

Design Immersive Experience: "Nowhere" Script

By Jana Abou Nasr

General description of the VR experience: A 15-minute VR (symbolizing the interval that every Palestinian kid dies since October 7th War conflict between Palestine and Israel) of a Palestinian girl going to her grandmother's house to give her food made by her mother. This VR experience shows her journey and the struggles she faces on her way of getting there while time is clicking.

Characters: Ahlam (a Palestinian girl), Lulu (Toy ;Teddy bear) which the player embodies, Mother of the Child, Grandmother of the Child, and other tertiary characters like citizens, children, and reporters,...

Key & Instructions:

/Sensory changes (visual and audio)/ I chose to write the script while noting two sensory channels that are the major things that has an affect on a child.

■□□□□ *low*
■ ■ ■ □ □ □ *moderate*
■ ■ ■ ■ ■ ■ *high*

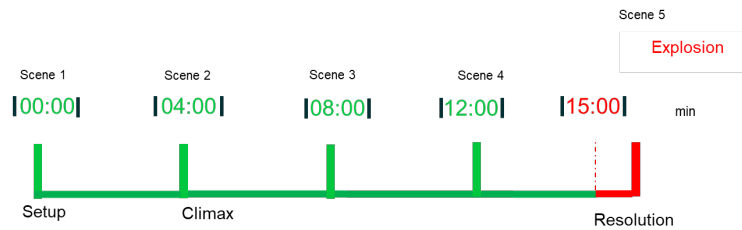
**** sounds in the background ****

*** Interaction of player ***

[Instructions for the player]

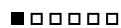
| Timer | in 00:00:00 min format. Keeps counting and present. On some scene lights on to attract attention of the player to keep track of time. It is present during the whole VR experience.

Timeline



SETUP

SCENE 1: Home at the mini-market



Fade in:

- |00:00:01| fade in (black background) and then minimized on the right corner of the VR frame and moves with player whenever player rotates head and keeps counting.
- fade in: A disorganized and small (boutique) supermarket environment - noon time.

VR Camera:

The camera is placed on the mattress, the player can see their teddy bear legs and hands. The elevation of the camera is at mattress level.

CAMERA POV:

- **FORWARD POV:** A mattress placed on a low level and empty grocery items' rack with blankets scattered on the mattress, Ahlam is moving away from the camera around to the right.
- **RIGHT POV:** Ahlam moving around removing the jacket from the hook on another rack and looks at the broken mirror while wearing her jacket. The player (teddy bear) reflection appear on the mirror where Ahlam sees.
- **LEFT POV:** *The glass façade of the supermarket shop front packed with upper and lower*
- **REVERSE POV:** A separating hollow rack in which the player can see glimpses of the mother moving around cooking something in pot with an electric stove.

**** sound of movement of Ahlam and wearing her clothes, then looking at the mirror as she sees our reflection****

Ahlam

“Lulu I am ready, are you ready? Granny misses you come on let’s go”/Ahlam picks up Lulu and carries her and then moves back to mirror /

VR Camera: is put to the eye level height of Ahlam.

“We are set up, you look great.”

/Mother calls Ahlam/

“Come on let’s go”

Mother

“Ahlam, come on sweetie your granny is waiting “

/Mother gives Ahlam a cloth bag, of soup inside/

“Here you go my love, I made soup for your granny. She isn’t feeling well, this shall make her stronger hopefully. Don’t forget what I always tell you take the east route that you always take. Please be careful as always and make sure granny eats her soup before taking her meds. I will finish cleaning and will meet you there later.”

/Ahlam nods, Mother looks at Lulu/

Mother

“Honey, how about you put Lulu here so that Lulu doesn’t fall from your hands?”

Ahlam

“Okay”

/Mother puts Lulu at the top of cloth bag and ties her to the handles of the bag/

VR Camera: is put to a lower level.

/Mother hugs Ahlam and kiss her then goes back to work. Ahlam walks a to the door of the store/

Ahlam

“Oh no Lulu we forgot something; we have to do it before we leave”

/Ahlam puts the bag on the floor takes out a pen from the racks, sits on the floor at eye level of Lulu/ and writes her name on her arm. She then gives Lulu the pen and points at her arm/

“It’s your turn, write your real name here below my name”

Player writes their own name on Ahlam’s Hand

“Don’t worry. We will be okay. They have to know who we are in case something happens.”

“We will be okay” Ahlam repeats

/Ahlam picks up the bag again and open the storefront door/

Fade out: The timer | 00:04:00 | lights green (dark green) showing a time of 4 minutes and the image goes black.

CLIMAX

Scene 2& Scene 3 & Scene 4 “On Route “

SCENE 2: “Ice cream on route “

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Fade in:

- |00:04:02| fade in (black background) and then minimized on the right corner of the VR frame and moves with player whenever player rotates head and keeps counting.
- fade in: Street of Gaza- noon time.

VR Camera:

The camera is placed on the last position on the top of the cloth bag with the same height level, the player can still see their teddy bear legs and hand tied the bag. There is slight vibration of the bag as Ahlam moves it forward. The bag rotates as Ahlam looks around allowing the player to look at different things. The player can still look around but is followed by the rotation of Ahlam.

