

## ***::: what does it take to make a choice :::***

You are going to experience an interactive event about the values of The Love Dream, evolving through film, tv, radio, chat, web cam, e-mail, telephone, sms etc.

A woman, sincerely looking for true love becomes a victim of Internet scam from Nigeria at a dating site. She decides to figure out who is really behind this and cultivates the contact with her scammer, whom she even proposes to develop a movie out of the whole event.

Using all kind of communication means a storyline evolves: 'their story', containing weird twists and turns, like in a game.

The question appears for the outside world: What is true, what is not true?

### **The event and following ups**

This event expresses several approaches towards universal values like **love** and **truth**. Different media are applied to express the actuality of these subjects in nowadays lives. For instance romance (**love**) does not exist only through film, books or letters anymore but is expressed through a broad spectrum of media these days. And **truth** only appears to be more relative since we are aware of the growth of (virtual) space and the possibilities to (re)act globally by the use of a bunch of communication means.

### **Media and genre(s)**

The progress of the event has to be regarded as a growing model, meaning that, while whole and detail being roughly outlined, improvisation (or better expressed: 'real time life' in the game?) at some particular moment will make the detail more specific as acting, recording and reacting proceed. This flexibility is an essential part in the style of this production.

**Webcam, weblog/website, mobile/telephone/sms, film, video** (clips), **tv, radio, information boards/panels** will be the means to have the story evolving and expanding.

The **ARG** -Alternate Reality Game- is held as an example for inspiration (-This Is Not A Game: A Guide to Alternate Reality Gaming- by Dave Szulborski), as the event contains characteristics of this genre. Beside that the **documentary**- and **fiction**-genre will be applied; filmed parts representing reality will not only trigger users but also be there to explain (for instance clips shown through the internet); the fiction-genre will be used to express The Dream of Love to the utmost and is the basic context (wallpaper) of all appearing events; one might meet a clip in the street on a billboard, through a broadcast or stored at YouTube etc.

### **Users and players**

The event will be experienced by all kind of people in society (min. age = 12 years), and as it relates very much to reality, i.e. global cause and consequences, educational value can not be neglected meaning that mentors might get into the position to clarifying issues concerning related themes (social geography).

The number of participation will, in the first phase, be linked to the kick off. The kick off can happen at different 'stages': a film showing the initiating events (...what happened in advance?), additional information being spread through a web log/website, telephone messages left at answering machines, sms sent, information added to wikipedia about truth and identities ... ; users get involved as they read or receive messages about an action or task to be fulfilled (this even could be something like delivering a – social-service or task). While getting involved questions appearing on the row will expand the storyline and attract more people into the event; while reading and acting users are made participants. Users even might become 'registered' players depending on their knowledge, skills and participation in the process. A basic crew of players will set off.

### **Platforms**

- **Internet**: presentation of the initiating movie/clip; spreading additional information (weblog/website, webcam, e-mail).
- **Tv**: besides the internet the tv gives the opportunity to show parts of the product in the living room, advertisement
- **Telecom / mobile phone**: can be received anywhere (mainly city areas, as well in Europe as in Africa), also sms
- **Radio**: living room, car
- **Public (viewing) places** like **cinema, museum, library**: presentation of the initiating movie/clip; the spreading of additional information.
- **Schools, public waiting areas**: showing video of the initiating movie; spreading additional information; explanation of situations or events.

## ::: *what does it take to make a choice* ::: **Storyline & proceedings**:::

To have this process running six perspectives will be expressed; they are framed down here. These perspectives exist by different media and means of communication. Some of them will appear in film, video or tv and can be seen as introductions to the parts that are going to be expressed by means of communication. Filmed parts like **Perspective1**, parts of **Perspective2**, **Perspective3**, **Perspective4** and **Perspective6** have triggering content (to be more detailed during further development).

For instance: a user is watching the film on **Perspective1**; triggered by a question put in the film and additional information at a website, tv and/or telephone (sms) (s)he will become part of this experience while fulfilling the task (see the concept of an ARG = Alternate Reality Game). Parts of **Perspective2**, **Perspective3**, **Perspective4** and **Perspective6** contain information that interfere into this fulfilling more detailed. In other words: while watching the initial information according **Perspective1**, parts of **Perspective2**, **Perspective3**, **Perspective4** or **Perspective6**, mess about by leaving information through significant communication means, pointing at another filmfragment, etc. Reactions and feedback will be like a chain appearing in different forms and channels.

