name
DÁVID STRAFF

INTERACTION DESIGN MA

PROJECT   THE PAINTER OF SADNESS

The Painter of Sadness is a narrative-centered interactive medium designed to lead the player into a dreamlike, liminal space. The work is a psychological thriller wrapped in the guise of black comedy—a story where humor lasts only until laughter turns into unease.

GOALS

Dávid and his team are concerned with how Central European melancholy, nostalgia, and cultural symbols can be subverted in a way that is both entertaining and thought-provoking.

Over the course of six months, Dávid's goal is to create a video game prototype. A functional, presentable demo version will be developed in Unreal Engine, one that creates a dreamlike atmosphere while offering experiences infused with ironic, dark humor.

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MENTOR: MÁTÉ MILOVITS

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