

Love Letter to an Archived Element

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what started my addiction to the internet

What really started my internet addiction was through my love for **customization** within gaming.

- The notion of being able to customize something to our own degree or our own ideals was fun for me-- you are essentially creating something of your own; catered to your own will.
- Which a lot of games are like- user interface they have the option of customizing characters or objects fitting for their needs.

Just the idea of customization plays such an important role within society. Mass customization can be seen as the future of consumer products from a business stand point.

customization

-over-arching idea is the concept of customization; the notion of modifying something to suit a particular individual or a task was what I found fun in this type of task.

-being able to create your own world kind of like the sims; you are in control.

Concept Ideas

Concept #1: Dress up game



Dress up games played a big role in my childhood. It's a timeless way of playing dress up and with the technological advancements of the internet, we are able to click and drag images onto the screen fitting to dress our coded dolls. Same application for makeup, beauty in general.

-influence of trends and pop culture

From paper dolls -----> online dress up doll games

Influences: Barbie, Avatar Star girl Sue, dollz

Websites: http://www.starsue.net/game/Avata_Star_Sue.html

<http://www.agame.com/game/make-up-artist>

http://www.disney--games.com/brandy_style_diva_209.html



Concept #2: “Burger Builder” type games

Almost like simon says; a game that took a lot of my time were games that involve replication and critical and quick thinking.

-influences of fast food industry

-technically fast working ethics/skill

-memorization; quick thinking

Influences: Diner Dash, Cooking Mama, Burger Builder

Websites: <http://disneychannel.disney.com/games>

<http://www.games2girls.com/p/dinerdash>

<http://www.gamesgames.com/game/the-great-burger-builder>



Concept #3: drawing games

Using online media as a platform for creating drawing games. The simple act of replicating an image to look like a specific being will be the purpose of the game.

-Influence of pop culture by incorporating particular fun visuals

-humorous; light hearted and not a competitive game

Influences: Draw Something, Let's Draw Pokemon in 45 Seconds

Websites: <http://pokedraw.net/>

<https://www.facebook.com/playdrawsomething/>

