

The image features a central, blue-tinted illustration of a hand holding a globe. The hand is rendered in a stylized, almost crystalline or metallic manner, with sharp, angular fingers. The globe is positioned in the palm, and a horizontal line of light or a shadow is visible across its center. The background is a dark, textured blue. Overlaid on this scene is the title 'METAMORPHOSES' in a white, sans-serif font, centered horizontally in the upper half of the image.

METAMORPHOSES

A GAME BASED ON
OVID'S WORK



- **Outline:**
 - **Ovid's Metamorphosis**
 - **Game Idea**
 - **Avatars and episodes**
 - **Game simulation**
 - **Avatar selection**
 - **Interface**
 - **Apollo's tasks and 4 interface functions**
 - **Short simulation of verbal exchange**
 - **Conclusion**



- *Metamorphoses*

- Ovid's *Metamorphoses* is a collection of stories from ancient Roman mythology where characters have morphed into different beings
- Gods, goddesses and nymphs are responsible for these abnormal changes
- Stories are in chronological order
- Individual gods and goddesses are involved in several disconnected episodes



- **Game Idea**

- **Avatar:** god/goddess
- **Object:** explore worlds, pick up clues, and interact with other characters to perform tasks (morphing a person into something else); overall goal is to perform all tasks in all stories/episodes
- **Nonlinear aspect:** each god/goddess has tasks to perform, but they are not dependent on each other, therefore they may be performed in any order
- After you have completed tasks for given god, you take on identity of another god and continue playing
- Sequence of episodes is connected to previous character played, but is not predetermined -> multiple/parallel narratives



- Avatar choices and correlating stories:

Apollo	Jove	Hermes	Minerva	Juno	Diana
Daphne	Rape of Europa	Baucis & Philemon	Arachne	Arachne	Meleager
King Midas	Labrinth	Perseus	Daedalus & Icarus	Helen of Troy	Orion
Troy	Apotheosis of Hercules	Rape of Europa	Simonedes	Narcissus	Cyncus
Queen Niobe	Baucis & Philemon			Pygmalion	Actaeon
The Python	Perseus			Adonis	
Hyacinth	Pegasus & Chaemara			Psyche	