CAMERA POV: *The scene here is a 360 spotlight as she moves on route rather than FRLR POV, where the POVS are determined by Ahlam looking around looking at each part of the environment at specific time in the following order that she and the player sees as a Forward POV.*

- **1ST POV:** an open road of different buildings some are destructed and some are still (to gradually introduce damage to the player). The player can look around but Ahlam also rotates around.
- **2ND POV:** As Ahlam moves further, the environment gets more vibrant (more elements are seen). The player starts seeing people. Kids circling around Ahlam playing with the ball. Behind the motion of the kids, are their families living in tents and some living in cars. The player sees the happy and joyful face of the Ahlam when she looks at the children. She says hi to one of the kids and continues moving forward.
- **3RD POV:** Some families moving their things at the same direction that Ahlam is taking. (Directing the player head to go with them and with Ahlam)
- **4TH POV:** Ice cream truck in a destructive manner, yet still recognizable as its function.

**** sound of ice cream truck destructed sound****

/Ahlam sees the truck and her smile puts up even more. She then moves a bit faster towards it/

Ahlam

“Lulu look, let’s get some ice-cream. I wonder if they have rainbow flavor today”

/Ahlam turns around to the front of the truck, and her face suddenly becomes terrified. The player still can’t see what she is seeing because the angle is difficult to see from how she is holding the bag, but then she walks a bit further and the player can turn around and see a truck full of dead bodies wrapped in white (The player can see only top of their head to know that there are people there)/

“That’s not ice-cream. It’s okay Lulu, Granny has plenty of sweets for us”

/Ahlam then smiles back at the Player and gives the feeling of hope once again. She then continues her motion through a repetitive pattern of the environments she saw before until one stands out which is the Hospital/

SCENE 3: “catastrophe/Incident on route”

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|00:08:00| lights green

VR Camera:

The camera is still placed on the last position on the top of the cloth bag with the same height level, the player can still see their teddy bear legs and hand tied the bag. There is slight vibration of the bag as Ahlam moves it forward. The bag rotates as Ahlam looks around allowing the player to look at different things. The player can still look around but is followed by the rotation of Ahlam.

CAMERA POV:

- **FORWARD POV:** Hospital in beautiful architecture, with emergency entrance at the front. (Closer to the right side)
- **RIGHT POV:** Same different buildings some damaged and others in good condition. People moving their things around as well. Existing parts of greenery is in the picture.
- **LEFT POV:** Reporters talking to the people, helping them out. Behind them are the same general visuals of the buildings however alternative secondary routes are seen. Existing parts of greenery is in the picture.
- **REVERSE POV:** Long route that Ahlam is taking and the same buildings scenario.

Ahlam

/Ahlam stops for a minute to look around and examine the road as the surroundings around the usual route she is taking are a bit different with all the destruction. She is trying to recognize the place she is in./

“Ah yes Lulu, that’s AlShifa Hospital. Do you remember when we visited grandpa here at this hospital?”

“He is fine now don’t worry. I never want to enter this place again”

/Ahlam continues moving and about 10 meters away from the Hospital. Suddenly a catastrophic sound and rage of fire scatters destructing nature and buildings around. This force pushes Ahlam backwards where she falls on the ground injured. The player experiences more vibrant sounds and vibrations as the bag falls down and is pushed back with Ahlam/

**** sound of hospital’s bombing****

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|00:10:00|

VR Camera: *The camera looks dazzled as it was affected by the explosion. The height is the camera is low directly on the floor where the player sees the sky. The player can also see remains different building parts around them.*

/ The sound suddenly becomes quieter and the player can hear people screaming from far/

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/ The player stays still for a while about 30 seconds until senses the movement of someone trying to move them shaking the camera. /

VR Camera: *The camera is now facing Ahlam. The height is still in the floor.*

/ Ahlam appears to look terrified, she is crying, and there are splashes of blood on her face. She is trying to move the player removing ashes and rubbish around to pull them out. /

Ahlam

“LULU, ARE YOU OKAY? OH NO! IT’S OKAY WE WILL BE OKAY”

/She takes Lulu out and hugs it/

“Oh no! Nanny’s soup, she needs it.”

/ She closes the Lid of the opened bowl where the player see that almost half of the soup is still there/

“It’s okay. This shall make her better. I am sure.”

/She packs the soup back and put the player back to their position/

VR Camera: *The camera returns to the previous position on the bag but this time there are few glitches on the camera.*

/She wipes out her tears, fixes her clothes removing the dust, and then relooks around/

CAMERA POST-BOMBING POV:

- **FORWARD POV:** Scatters of the hospital, with emergency sign on the floor. Fire is still coming out from the front side.
- **RIGHT POV:** Same different buildings some damaged and others in good condition. People rushing around, some lying on the floor injured. Existing parts of greenery on fire.
- **LEFT POV:** Reporters screaming and rushing, helping other people out. Some are using their microphones screaming the situation out. Existing parts of greenery on fire.
- **REVERSE POV:** Long route that Ahlam is taking and the same buildings scenario.

