

Eyes on the Sky:

City Street Scene

ADV 378

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CHARACTERS

MORIBA JA	T-MOBILE SPOKESMAN
LENA JOHNSON	BABY
VENTURE CAPITALIST	MOTHER
MEDIA INFLUENCER	JOGGER
ECO-EMPATH	BUSINESS PEOPLE
PLAYFUL EXPLORER	

PROPS

SMARTPHONE
COMPASS
STYROFOAM CUP

SCENES :

- 1) Entering the Space
 - 2) Walking through Town
 - 3) Walking through Town (T-Mobile)
 - 4) Walking through Town (Phone Alert)
 - 5) Center of Town (Compass)
 - 6) Nearly Hit by Car
 - 7) Lena Gives Users a Choice
 - 8) CHOICE- User Picks Up Cup
 - 9) CHOICE- User Does Not Pick Up Cup
 - 10) Users meet Moriba- Users Picked Up Cup
 - 11) Users meet Moriba- Users Did Not Pick Up Cup
 - 12) Users Follow the Cup to the Ocean
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1) SCENE NAME: Entering the Space

Scene Desc.	<i>All users enter the dome with Lena and see a small town digitally built around starting from bottom to top.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson</i>
Props	<i>Phone, Compass</i>
Extensions	<i>All users enter the dome, possibly walk around.</i>
Transitions	<i>Lena opens the door and the group follows in.</i>
Shot / Visuals	<i>All users are entering the dome. They will see the world building around them.</i>
Parenthetical	<i>Users enter the dome and feel excitement as the experience is about to begin.</i>
Activated Action	<i>You enter the dome with Lena.</i>

Character Dialogue:

LENA: "Welcome to the simulation, feel free to explore and look around."

2) SCENE NAME: Walking through Town

Scene Desc.	<i>All Users have entered the dome with Lena and see a small town digitally built around them starting from bottom to top. After a phone notification pops up on Media Influencer's phone, all Users watch the video message from Moriba. Users begin to look around the town. In the background, there will be two people arguing about personal liberties inside a coffee shop, business people having a business lunch, Moriba's son riding a bike, a jogger, and a mother and baby inside a restaurant.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, Jogger, Mother and Baby, Group of Business people, Person 1 and Person 2 in coffee shop</i>
Props	<i>Phone, Compass</i>
Extensions	<i>All users will look around the dome. There will be background action from the city people.</i>
Transitions	<i>Small town digitally builds in the dome. Phone lights up and buzzes.</i>
Shot / Visuals	<i>Users see the town built around them (background city action). Users gathered together to watch Moriba's video message. Users walk around the dome (town).</i>
Parenthetical	<i>Users look around in curiosity and take in their busy surroundings.</i>
Activated Action	<i>Users watch Moriba's video message. Users walk around the dome and explore/see the townspeople.</i>

Character Dialogue:

Background City Action: Two people arguing about personal liberties inside a coffee shop

PERSON 1: "Muffled generic arguing"

PERSON 2: "Muffled generic arguing"

Walking through town (Cont.)

Background City Action: Jogger running

JOGGER: "Gosh darn it's been hot lately"

Background City Action: Mom and Baby inside a restaurant

MOM: "Peek a boo!"

BABY: "Googoo ga-ga"

Background City Action: Group of business people having a business lunch and working on business laptops.

BUSINESS PEOPLE: "Muffled business talk"

Video Message:

MORIBA VOICEOVER: "I'm still in my lab, so I'll be running a little late. Check out the town and when you're ready to meet up follow the compass to find me"

3) SCENE NAME: Walking through Town (T-Mobile)

Scene Desc.	<i>Users approach T-Mobile store advertising 5G phones, which seems out of place. When the users approach the store, an advertisement begins to play on a TV.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, T-Mobile Spokesman</i>
Props	<i>Phone, Compass</i>
Extensions	<i>Users watch the advertisement on the TV.</i>
Transitions	<i>The TV advertisement begins to play when a user gets close to it.</i>
Shot / Visuals	<i>Town and T-Mobile store in middle. The store looks out of place and is very noticeable.</i>
Parenthetical	<i>User begins to think about 5G.</i>
Activated Action	<i>TV advertisement gets Users attention.</i>

Character Dialogue:

T-MOBILE SPOKESPERSON:

"Our new 5G network is amazing! We can connect to your phone at amazing speeds anywhere in the world thanks to our network of satellites. Believe it or not we add sixty new satellites to our network every month."