Avatar selection

START JOURNEY

OPTIONS



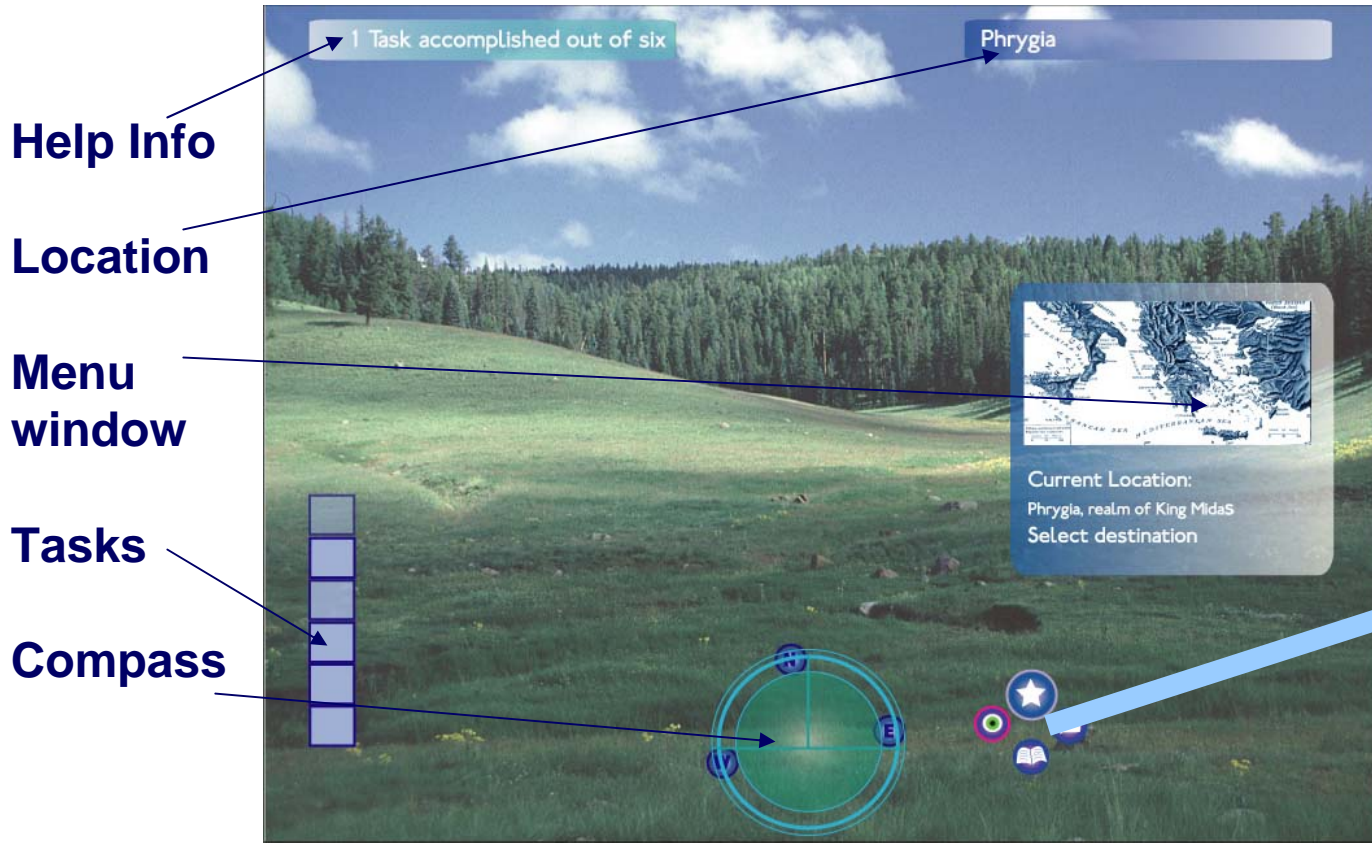
SELECT YOUR CHARACTER:



Son of Jove and Leto -- god of prophecy, the arts, especially music, and archery.



Interface



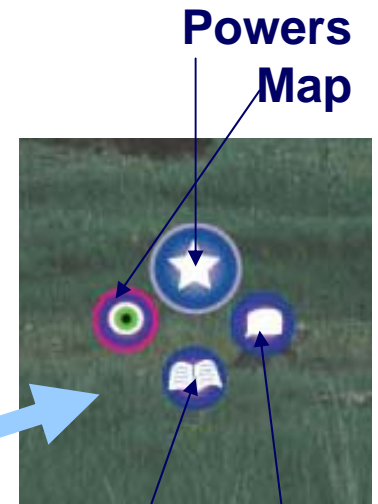
Help Info

Location

Menu window

Tasks

Compass



Powers Map

Talk Archive/help



- **Apollo's tasks:**
 - Compete in King Midas's Musical contest - PHRIGIA
 - Chase Daphne - DELOS
 - Kill Niobe's 7 sons and 6 daughters - THEBES
 - Kill Python - DELOS
 - Protect Hector and Kill Achilles in Trojan War - TROY
 - Hunt with Hyacinth - DELOS

Powers function - Chase of Daphne



Archive/help function - Chase of Daphne

Give Cupid a lesson in archery

Delos



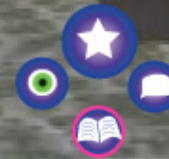
Bernini's famous marble statue of the two lovers shows the chase of Daphne and her metamorphosis. Look at her hands. What is she turning into?