/Ahlam's pace is now faster than before she skips between different objects lying on the floor carefully and is trying to watch out for the fire. The player can now see other parts of her body; bruises and splashes of blood/

Ahlam

"It's okay. We will get there. Don't be afraid Lulu we got this."

/She continues to wipe off her tears and then looks puzzled not knowing where to go as she is too afraid to go further forward/

"We can't take the hospital route. It's too dangerous. But don't worry someone can help us. I am sure all will be okay. Granny will be okay" she repeats

/She turns to the left POV and finds a reporter moving around. She speaks to him/

Ahlam

"Can you please help me? I am trying to go to Zaiter Street. Please help me I can't keep moving on the main road. I have to give this to Nanny, She's sick. Please help me out"

/The reporter looks quite busy with other people and in a bad situation rushing around/

Reporter

"It's okay sweetie. You can take this road and then take the second right and You then you can continue forward to reach there. But please hurry sweetie and never move in the middle of the street. I know you got this, you're a big girl!"

/The reporter points out the directions to Ahlam, but still, he looks scared for her however he is trying to pull out a smile to make her feel safe/

Ahlam

"Thank you so much, yes I will "

Ahlam to Lulu

“I told you we can do it see. Everything will be okay.”

/Ahlam smiles to Lulu and continues walking on the alternative route/

Fade out: |00:12:00| lights green and the image goes black.

SCENE 4: “Mission Accomplished”

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Fade in:

- |00:12:02| lights green.
- fade in: Zaiter Street, residential area- noon time.

VR Camera: *The camera is still on the top of the bag.*

CAMERA POV:

- **FORWARD POV:** Granny’s house, small yet cozy.
- **RIGHT POV:** mostly residential houses and some are damaged and others are as is. More greenery is introduced
- **LEFT POV:** secondary routes leading to other neighborhoods with more vibrant areas
- **REVERSE POV:**

Ahlam

“Guess what Lulu, we made it! Nothing can stop us now right”

/Ahlam said smiling to Lulu with hope coming out of our eyes, while pointing at her granny’ house. /

“Granny will love the soup, oh at least half of it. But that’s fine, I can’t wait to see her.”

/Ahlam continues walking around with a big smile on her inured face, she starts hopping slowly expressing her victory of reaching her grandma’s house. She starts looking around examining everything she loves about this neighborhood/

“

**** sound of birds, and some kids laughing on the streets****

“Hi Diala, hi Yasmine. I will give this granny and maybe we can meet later and hang out”

/Ahlam's filled with joy; she starts talking to her friends as she is walking. She then reaches her grandma's house/

"This has always been my favorite place in the world. I miss playing in granny's backyard, but it's not always safe anymore to play outside now you know "

/Ahlam talks to Lulu with a restless face/

"Let's hurry and give this to granny"

/Ahlam runs up the stairs to and knocks the door to her grandmother's house/

"Granny it's me, Ahlam, you're favorite grandchild"

/Ahlam says while giggling/

"I got you your favorite treat in the world"

/Her grandmother opens the door, and immediately hugs her/

Grandmother

"Ahlam, my love I have missed you. Where have you been? Are you okay? how's your mom? I am worried about you but I am not able to come and visit my dear forgive me"

/Her grandmother has a pale face; she looks extremely tired and she is coughing while talking/

Ahlam

"It's okay granny, we are okay. We are staying at uncle's supermarket. It's fine now, my mother will come later. I bought you soup grandma, mother made it especially for you."

/Ahlam gives granny the bag while taking Lulu out of the bag and carries it around her waist/

VR Camera: waist level of Ahlam

"I bumped into some of the kids on the way and it dripped a bit forgive me" she said hiding the story of the bomb to her grandmother

Grandmother

"That's fine my dear, you came all the way to give me this, you are truly special my Ahlam. You will have a bright future my love. Always be hopeful, that's why we called you Ahlam don't forget that."

[00:15:00]

A very quick Fade out: The timer lights red, a black out comes in vision of the player, and the loudest bombing sound is heard through the VR experience.

**** loudest sound of bombing****

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RESOLUTION

SCENE 5: "15 minutes"

Fade in:

- |00:15:05| in red lights moving to the lower right vision of the camera POV
- fade in: sky view with parts of completely destroyed environment is seen.

**** sound of Ambulance cars and people screaming from a far distance****

VR Camera: View is upside where the camera is on the floor, and the player sees the sky.

CAMERA POV:

- **ALL CAMERA POV :** Complete Destruction
- **LEFT POV:** Ahlam lying on the floor blood scattered all over her, with her head laying on her arm, while her arm is hanging.

/The wind moves the player to an upward position. The player sees the completely destroyed environment where nothing else can be seen. The player then can see the arm of Ahlam with her name and their name written. /

/ VR experience ends/

Fade in: black out. **Text fade in:** Ahlam, October 7th 2023, noon 12:15:00

Fade out: black out.

Fade in: **EVERY FIFTEEN MINUTES** a kid dies in Gaza due to the Genocide committed by Israel since October 7th of 2023."Nowhere" to go, live or be safe. They deserve to live just like other children, but all they have is Hope. Hope for a freedom, and Hope to come back to their granny's backyard and play.

THE END