

天主教輔仁大學英國語文學系學士班畢業成果
ENGLISH DEPARTMENT, FU JEN CATHOLIC UNIVERSITY
GRADUATION PROJECT 2021

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Dr. Lynn Chou

真善美聖

**Applied Computer Technology and Programming:
Hanukkah Traditions**

SANCTITAS BONITAS

PULCHRITUDO

VERITAS

學生：方芷涵 撰

Scarlett, Zhinhan Fang

Interactive mini Game Design

Student ID: 405110777

Name: Scarlett Fang 方芷涵

Group ID: Hanukkah Traditions

Topic	Hanukkah Traditions (Dreidels)	Teammate(s)	Shona Song 406110073 宋欣蔚 Jenny Kuo 406110750 郭蟬歲
Theme	Hanukkah Traditions (Dreidels)	Location	
Target Users	College students & People who are interested in Jewish culture / Hanukkah traditions		
Purpose	To promote the Jewish culture and Hanukkah traditions to the Taiwanese To strengthen cross-cultural communication & understanding Most importantly— Have fun with technology!		
Character(s)	Scene 1: Hamsa / prayers / Star of David / Hanukkiah /dreidels Scene 2: Two prophets Scene 3: A modern family Scene 4: A modern family		
Plot	<p>Scene 1:</p> <p>1. Hamsa’s self-introduction & introduce three customs: People gathered at the western wall, through conversations between the characters, the history and information of this place is introduced. Audience can click on “Hamsa” to choose what activity they want to play, such as lighting the hanukkiah, introducing the dreidels and learning more about the Western Wall.</p> <p>2. Question Panel:</p> <p>1) Light the Hanukkiah The audience can light the Hanukkiah by clicking on the bottom of the Hanukkiah. Subsequently, the prayers will introduce the rules of lighting the Hanukkiah to the audience.</p> <p>2) Know more about the dreidel People play dreidel games to celebrate Hannukah. At first, a spinning dreidel will appear in the scene. After that, four pictures representing four sides of dreidels will show up in the setting. The audience can click on each image to explore the meaning of each side of the dreidel. Next, viewers can click on “Happy Hanukkah” to find out what the four sides of the dreidel mean when combined. The text “A miracle happened here” will be magnified from far to near. At last, the viewers will see the further explanation that people say “a great miracle happened here” in Israel, while people say “a great miracle happened there” outside Israel.</p> <p>3) Know more about the Western Wall The interactive dialogues among the prayers are designed to introduce the significance of the Western Wall and the custom of praying in this sacred site. I</p>		

	<p>designed this part to let the viewers understand why I chose the Western Wall as my main visual design in the AI game.</p> <p>Scene 2: The dialogues between the two prophets are designed to introduce the origins of the Herod’s Temple. This setting allows the audience to travel back in time to visit the Herod’s Temple in person to learn the origin of the Western Wall. By reproducing this architecture, the audience can feel the grandeur and sacredness of this sacred architecture.</p> <p>Scene 3: In the third since, the boy says, welcome back to the 21st century, then audiences can watch TV and explore the room. While click on the TV, it will ask question “Do you want to watch?”, then by answering “Yes”, audiences can watch an interesting video. Move on, while exploring the room, they will see a plant with coding to grow. Then, by following the instruction of the boy, audiences can click on the characters to see the conversations</p> <p>Scene 4: The character will ask questions about the tradition of lighting the hanukkiah and explain the right order to light the hannukiah in order to teach the audience the right order of lighting hanukkiah.</p>
<p>Game Play and mechanics</p>	<p>Dimensions of the interactive story design framework (multimedia, interface, education, cultural), or game elements (motivational, interactive, fun, multimedia). E.g. Challenges/ Activities/ Rewards/ Progression/ Game rules/ Skills</p> <p>Scene 1: 1) Multimedia: Jewish Holiday Songs. Maoz Tzur (Rock of Ages) - Hanukkah Songs. https://youtu.be/KgFyCps2XmE 2) Interactive: allow the audience to click on the bottom to light the Hanukkiah 3) Interactive, fun & educational: allow the viewers to click on the dreidel to learn its meaning; By clicking on the “Happy Hannukah”, and magnified text will appear in the scene from far to near. This is an interesting way of presenting the meaning of the dreidel, which is usually played during the Hanukkah. 4) Educational: Dialogues among the prayers are appeared frequently to introduce the rules of lighting the Hanukkiah, the meaning of the dreidel, and the history of the Western Wall.</p> <p>Scene 2: Interactive & Fun: The second scene reproduces the Herod’s Temple. Audience can travel in time to listen to the dialogues between two prophets in front of the Herod’s Temple. The dialogues are presented in a way that gives the viewers a sense of</p>

participating in the conversation of the prayers.

