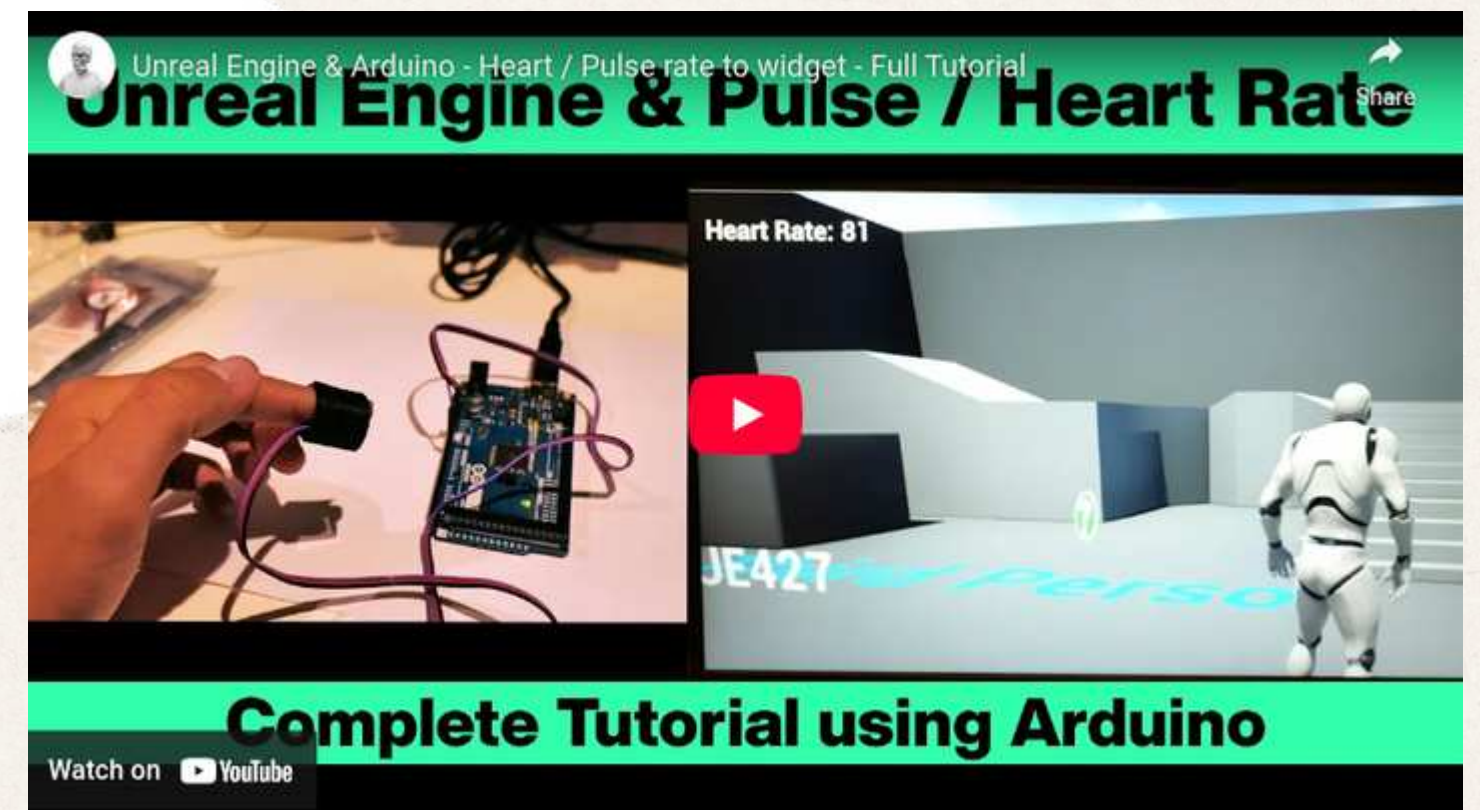