4) INTERACTIVE SCENE NAME: Walking through Town (PHONE ALERT)

Scene Desc.	<i>Users are exploring town, and the Media Influencer gets a phone notification about the extreme weather.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, Jogger, Mother and Baby, Group of Business people, Person 1 and Person 2 in coffee shop</i>
Props	<i>Phone, Compass</i>
Extensions	<i>Smartphone buzzes, alerting the Media Influencer. Media Influencer will show the other users the phone alert.</i>
Transitions	<i>Media Influencer's phone buzzes, alerting them to look at the notification.</i>
Shot / Visuals	<i>All users have entered the dome, and they look at the phone alert.</i>
Activated Action	<i>Smartphone buzzes If the user clicks on the weather alert, it will bring up an article about warming global temperatures and the Kessler effect.</i>

Character Dialogue:

SMARTPHONE MESSAGE ALERT: "EMERGENCY ALERT: (insert real-time) EXTREME HEAT TEMPERATURES TODAY UNTIL (insert real-time that experience ends)"

5) SCENE NAME: Center of Town (COMPASS)

Scene Desc.	<i>Users are exploring town when the compass dial moves.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson</i>
Props	<i>Phone, Compass</i>
Extensions	<i>The compass dial begins to move, leading everyone to the center of town.</i>
Transitions	<i>Compass dial moves. Compass starts spinning in circles once at the center of town.</i>
Shot / Visuals	<i>Users are following the Playful Explorer with the compass towards the center of town.</i>
Parenthetical	<i>Users are wondering what is going on. They are curious about what's to happen next and where the compass is leading them to.</i>
Activated Action	<i>Compass dial spins, gaining the attention of the Playful Explorer, and directs users towards the center of town.</i>

Character Dialogue:

n/a

6) SCENE NAME: Nearly Hit by a Car

Scene Desc.	<i>Users are in the center of town, and users begin to hear screeching noises/sound of the car engine behind. A Brown Civic screeches to a halt behind users. Users see the car throw some trash in a nearby trash can. Driver misses the trash can.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, Driver in Brown Civic</i>
Props	<i>Styrofoam Cup with M.E Corp logo</i>
Extensions	<i>Users are in the center of town and were guided by compass in the scene prior.</i>
Transitions	<i>Car screeches behind the users.</i>
Shot / Visuals	<i>Users are surprised by the car charging towards them, and their attention is taken to the driver and the cup that is thrown outside the window.</i>
Parenthetical	<i>Users are taken aback and shocked by the car's noises.</i>
Activated Action	<i>The Users all turn towards the noise and watch the driver miss throwing the cup into the trash can.</i>

Character Dialogue:

n/a

Styrofoam Cup Detail: The cup has the same M.E. Corp logo as what is on the Venture Capitalists corporate credit card.

7) INTERACTIVE SCENE NAME: Lena Gives Users a Choice

Scene Desc.	<i>Users have seen the cup fall close to them, and Lena asks if anyone would like to grab the cup.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson</i>
Props	<i>Styrofoam Cup</i>
Extensions	<i>The Users are looking at the cup, and Lena asks a question with the intention that the user would make a decision to either pick up the cup or not.</i>
Transitions	<i>Cup is on the ground, and Lena asks a question.</i>
Shot / Visuals	<i>Town, Styrofoam Cup that has fallen close to storm drain.</i>
Parenthetical	<i>Users are now focused on the cup and are considering their decision to pick up/not.</i>
Activated Action	<i>Lena asks question and users have option to</i> 1) <i>Pick up the Cup</i> 2) <i>Not pick up the Cup</i>

Character Dialogue:

LENA: "That is a pretty gross looking cup, is someone going to pick it up?"