Scene 3:

1) **Multimedia:** https://www.youtube.com/watch?v=S0gbvH_LqP4

YouTube video about Hanukkah customs

2) **Interactive, cultural:** Audiences can click on the character and TV.

Educational: audiences can click on the characters to see the dialogue and learn more about Hanukkah food.

Scene 4:

1) **Multimedia:** <https://www.youtube.com/watch?v=fb-tkAet5A>

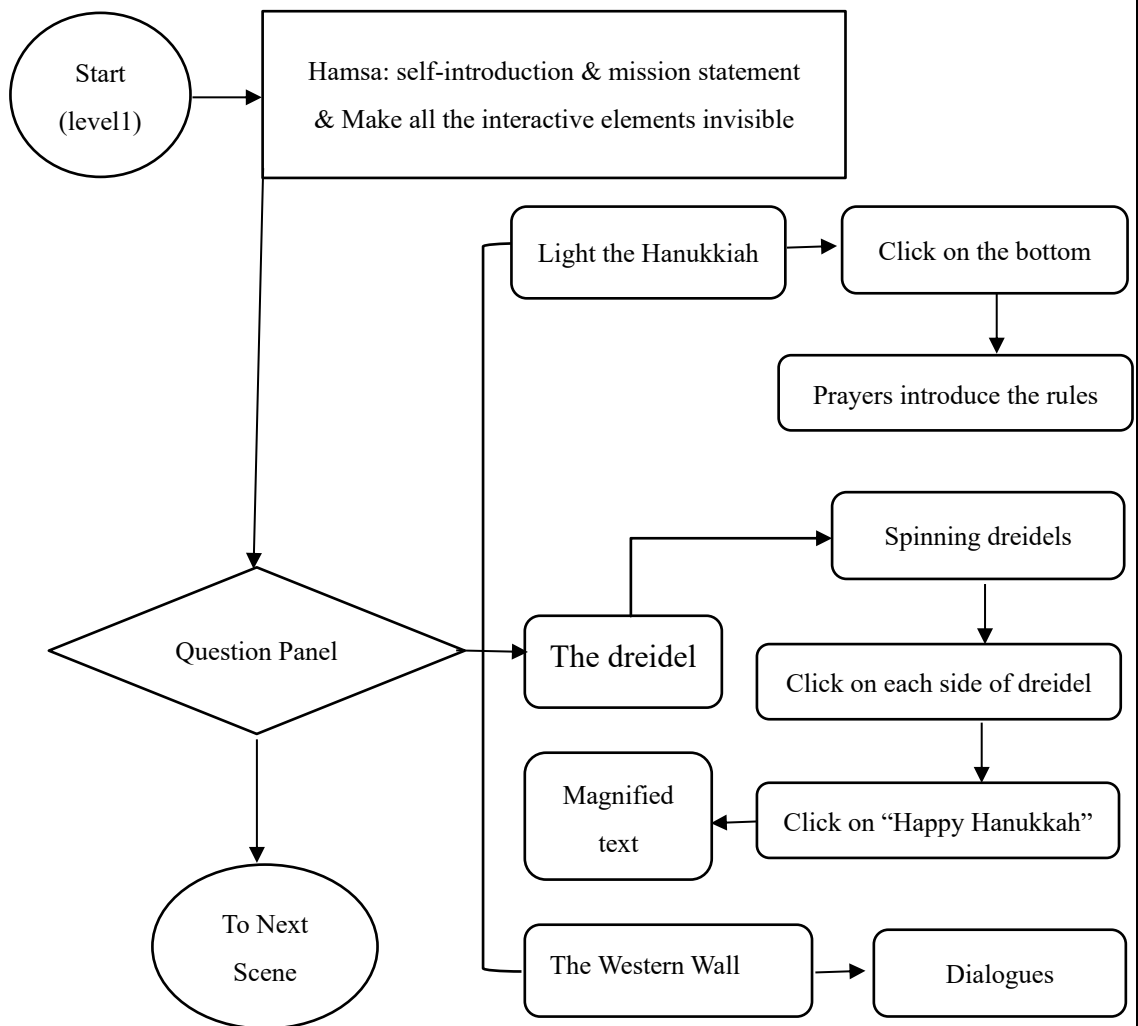