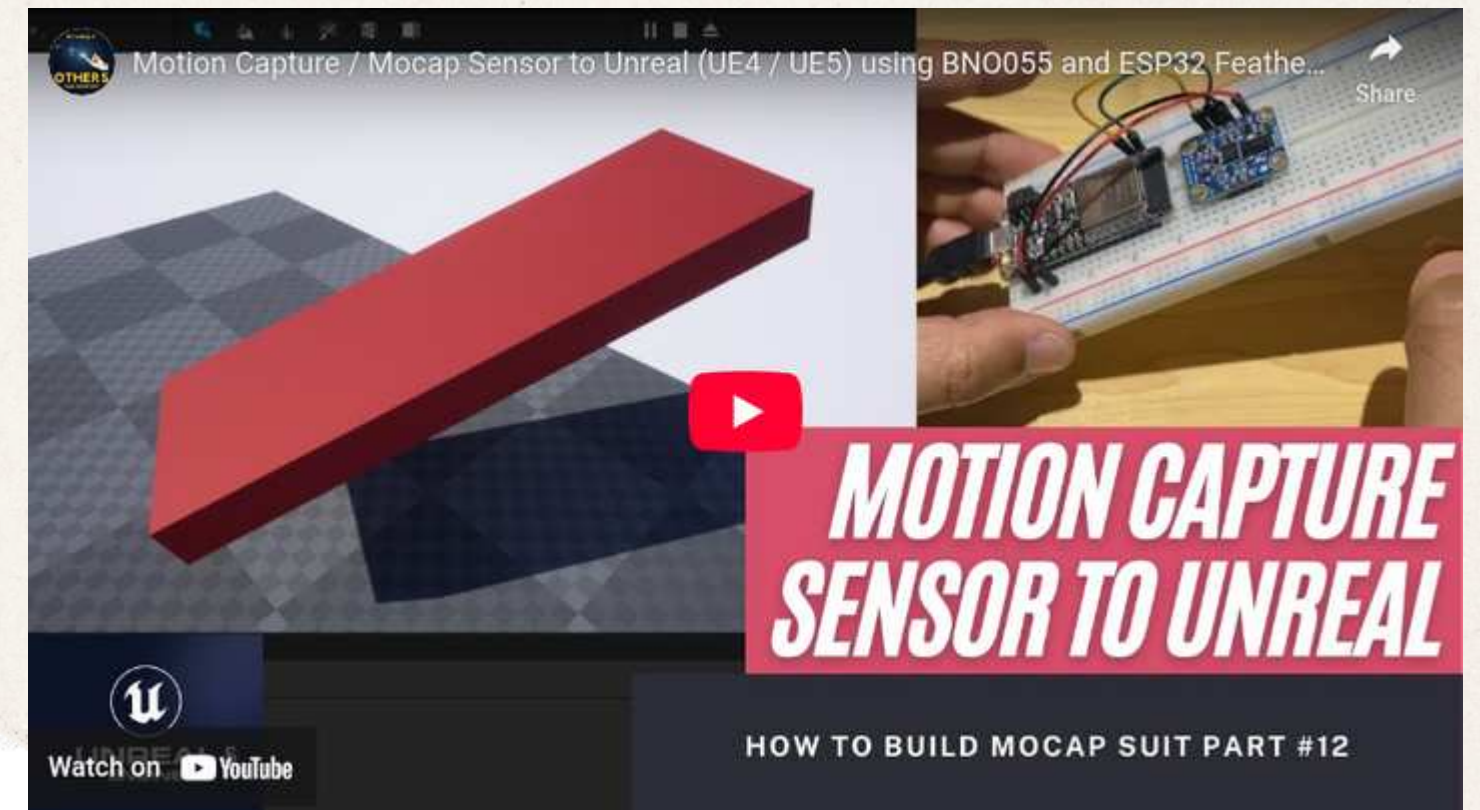
No.2 Politics and History