8) INTERACTIVE SCENE NAME: CHOICE- User Picks Up Cup

Scene Desc.	<i>Users have decided to pick up the cup. Denali appears from around the corner and approaches the user with a smile. Denali thanks User for placing the cup into the trash can.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, Denali</i>
Props	<i>Styrofoam Cup</i>
Extensions	<i>The User has walked to the trashcan and placed the cup inside.</i>
Transitions	<i>Denali appears around the corner from the trashcan and thanks them.</i>
Shot / Visuals	<i>Town, Styrofoam Cup, Denali appearing from corner</i>
Parenthetical	<i>Users feel proud that they have made this decision.</i>
Activated Action	<i>User has walked towards the trashcan and thrown away the cup.</i>

Character Dialogue:

DENALI: "Thanks for tossing that away man, my dad always says 'we only have one planet, so don't screw it up' "

9) INTERACTIVE SCENE NAME: CHOICE- User Does NOT Pick Up Cup

Scene Desc.	<i>Users have decided to not pick up the cup. The cup goes down the storm drain. Denali appears and pulls the cup out of the drain. Denali expresses his disappointment in the users for not throwing the cup away.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Lena Johnson, Denali</i>
Props	<i>Styrofoam Cup</i>
Extensions	<i>The Users have remained where they were standing and are facing Denali as he speaks to them.</i>
Transitions	<i>Denali appears around the corner from the trashcan and expresses his disappointment in the users.</i>
Shot / Visuals	<i>Town, Styrofoam Cup, Denali appearing from corner</i>
Parenthetical	<i>Users feel embarrassed for not making the decision to throw away the cup.</i>
Activated Action	<i>Users are facing Denali in embarrassment as he picks up the cup and speaks to them.</i>

Character Dialogue:

DENALI: "C'mon man, if you don't take care of these things, they could end up in the ocean or something!"

10) SCENE NAME: Users meet Moriba (User Picked Up Cup)

Scene Desc.	<i>Users are next to the drain where the cup went in. Moriba walks out from around the corner and tells Lena and Denali that he'll take it from here. Both Lena and Denali leave the dome. It begins to snow when Moriba speaks about his experience.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Moriba Ja, Denali, Lena Johnson</i>
Props	<i>Digital Cup</i>
Extensions	<i>Users are led to follow the cup per Moriba's instructions.</i>
Transitions	<i>Moriba walks out from around the corner. Lena and Denali leave the dome. It begins to snow when Moriba speaks. Moriba goes over to the trash can.</i>
Shot / Visuals	<i>Users meet Moriba next to the drain and watch Lena and Denali leave the dome. Users all focus on Moriba when he speaks. Users watch Moriba walk to the trash can.</i>
Parenthetical	<i>Users remain proud from throwing away the cup. Curious, the Users face Moriba and meet him for the first time.</i>
Activated Action	<i>Moriba says thank you for picking up the cup and talks about his spiritual experience. Moriba walks over to the trash can and picks out the cup, telling Users to follow the cup.</i>

Character Dialogue:

MORIBA: "Hi there, I see you met my son Denali. Denali, head home or else you're going to miss dinner." Lena, thanks for showing them the way, I'll take it from here."

MORIBA: "Thank you for picking up that cup. Denali and I are always having to pick up litter around here. Did you know that Denali is Alaskan native for

User Meets Moriba - User Picked up Cup (Cont.)