Ask Ovid for more help on this myth

Consult the oracle of Delos



Myth of Daphne & Apollo in famous works of art



Talking function - Niobe's children

Mission: kill sons of Niobe

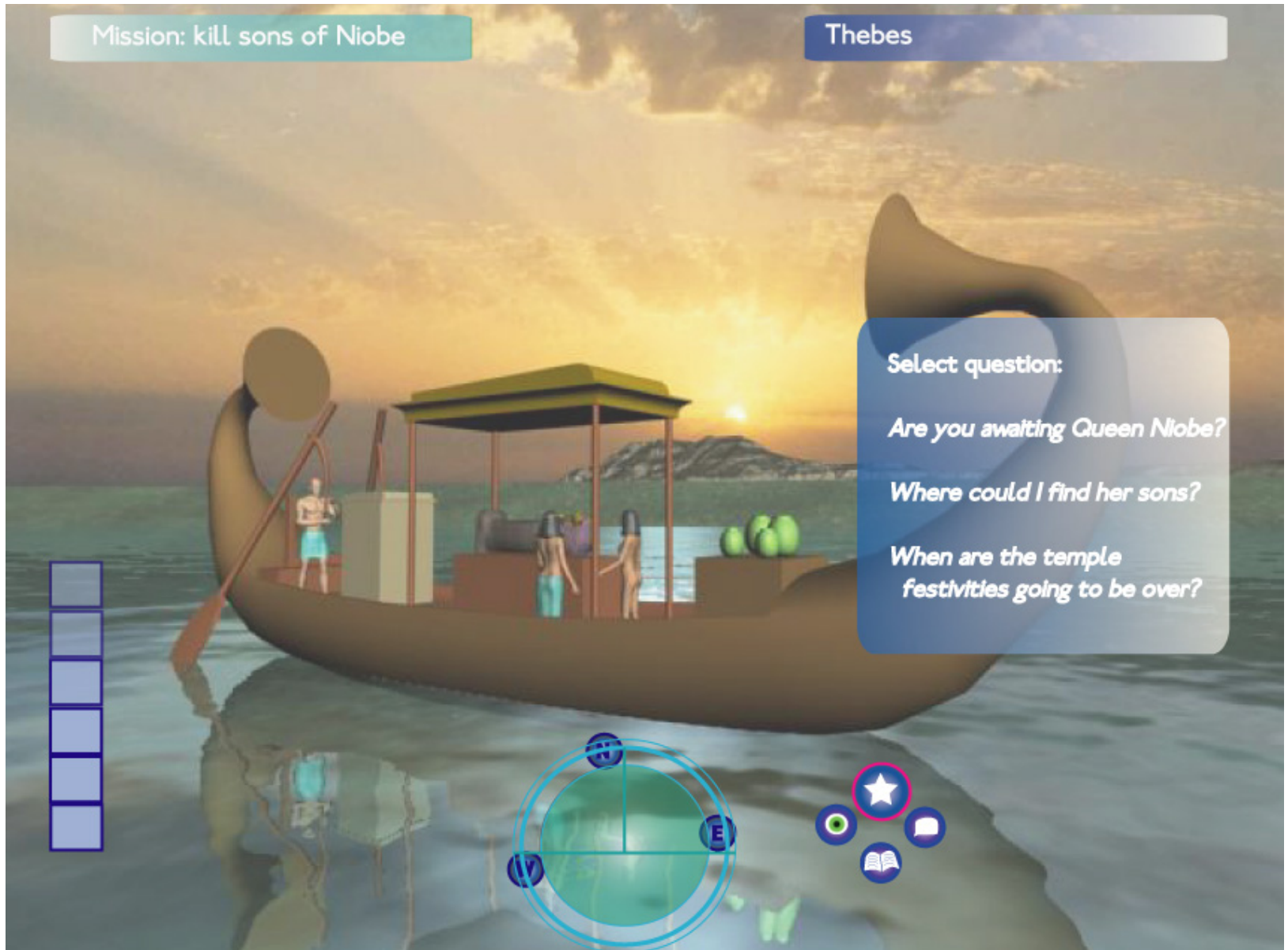
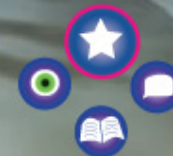
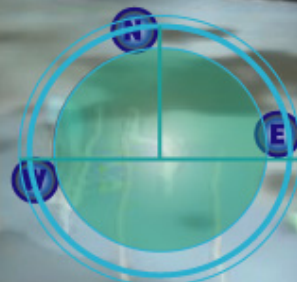
Thebes

Select question:

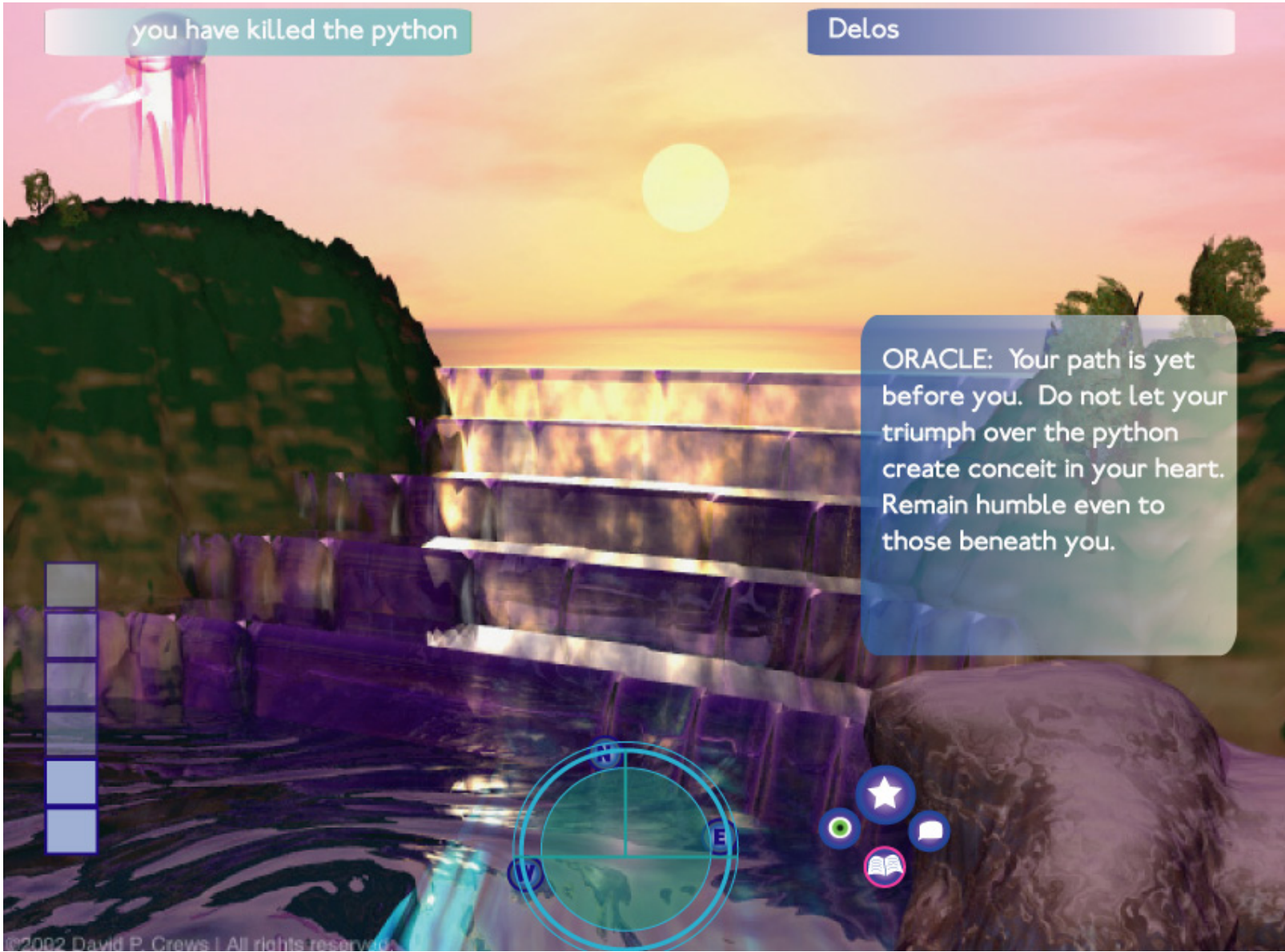
Are you awaiting Queen Niobe?

Where could I find her sons?