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TECHNICAL APPROACH

Origin of the Creative Idea

This project integrates Physical Computing with XR technology to develop a Narrative XR experience, allowing physical interactions in the real world to dynamically influence the progression of the story within the virtual environment.



Project Overview

This final project aims to integrate **Physical Computing** and **XR** technologies to create an interactive storytelling experience. Audience interactions in the real world will dynamically influence the narrative flow, resulting in multiple possible story paths.

By combining Physical Computing to design tangible, real-world interactions, the project aims to significantly enhance audience engagement. Meanwhile, XR technology will provide an immersive environment that deepens user involvement and emotional connection.

Physical Computing

Physical Computing allows real-world actions to affect digital systems. Through sensors and tangible interfaces, users can trigger narrative changes, increasing engagement and transforming passive viewers into active participants within interactive storytelling experiences.



XR (Extended Reality)

XR creates immersive environments using VR, AR, and MR. It surrounds users with interactive digital elements, enhancing emotional connection and enabling deeper narrative exploration through full sensory engagement in a virtual or hybrid world.

PROJECT VISION AND MISSION

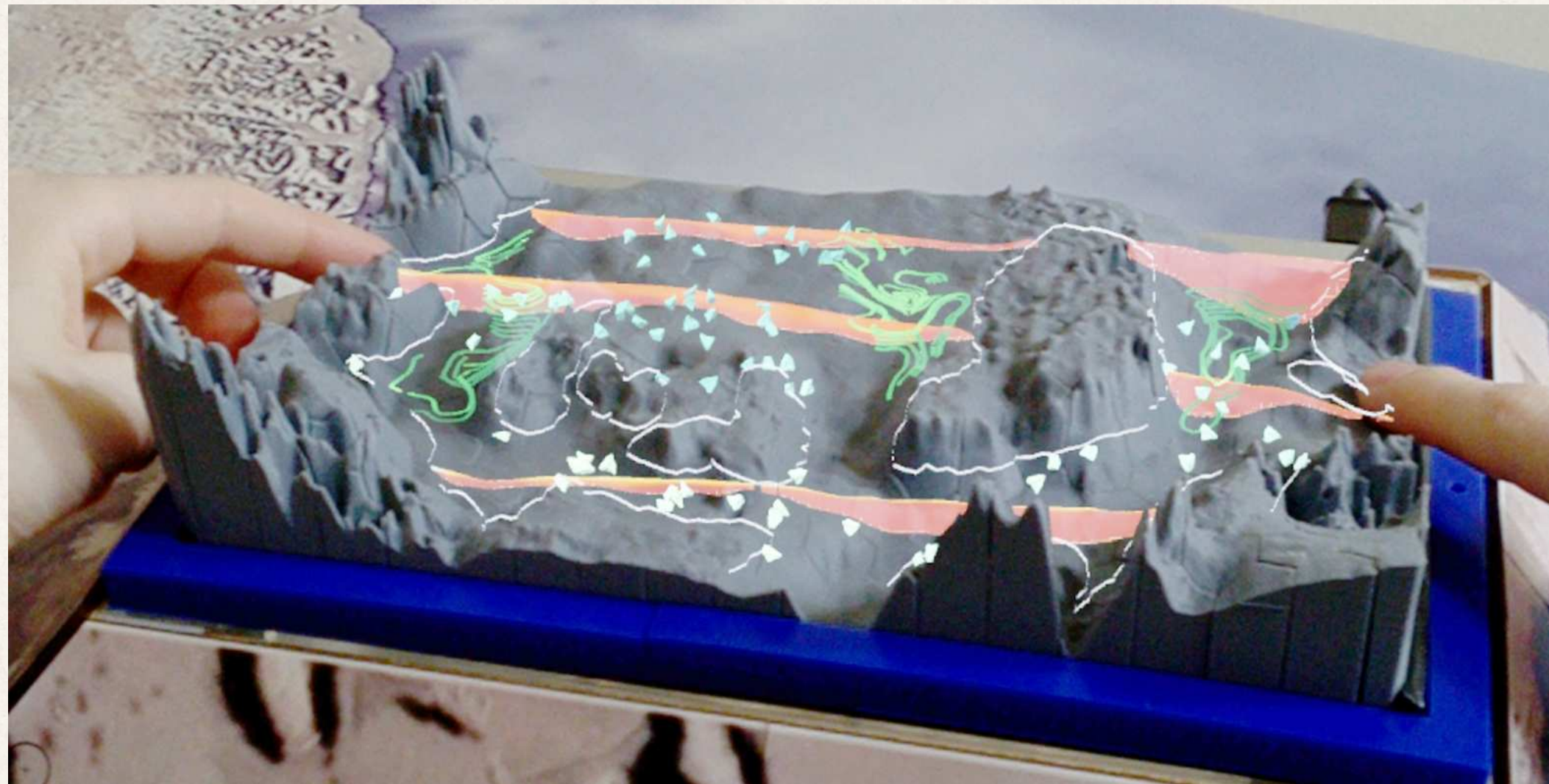
VISION

This project aims to break through the traditional framework of storytelling by blending the physical and virtual realms to create an immersive artistic experience. Within the space of extended reality (XR), the story is no longer a fixed, linear narrative but naturally flows with the audience's bodily movements and choices, awakening a resonance of the senses and emotions, transforming storytelling into a vivid, interactive feast.