A prayer about hanukkiah

2) **Interactive, cultural:** Audiences can click on the hanukkiah to light it.

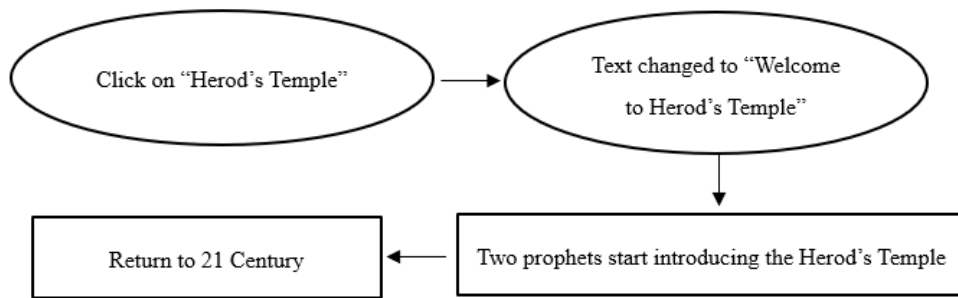
Educational: audiences can click on the characters to see the dialogue and learn more about the culture of lighting the hanukkiah.

Scene 1:

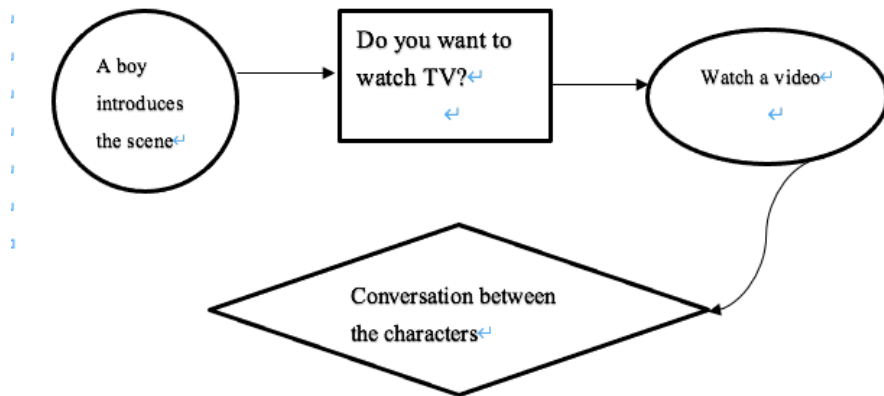
Flowchart



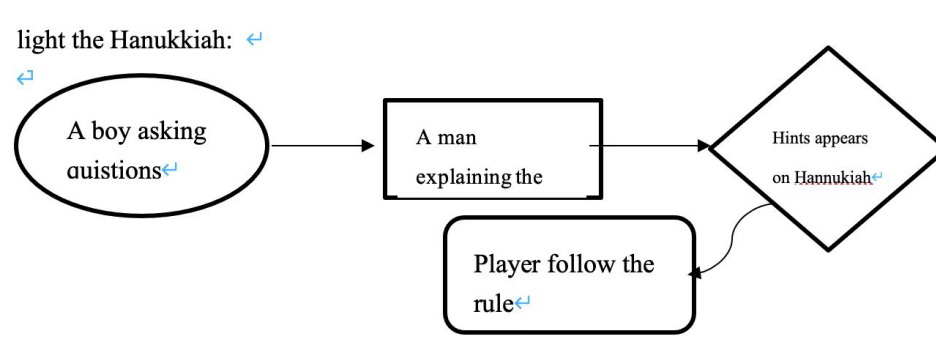
Scene 2:





Scene 3:



Scene 4:



Storyboard

Scene	Image		Sound
	Screen shot	Description	Narration/ Sound effect/ Background music
<p>1.1 Scarlett</p>		<p>1. Hamsa’s self-introduction: The hamsa is a palm-shaped amulet. The Jewish believe that hamsa can protect people from the evil eye. Therefore, I chose this amulet as the tour guide of my AI game.</p> <p>2. A question panel gives viewers three options to learn more about Hanukkah customs.</p>	<p>Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.</p>
<p>1.2 Scarlett</p>		<p>The audience can light the Hanukkiah by clicking on the bottom of the Hanukkiah. Subsequently, the prayers will introduce the rules of lighting the Hanukkiah to the audience.</p>	<p>Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.</p>

1.3
Scarlett



People play dreidel games to celebrate Hannukah. At first, a spinning dreidel will appear in the scene. After that, four pictures representing four sides of dreidels will show up in the scene. The audience can click on each picture to explore the meaning of each side of the dreidel. Next, viewers can click on “Happy Hanukkah” to find out what the four sides of the dreidel mean when combined.



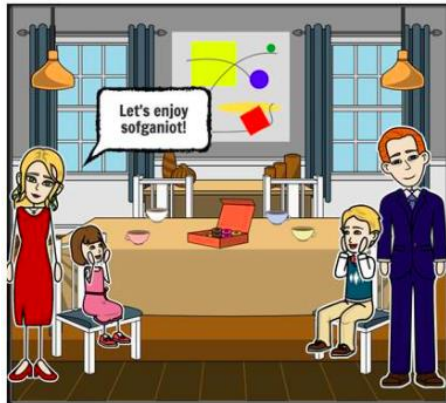
Background music:
Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.

1.4
Scarlett



The interactive dialogues among the prayers are designed to introduce the significance of the Western Wall and the custom of praying in this sacred site. I designed this part to let the viewers understand why I chose the Western Wall as my main visual design in the AI game.

Background music:
Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.

<p>2 Scarlett</p>		<p>The dialogues between two prophets in Herod's Temple are designed. This setting allows the audience to travel back in time to visit the Temple in person to feel the grand</p>	
<p>3 Shona</p>		<p>In this modern scene, some of the family members get together to celebrate Hanukkah and play dreidel game, while the words connect together to be a sentence that "A big miracle was there."</p>	<p>No sound</p>
<p>4 Jenny</p>		<p>In the modern scene, a family is having a chat after dinner, and the father talks about the tradition of lighting the hanukkiah.</p>	<p>Background music: Hanukkiah prayer</p>

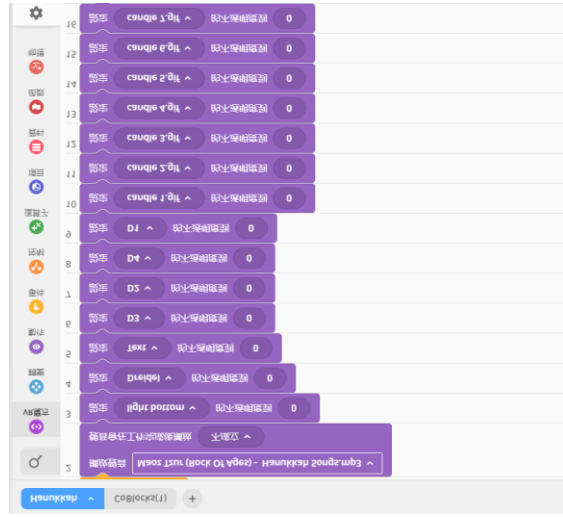
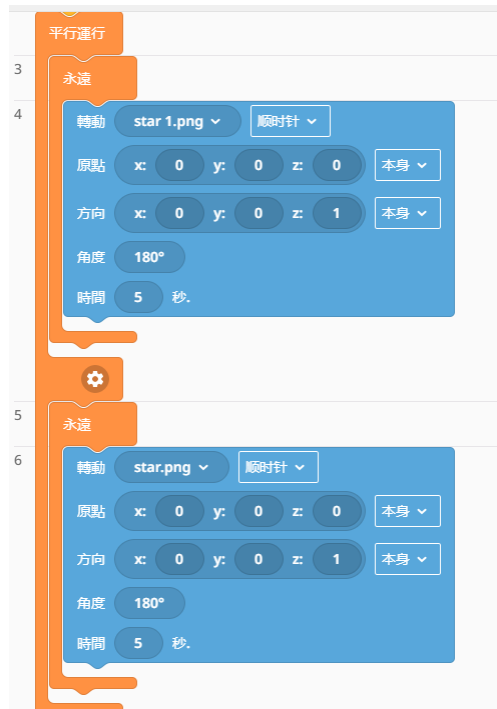
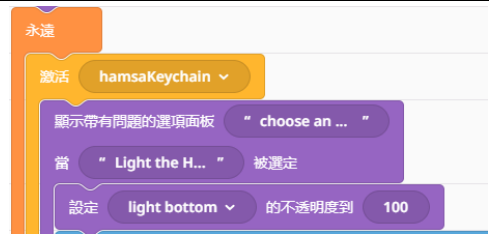


