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DTC 101

19 February 2013

Production Statement

I chose to produce a rendition of the environments possible in the popular computer game: the Sims. The core concept of the piece is to show that even though the characters are simple and have very limited depth to them, the interactions between player and character can be surprisingly emotionally stimulating. The game itself is virtually boundless when it comes to living out the lives of your computer animated “sims”. At first it seems tedious, telling a program what to do every minute of the day, but quickly the actions become routine as the player becomes familiar with the wants and needs of his or her characters. I created a man by the name of Walter Benjamin and played out his life as he made friends, received promotions at work, grew to love, marry and retire with a special someone and eventually watched as death knocked at his door. I captured moments of his life with screenshots on my computer and put them to the tune of “Empty Chairs at Empty Tables” from the musical Les Miserables. The photos themselves tell the story of a man’s life, but the words from the song give the video a whole new perspective. As sung by Michael Ball, the images now display a tormented, frail man saddened by the death of his friends and frustrated by his own life. Coupling these two elements, I learned that audio is a very powerful tool that can add an incredible amount of depth to any piece of electronic literature.