MISSION

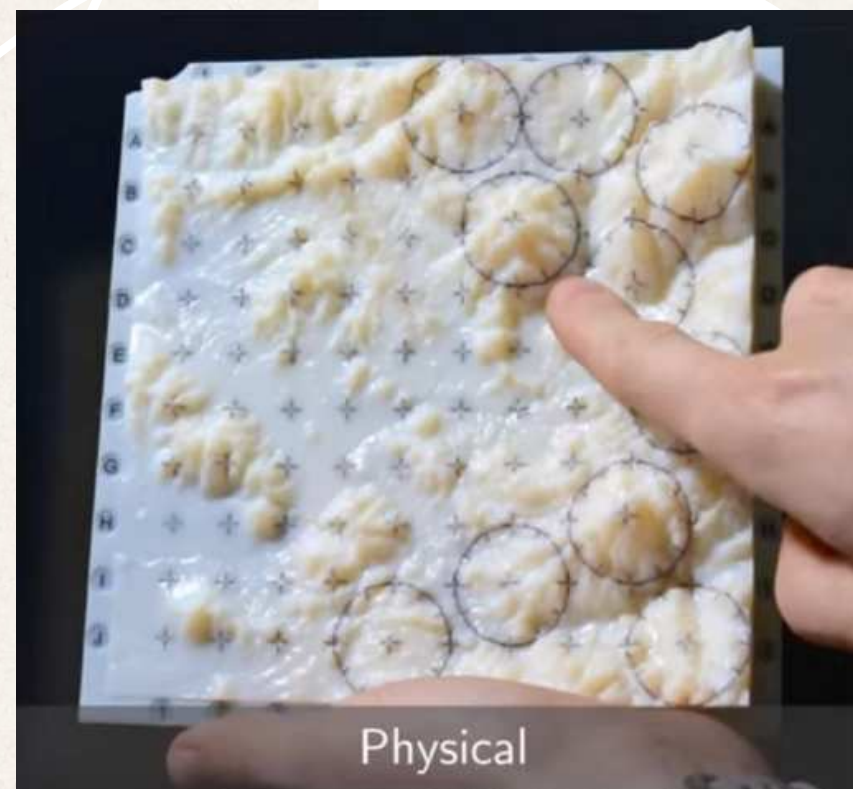
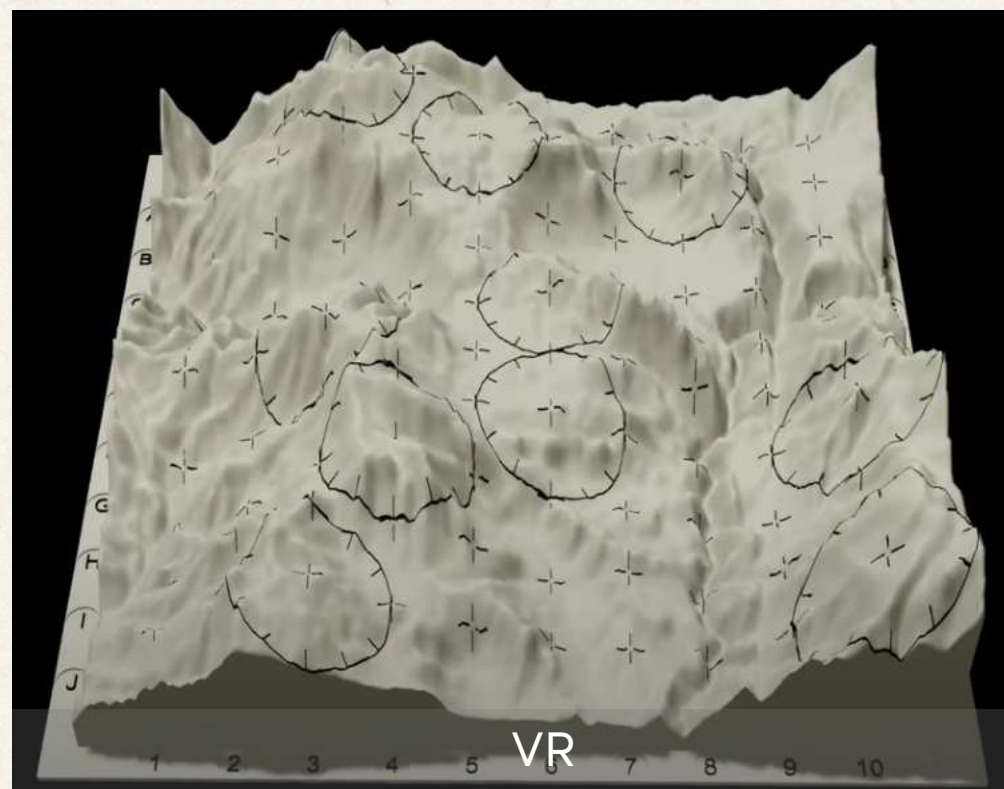
We are committed to developing an innovative artistic work that integrates physical computing and extended reality, creating an immersive experience through the fusion of physical and virtual domains. The audience ceases to be passive observers and becomes active participants. This work blurs the boundaries between reality and imagination, constructing a space between perception and imagination—an immersive narrative field that redefines the relationship among storytelling, interaction, and embodied experience.

