Honors 177

MIDTERM

Title:

USB DNA Drive: The New Age of Virtual Humans

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ABSTRACT

With this new innovative way to create a personal profile using a USB DNA interface device, gamers will have the ability to submerge themselves into an interactive and dynamic environment. These users will have the chance to experience the game as if they (literally) are playing in it and have the opportunity to interact on a more personal level with other users throughout the internet. The intent of this project is to give people a chance to experience first hand how any video game could be as well as to remove the social barrier caused by the internet with the creation of a new personal medium of interaction with all of its users.

CONCEPT / TOPIC

I am interested in making online/internet game play a more interactive and personal experience. Art is a discipline that can be morphed with biotechnology to create the means by which to accomplish this. Video games, more-so online games, are a relatively new development in our times and have already made a huge impact on the next generation of kids/adults alike. Nowadays the developing youth are hooked on games like Warcraft, Halo 3, and many other online multiplayer RPG's and Shooters. These gamers use online play to escape reality into a world that is completely fictional. So I say, why not add a little bit of your own flavor to the mix? What can be more enticing or entertaining then creating a virtual image of yourself and participating as an active character in these games?

CONTEXT & PRECEDENTS

Video gaming has become a very widespread and popular market throughout the world. Kids and Adults both spend countless hours glued to the TV and computer, trying to satisfy their insatiable need to play. The problem with this is that the gamers never really get a chance to interact with other players more personally. Essentially, the market has been built with the idea that the gamer is formed around gameplay, not the other way around.

Gamers tend to exclude themselves from society and withdraw into these fictional worlds. Professionals have tried to figure out solutions to these problems (taking up more outdoor activities or joining clubs), but they have never really tried to alter the game to better suit the player. The goal is to take all those gamers who are addicted to the game and place them into an environment that's better suited to their personal attributes and more centered around social interactions.

PROJECT PROPOSAL
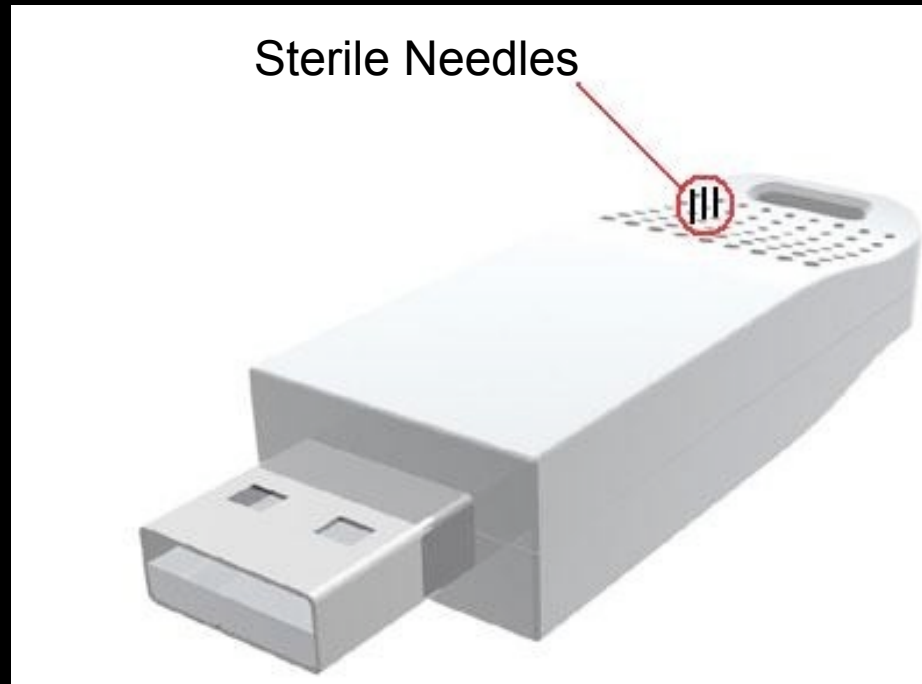
Sterile Needles

A USB DNA Drive that contains an automatically syncing software, which when plugged into the computer, reveals 3 needles at the other end. The USB drive looks simple enough, but it has a built in sterilizing tool (which keeps the needles sterile) and a DNA/Internet interfacing mechanism that allows users to load their unique genetic sequence into any online video game. This device come standard with each game and only requires a small blood sample to recreate the individual. Once the information is input, the device then decodes the DNA, builds a virtual copy of the individual, and uploads it to the video game of the users choice.

Project Proposal (cont.)

Next, the gamer is faced with several choices: First of all the gamer may choose to use their own biological specifications. Meaning that the virtual copy may look like the individual, but may have fictional vital specifications. For instance, if the gamer is playing a first-person shooter, they may choose to use generic character attributes like stamina because their own might not suffice in the game. While for other gamers, it may be worthwhile to use their own stats because they have better qualifications then the ones created for the generic characters in the game (i.e. they could run faster). Secondly, the gamer may choose which view they may want to play in. A first-person view would give the gamer a more realistic standpoint in the game; as if looking through one's own eyes during gameplay.

Project Proposal (cont.)

While a third person view, would give the gamer the idea of "self-control," which in retrospect might be a bit creepy. Finally, the gamer is faced with the choice of playing with other friends who have created their own profiles and interacting in a more realistic environment. It's as if the gamer is playing an imaginary game in a world filled with real variety and real people.

Conclusion

Online Gaming is a relatively new kind of interactive mechanism that unites people throughout the world using a common medium; the internet. Some people might choose to play all the time and avoid any real interactions in the world. While others just want to escape reality to try something different for a change. The USB DNA drive bypasses the bad parts and gives users a chance to play as their own selves in a game. They no longer need to withdraw from society because society is brought to them because they can essentially upload themselves and interact/play with friends all across the world. The USB DNA drive also opens up the possibility of more realistic gameplay. This makes the experience that much more enjoyable for the gamers and also gives them the opportunity to take part in forming a new type of culture; virtual ones.

In the future, this device may be the pioneer hardware that sets off a new trend of simulation equipment that might encourage more realistic gameplay development. This could possibly lead to the creation of a 3-d virtual reality gameworld that might provide in-depth perceptual gameplay for all those looking to enhance their experiences.

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