"great one?" The people around that region call themselves the Dena. Last time I was there, I brought my son so he could see his namesake. During the trip, I was out walking alone when I felt enveloped in a presence. This presence felt quite old, felt very ancient to me. As I felt enveloped like in a blanket, I saw in my mind's eye lots of scenes. Scenes throughout history of humans, struggling to keep themselves alive, throughout history, trying to figure out how to mine & exploit the ecosystem to our detriment. But I also saw some small groups of humans trying to strike a balance with nature and figure out how to not completely pilfer and pillage, rather understand how to manage and have respect for it. How to recognize that land is not something you own, but that land is something that you are a custodian of, that humans should be stewards of the environment, not owners."

MORIBA: "If you want to see what happens when we don't respect the environment just follow the cup."

11) SCENE NAME: Users meet Moriba (User Did NOT Pick Up Cup)

Scene Desc.	<i>Users are next to the drain where the cup went in. Moriba walks out from around the corner and tells Lena and Denali that he'll take it from here. Both Lena and Denali leave the dome. It begins to snow when Moriba speaks about his experience.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Moriba Ja, Denali, Lena Johnson</i>
Props	<i>Digital Cup</i>
Extensions	<i>Users are led to follow the cup per Moriba's instructions.</i>
Transitions	<i>Moriba walks out from around the corner. Lena and Denali leave the dome. It begins to snow when Moriba speaks. Moriba goes over to the trash can.</i>
Shot / Visuals	<i>Users meet Moriba next to the drain and watch Lena and Denali leave the dome. Users all focus on Moriba when he speaks. Users watch Moriba walk to the trash can.</i>
Parenthetical	<i>Users are still embarrassed from not throwing away the cup. Curious, the Users face Moriba and meet him for the first time.</i>
Activated Action	<i>Moriba says he saw what happened with the cup and talks about his spiritual experience. Moriba walks over to the trash can and picks out the cup, telling Users to follow the cup.</i>

Character Dialogue:

MORIBA: "Hi there, I see you met my son Denali. Denali, head home or else you're going to miss dinner." Lena, thanks for showing them the way, I'll take it from here."

MORIBA: I saw what happened with the cup. Denali cares about the Earth as much as I do. Did you know that Denali is Alaskan native for "great one?" The

User Meets Moriba - User Did Not Pick up Cup (Cont.)

people around that region call themselves the Dena. Last time I was there, I brought my son so he could see his namesake. During the trip, I was out

walking alone when I felt enveloped in a presence. This presence felt quite old, felt very ancient to me. As I felt enveloped like in a blanket, I saw in my mind's eye lots of scenes. Scenes throughout history of humans, struggling to keep themselves alive, throughout history, trying to figure out how to mine & exploit the ecosystem to our detriment. But I also saw some small groups of humans trying to strike a balance with nature and figure out how to not completely pilfer and pillage, rather understand how to manage and have respect for it. How to recognize that land is not something you own, but that land is something that you are a custodian of, that humans should be stewards of the environment, not owners."

MORIBA: "If you want to see what happens when we don't respect the environment just follow the cup."

12) SCENE NAME: Users Follow the Cup to the Ocean

Scene Desc.	<i>The cup turns into pellets which leave Moriba's hand and swirl into the air. The pellets cover the air and when they dissipate you can see that you're standing in the Western Pacific Garbage Patch.</i>
Users	<i>Venture Capitalist, Media Influencer, Eco-Empath, Playful Explorer</i>
Characters	<i>Moriba Ja</i>
Props	<i>Digital Cup</i>
Extensions	<i>The cup dissipates and the Users are at the Western Pacific Garbage Patch.</i>
Transitions	<i>The cup turns into pellets and swirls in the air. The Users are left standing in the Western Pacific Garbage Patch.</i>
Shot / Visuals	<i>Users look upwards as the cup swirls in the air and then look around as the dome transforms into the Western Pacific Garbage Patch.</i>
Parenthetical	<i>Users are fascinated by the cup dissipating in the air and are surprised when they end up at the Western Pacific Garbage Patch.</i>
Activated Action	<i>The cup leaves Moriba's hand and into the air to turn into swirling pellets. The dome changes from City Street to the Ocean.</i>