REFERENCE



Touching The Ground: Evaluating the Effectiveness of Data Physicalizations for Spatial Data Analysis Tasks

REFERENCE



[Link](#)

Narrative/Experimental Theme

01.

Religion and Culture

A popular folk divination ritual –
Poe divination (**Bwa Bwei**)

02.

Politics and History

Taiwan's White Terror era

Religion and Culture

Story Outline

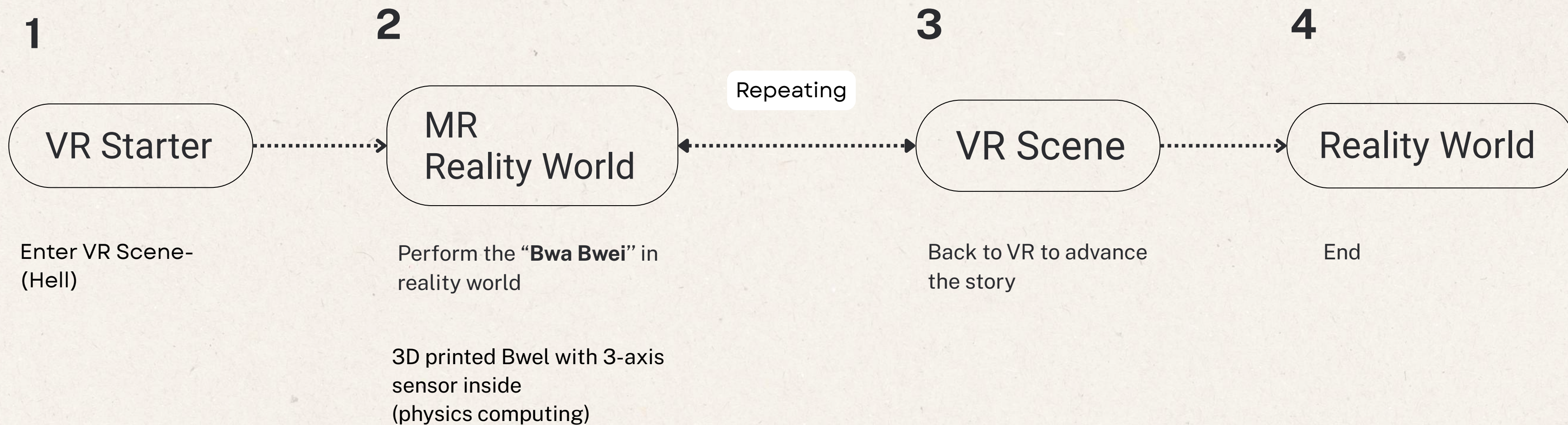
Through this project, players will deeply experience Taiwan's unique religious rituals.