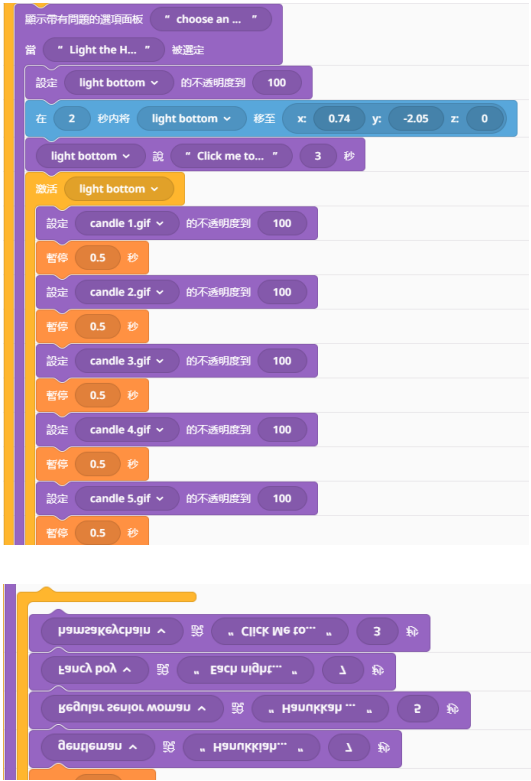
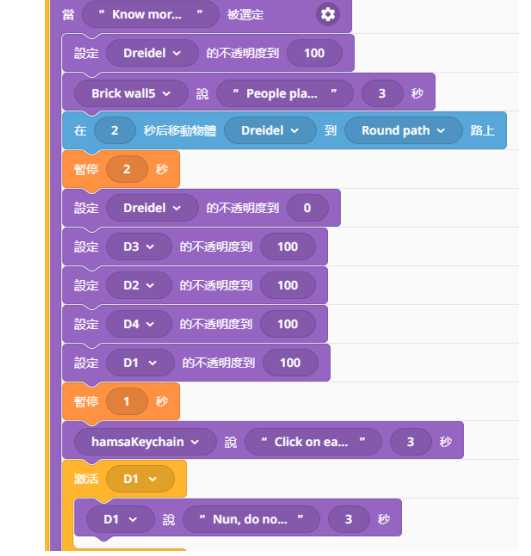
QC Checklist