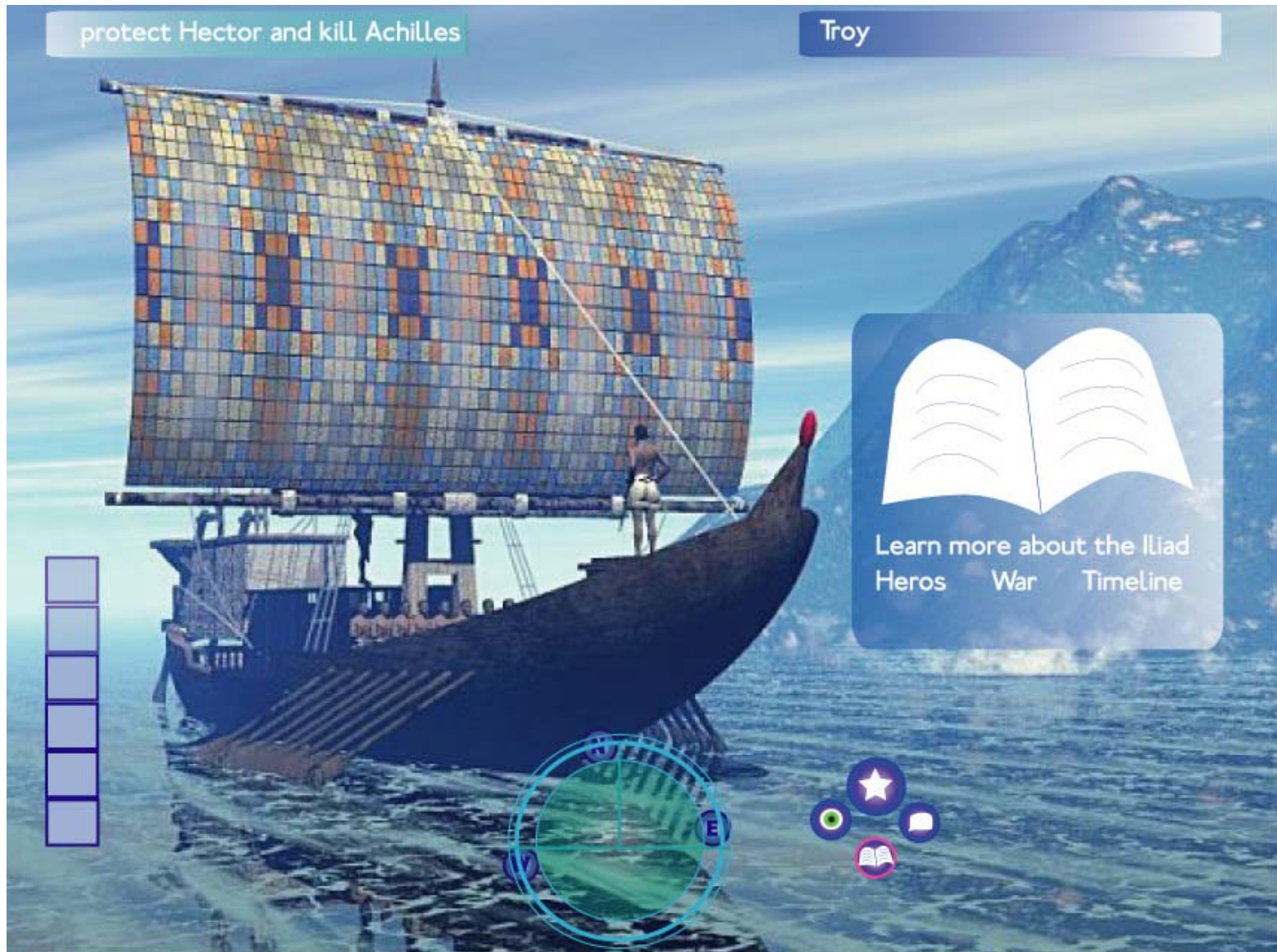
*When are the temple
festivities going to be over?*