The story is set in the underworld, where players undergo judgment by **Yanluo Wang**, reviewing and confronting their deeds during their lifetime. Players must perform the “**Bwa Bwei**” ritual—a lie detection process—during which King Yanluo will engage in different dialogues based on the player's reactions. These conversations will lead to multiple branching storylines, ultimately determining the player's fate—either hell or heaven.

However, the ending reveals that King Yanluo has mistaken the player for someone else, so the player eventually returns to the real world, concluding this fantastical journey of judgment.

- **Yanluo Wang:** Yanluo is the god of death and the ruler of Diyu(Hell)
- **Bwa Bwei (Poe divination):** Bwa bwei is a traditional Chinese divination method in which the diviner throws or drops two small wooden pieces on the floor and interprets the divine answer using the positions of the pieces. This method can be used to tell whether the future course of action the diviner is considering is recommended or not. The pieces, called poe (bwei) in Taiwanese.

STRUCTURE 01



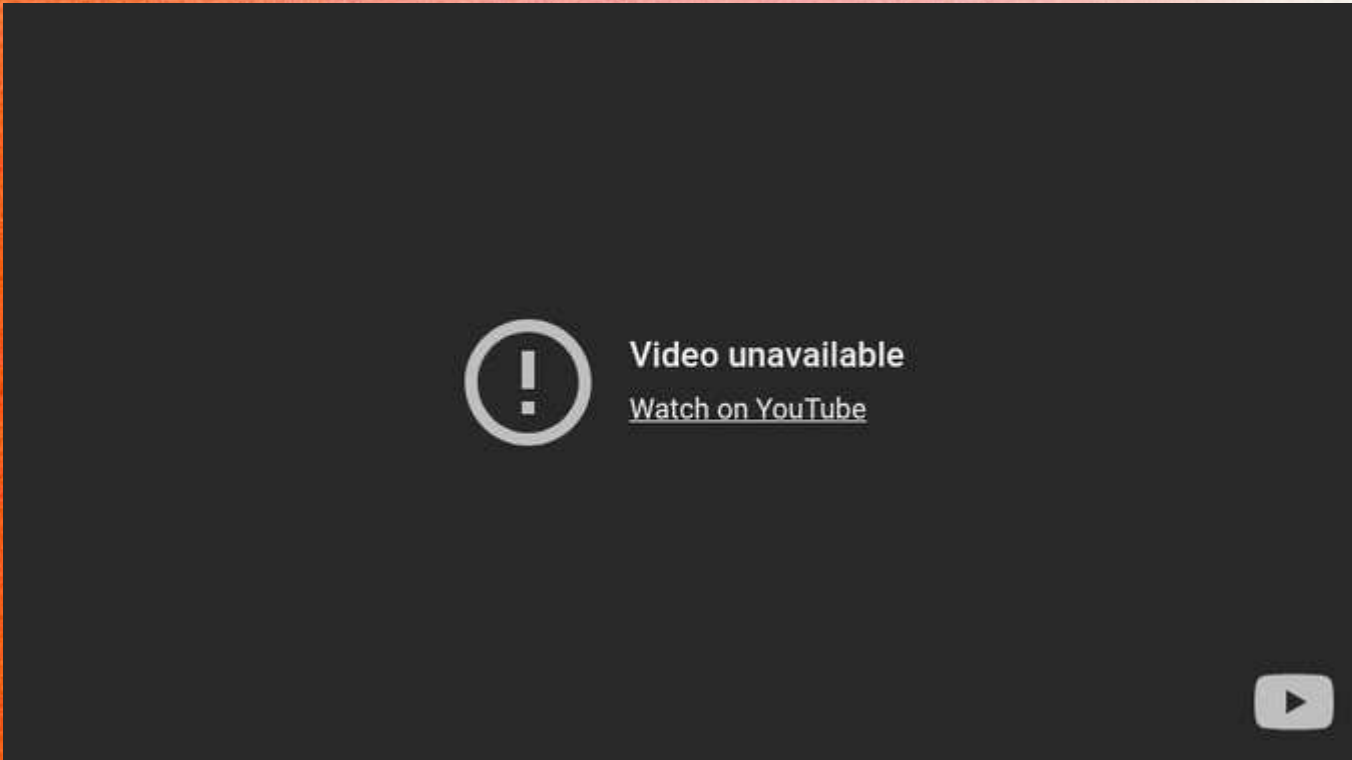
ART REFERENCE 01



Afterlife VR

Afterlife VR is a deeply immersive horror game. As Adam Bernhard, a young rookie police officer on a night patrol, you receive a call that will change your life forever. Uncover secrets hidden deep within the Black...

 steam / \$14.99



Devotion

Devotion is a first-person psychological horror video game that incorporates elements based on Taiwanese culture and folk religion.

Politics and History

Story Outline

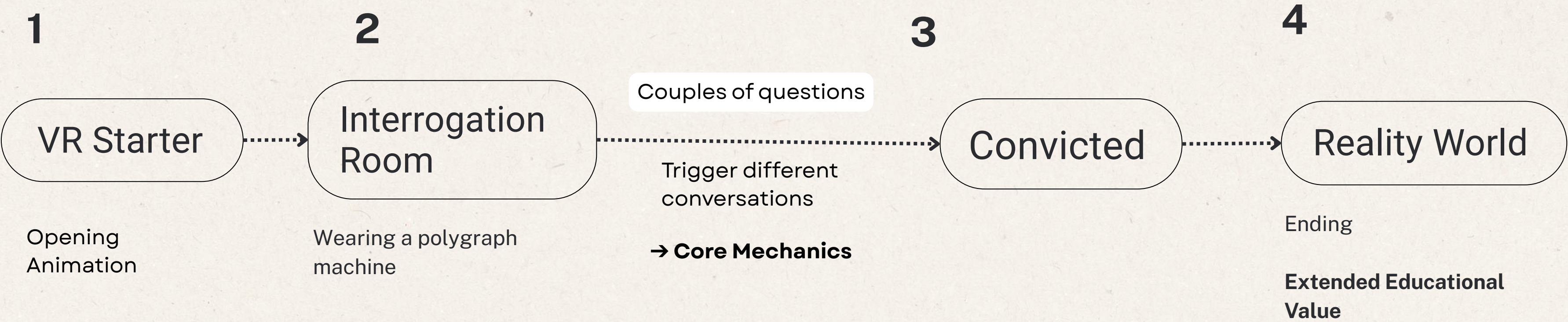