A maximum of 10-15 selected people will play a planned role in this product, some of them will be 'behind the curtains', two characters at least have a major role and are clearly visible to the outside world - film to start with; during the story they are approachable for users through selected communication means.

### **Perspective1 - The Dream of Love** (media suggestions: film, video, tv; 'the wallpaper of the project')

**Characteristics:** atmospheric entity, source of creation/space for creation, a pink world - a thin light blue atmosphere promising..., the ultimate dream of being universal and the actual values of Love, Hope and Faith.

**Specifics:** roses, love letters, the dream of a friend, guiding angel (**Perspective2 – I-person1 – Woman**).

*'Time may take us apart, that's true, but I will always be there for you. You're in my heart; you'll be in my dreams, no matter the miles between. Up in the skies, I look very carefully to see your face. I just want to tell you that looking at the stars makes me think of you.'*

*'All I want to hear is your sweet voice, and to tell you that whatever we have, whatever it brings, is okay. If we do click, then we will begin the most amazing ride of our lives. Either way, we win. So why forfeit when you're a sure winner? Give us a chance. Please call me. (**Perspective3 – I-person2 – Man**)'*

(source of inspiration: The age of Spiritual Machines by Ray Kurzweil [Hhttp://www.amazon.com/Age-Spiritual-Machines-Computers-Intelligence/dp/0140282025H](http://www.amazon.com/Age-Spiritual-Machines-Computers-Intelligence/dp/0140282025H) [Hhttp://www.kurzweilai.net/index.html?flash=1H](http://www.kurzweilai.net/index.html?flash=1H) )

### **Perspective2 – I-person1 – Woman** (media suggestions: film, video, tv, chat, telephone, sms, weblog)

**Characteristics:** strong belief in Love and Faith, searching, aware, empathic, takes some risks, has a big imagination, sensitive.

**Location and surroundings:** behind the computer at different places: at home, at work, in studio.

We see a woman, sitting behind the computer. Through dating sites she is looking for contacts, hoping to find true love. On a summer night she has a lively chat with an American man. A digital romance evolves (**Perspective1 – The Dream of Love**) and pictures are exchanged. She experiences a good looking white male on the pictures He works as freelancer for development organisations like UNICEF. Next morning he will travel again to fulfill a job somewhere in Africa ... when arrived, he leaves a few offline messages in the chat window ... after that her messages were not answered anymore.

One morning, about two months later, the yahoo-buzzer draws her attention. It takes a while before she remembers the ID calling. He begs her not to leave but to read what had happened to him. The story of his mishaps unfolds step by step; he has been taken hostage in Nigeria and transported unconsciously to the private hospital of Dr.K.Edwards in Calabar; totally robbed and while being unconscious he also detained malaria. The doctor is taking care of him personally. She understands the situation he is in and even considers his memory concerning lacks and imperfections as he was unconscious for some time. He asks for help and mental support as she is the only one he trusts at this very moment.

She borrows him money to get his papers back and to get his life back on the track. While consulting Dr.Edwards more money seemed to be needed when an appendix operation appears to be necessary. After the operation he is having his agency sending a check to her address to cover all the costs so far. The cheque turns out to be false.

In the meanwhile inquiries at several embassies provide warnings on Nigerian scam showing similar stories and events (**Perspective4 – Advisors**). She decides to figure out what is behind all this, besides cultivating the communication she also shares her plans on making a movie out of this whole event...

**Perspective3 – I-person2 – Man** (media suggestions: film, video, tv, chat, telephone, sms, weblog)

**Characteristics:** changes of identities, but always the same voice... 'The Voice'

**Location and surroundings:** Africa – on the street – a small hollow space attached to the noisy outside world, a small room in Calabar/Lagos (Nigeria)

**ID1** – A white American, Dave Smith, is a profound average God serving man. By mail he expresses his advances to the woman; a lively chat follows filled with passion and promises. He ends the chat session telling he is going to travel to Africa for a new assignment; he is going to meet his agent for the last update.