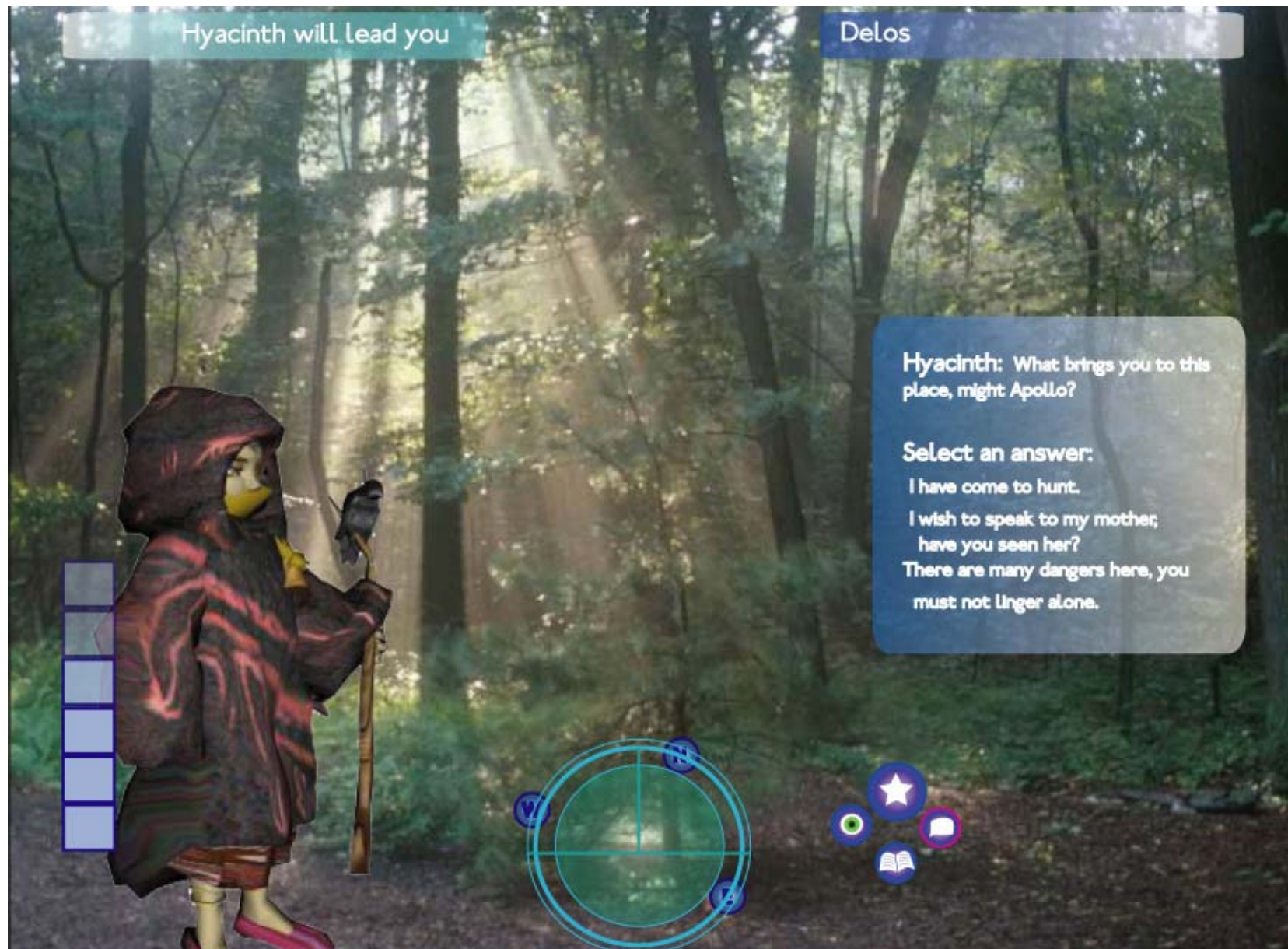
Use of Oracle - Defeat of Python



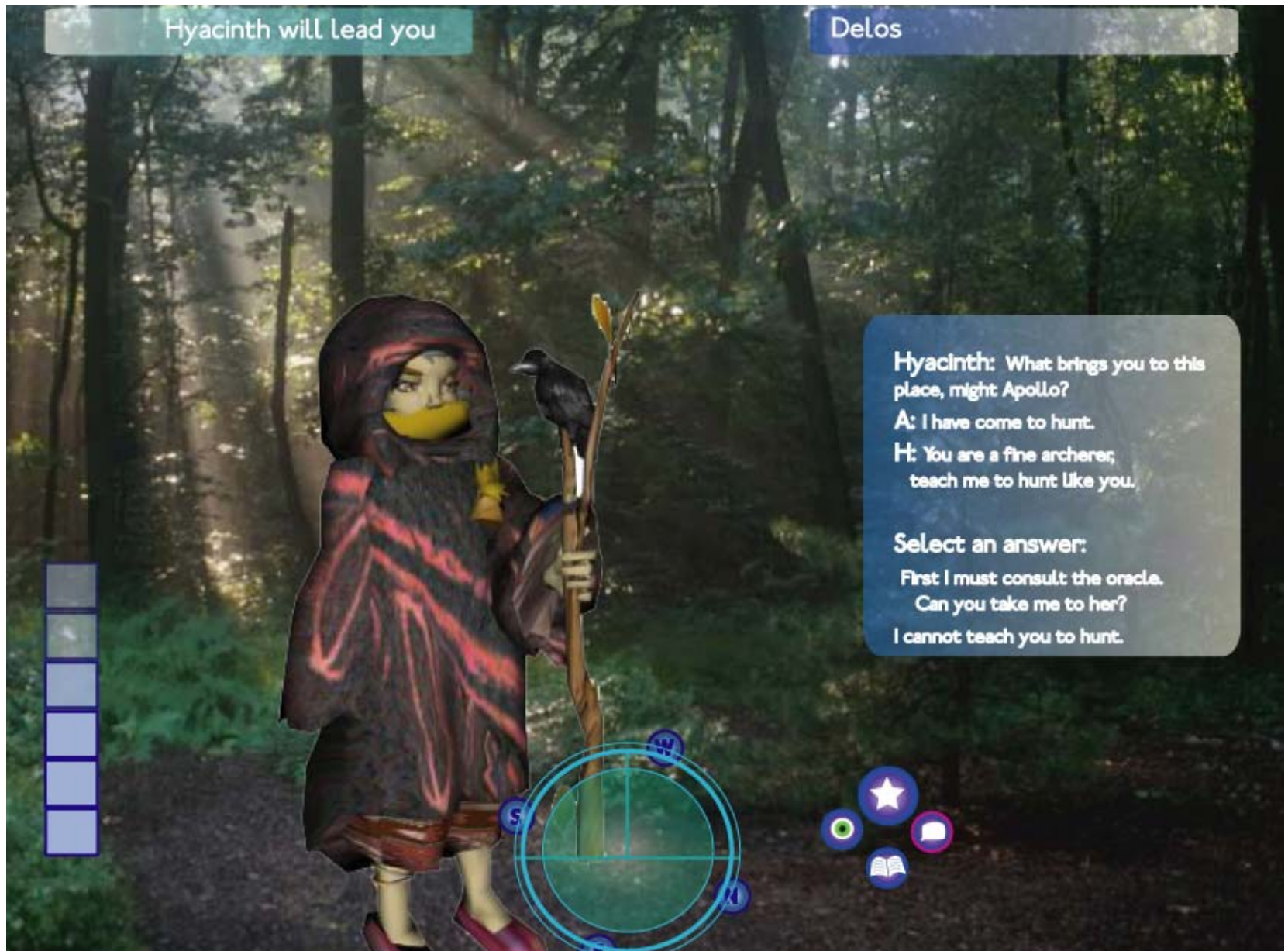
Archive Function - Trojan War



Verbal Exchange - Hunt with Hyacinth



Verbal Exchange - Hunt with Hyacinth



Verbal Exchange - Hunt with Hyacinth

Hyacinth will lead you

Delos

Hyacinth: What brings you to this place, might Apollo?

A: I have come to hunt.

H: You are a fine archer;
teach me to hunt like you.

A: First I must consult the oracle.
Can you take me to her?

H: Yes, of course. Follow me.





- **Conclusion**

- Game has educational objectives that do not hinder game-play
- Motivations:
 - Exploration of environments (Jenkins & Murray)
 - Exploration of history/mythology
 - Use of gods' powers