In the **1950s**, Taiwan was at the height of the **White Terror** era. You are an ordinary person who enjoys reading and critical thinking, occasionally exchanging political views with classmates. One day, after finishing a book at the school library, you are suddenly arrested by the police and taken to a cold, dimly lit interrogation room, furnished only with a table, chairs, and a polygraph machine.

In the interrogation room, a single lamp shines directly onto your face. Across from you sits an investigator from the **Ministry of National Defense's Investigation Bureau**. He begins asking you a series of questions.

Your hands are connected to a **polygraph machine**. Changes in your heart rate trigger different reactions from the agent. For example, if your heartbeat remains steady, the agent speaks calmly and pretends, “Tell the truth and we’ll let you go.” If your heart rate quickens, the agent becomes aggressive: “You’re nervous—what are you hiding? Are you a Communist Party spy?”

After several rounds of questioning—regardless of your responses or heart rate—you are ultimately found “guilty” and exiled to **Green Island**.

STRUCTURE 02



ART REFERENCE 02



The Man Who Couldn't Leave

The Man Who Couldn't Leave integrates the stories of numerous political victims of the White Terror. An immersive VR experience of hope, fear and camaraderie.



Bodyless

Bodyless is a virtual reality experience that depicts Taiwan during the martial law era.

TECHNICAL APPROACH

01

Meta Human

- Ultra-Realistic Human Characters
- Support for Animation and Mocap
- Seamless Integration with Unreal Engine

02

Arduino

- Integrates with Other Systems
- Expensive and Accessible

03

3D Printing

- 3D printed enclosure
- (Bwa Bwei/polygraph machine)