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The thing from the future

How Storytelling relates to User Experience

IxD 350 Storytelling
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Our “Arc” given words:

- Growth
- A decade
- Education
- Toy
- Respect

Growth

- Zak seeks growth through learning a foreign language. He is raised in a family. They value cultures that are not of their own. (Growth Mindset)
- Zak is an only child. His parents are concerned with his early childhood development, growing up as an only child. Zak does have friends outside the house. However, his parents want to give im a friend in the home.

Education

- Hybrid of online/ class experience
- He learns a foreign language through this (Ai friend). * augmented teaching experience*

Decade

- 2030
- Boise, Idaho
- Lives in the suburbs

Toy

- Ai Friend, named “AMARA”. This is an AI with a specialty in Education and language. Ultimately helps Zak learn Italian.

Respect

- Zak learns to respect other cultures through the process of learning a foreign language.

Perspective

- 8 year old boy Zak.
- Only child and busy parents
- Zak is attending 3rd Grade

Goals

- Overcome the language barrier
- Make new friends in Italy

Attitudes

- **Beginning:** Curious , Anxious, Nervous
- **Middle:** Frustrated
- **End:** Confident, Joyful,

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Characters

- Zak Freedmen
 - Single Child
 - Best friend name Tony
- Ai Toy
 - “Amara”
 - Educational Ai capable of teaching languages
 - Kind of like a super friendly duolingo on steroids.
- Adam and Katie Freedmen
 - His parents can't have any more children
 - Work professionals who travel constantly In Global economy
 - Enjoy other cultures and new places

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Context

- **Physical context:**
 - Time: 2030
 - Season: Fall
 - Location: Boise Idaho
 - Scale: Lives in the suburbs.
- **Emotional context:**
 - Zak is going to be frustrated with the learning process.
 - Mom / Dad united on moving but concerned about Zak
- **Sensory context:**
 - Looks: Simple shape Round Spheroid
 - Sounds: Friendly Voice, Calling Card
 - Smells: Like bubble
 - Taste: Like plastic
 - Tactile feels: Like a dense 3lb rubber ball
- **Historical context:**
 - Cultural: Global economy and jobs are international
 - Political: There is a new United Nations. A Nation's tallest and resources is shared with all parties.
 - Ethnographic:
 - American Boy
 - Italian Boy
- **Memory context:**
 - Personal: Parents memories of childhood travelling and learning experiences. Zak Limited experience due to young ages
 - Historical: His understanding is built off of what his parents have taught him. Their history is that families history.

Story Pyramid

Act 1

Zak lives in Boise Idaho in the year 2030. He is an only child of Adam and Katie Freedman. Two successful educators at Boise State University. Zak's parents have been offered, and have accepted a teaching position at the University of Milan in Italy. Soon! by next year Zak and his family will be living in Italy full time. Zac is afraid since he doesn't know how to speak italian. How will anyone ever want to be friends with him? If they cant speak about video games together!

Act 2

Adam and Katie recognize their son's fear about facing the language barrier. Being resourceful parents they turn to Ai. They introduce to him to "Amara" a language ai to help him learn Italian. Zak is apprehensive, but curious about Amara as he gets to know his new friend. At times he becomes frustrated at how difficult learning Italian is.

Act 3

With Aramas help Zak is able to overcome his language barrier. When the Year 2031 rolls around the family is ready to board the plane to Italy. On the plane Zak logs in Class connect to meet his new classmates. He says "**ciao il mio nome è zak**" he smiles. Ready to smoothly integrate into his new life in Italy.

How might our *Toy* look like?

- Growth
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- Respect