After his arrival he leaves some offline messages on the chat ... silence follows for a long time ... then, very much in trouble, he contacts the woman again; he only wants to share the essentials on what has happened to him as trauma is playing its part: being attacked in Nigeria, he ended up in the private hospital of Dr. Kris Edwards totally empty pocketed and ill (internal injuries and malaria). Despite the total care of Dr. Edwards he only trusts the woman; she is his guiding angel, his reason for living which he emphasizes in his love letters; in the telephone contacts often panic is expressed continuing asking her for help. He seems to have enough money and he foresees a golden future for the two of them as a couple. To realize this dream (**Perspective1 – The Dream of Love**) he is asking her to claim an inheritance for him being in trouble with his uncle about this issue. To start with he would like to give her a car as a Christmas present... having contact with his attorney on the inheritance issues, papers are being prepared...

**ID2** – Dave Smith, afro-american, puts an end to the communication with the woman after she has sent a notification to the editor of the OkCupid-site about the changes in the profile ID 'Dave Smith': the turning of a white american native into a black american native and the change of profession.

**ID3** - The Nigerian, KK, is not clearly expressing what his daily life and profession are about, he started to exist after the woman kept on interrogating the trueness of the Dave Smith-profile: he proclaims to have altered his life just as he wishes to show his true self. 'Dave Smith was an old friend during his study and Dr. Kris Edwards and his brother just had a bad influence on his actions and behaviour; he wishes not to be in contact with them anymore' is one of his claims (**Perspective5 – Unexpected actors**). Everything he is telling now is very much true and games are not played anymore. He maintains the contact with the woman by mail and telephone and is occasionally using a webcam to prove his realness. The contact with KK still exists and he is updated on the proceedings.

**Perspective4 – Advisors** (media suggestions: tv, site, e-mail)

**Characteristics:** advising persons and organisations (mother, brother, daughter, friends, colleagues, embassy, police)

**Location and specifics:** partly expressed through media: sound (voice-over), e-mail, partly by persons expressing

*'We can often help American citizens who have been the victims of crime or accident. Have the person come to the Consulate any weekday, or call the American Citizen Services direct line at 01.261.1414, and we will do everything we can to help* (**Perspective3 – I-person2 – Man**).

*Unfortunately, the situation you describe is one we have heard many times here at the consulate in Lagos. It is possible that it is one of the many e-mail scams originating from Nigeria (The Advanced Fee Fraud or the 419 Fraud). There are many such scams involving someone in Nigeria who is in some sort of trouble, ranging from detention to extortion or hospitalization. Inevitably, the sender is making an appeal for money. If this is someone you have not met personally, we urge you not to continue corresponding with whoever sent the message. '*

*For more information on Nigerian e-mail scams, please see the webpage:*

*<http://www.latimes.com/news/printedition/la-fg-scammers20oct20,0,746621.full.story>*

*<http://business.scotsman.com/topics.cfm?tid=946&id=2168172005>*

*If you have any further questions, please do not hesitate to contact us any time. Correspondence Unit United States Consulate General Lagos, Nigeria.*

**Perspective5 - Unexpected Actors** (media suggestions: tv, chat, telephone, , e-mail)

**Characteristics:** persons without really recognizeable faces just popping up unexpectedly in the whole according to the mechanism of avatars in a game.

**Location and specifics:** A doctor, the brother of the doctor, head of the hospital, the attorney, the brother of the Nigerian, the sister of the Nigerian, in their according habitat (**Perspective3 – I-person2 – Man** – Man).

Often appearing when issues are getting too complex in this process and cannot be solved easily by the present visual individuals

**Perspective6 – Reality** (media suggestions: film, video, tv, site)

**Characteristics:** daily reality, poverty against the incidental manifestations of large wealth

**Location and specifics:** Nigeria, slums, sitting behind the computer against the chaos of the crowded African Society (**Perspective3 – I-person2 – Man**).

Actual and universal global issues are questioned in the process (educational value will be considered):

- What is the meaning in the world of global actions like 'scamming', when we are talking about cultural differences, historical inheritance, and oppression by the power of money and knowledge, AIDS?  
On what is the attitude of 'scamming' based?  
Why are people attending to these kinds of practices?
- Differences and Unity (**Perspective1 – The Dream of Love**):  
Doesn't anybody want the same in the end?  
Is not everybody entitled to it?

**Emoticons – symbols used in the communication:**

>:D<	(embracing)	☎	(telephone; 0x29)
:-*	(kiss)	☺	(chat)
@};-	(rose)	blog	(blog)
@	(e-mail)	sms	(sms)
		⦿	(webcam)