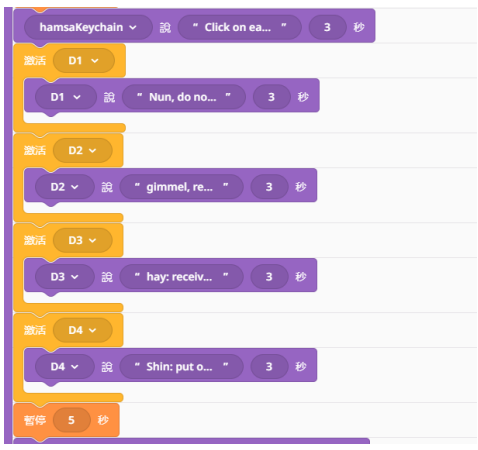
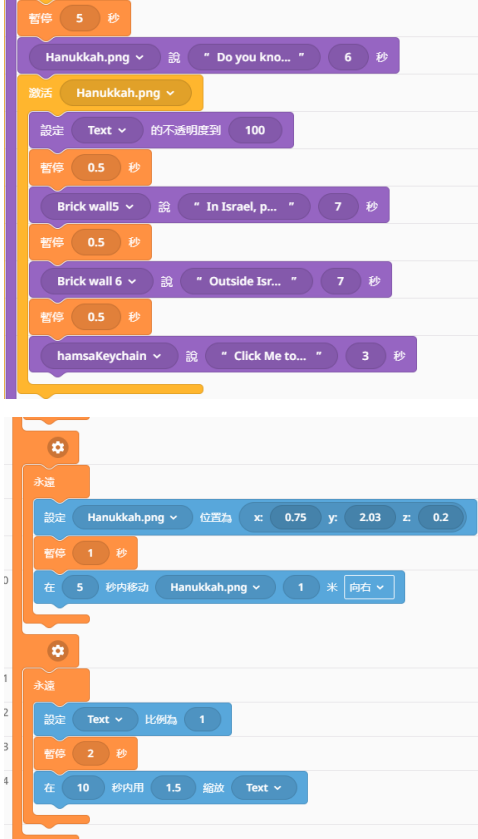
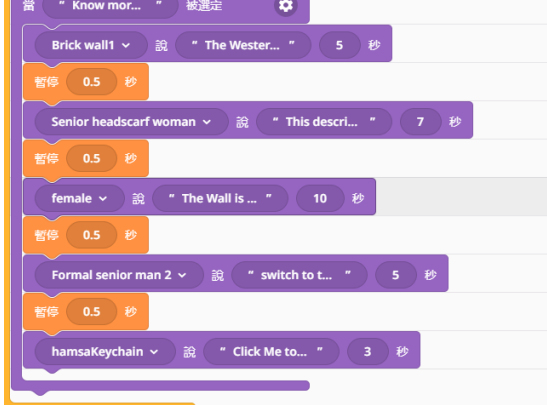
Student ID 405110777

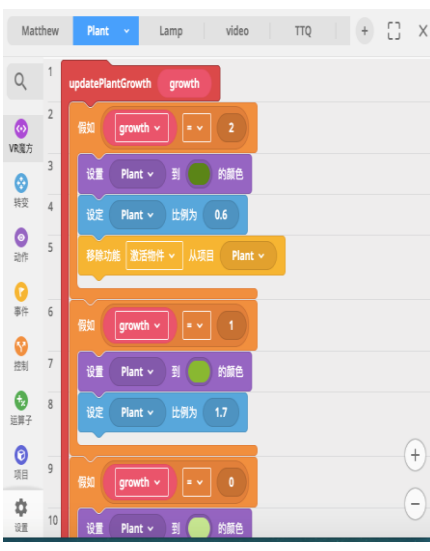
Name: Scarlett Fang 方芷涵

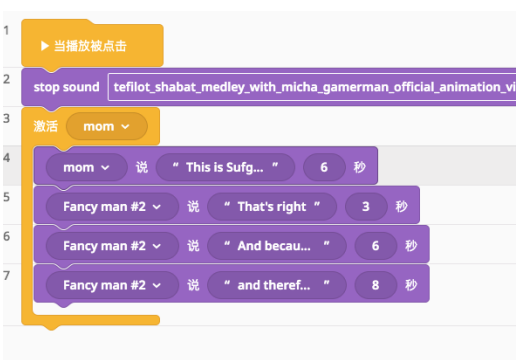
Group ID: Hanukkah Traditions

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
Scene 1						
1	Auto-play music; All the interactive elements are temporarily set invisible		Pass			Hold
2	Let the decorative elements move from left to right forever		Pass			Hold
3	Hamsa's self-introduction A question panel will appear after clicking on "Hamsa"		Pass			Hold

<p>4</p> <p>If the audience choose to light the Hanukkah:</p> <p>Hanukkah will appear from top to bottom</p> <p>Viewers can light the hanukkah by clicking on the bottom. The hanukkah will be lighted according to its rules.</p> <p>Prayers will introduce how to light the hanukkah to the audience</p>	 <p>The script for lighting Hanukkah candles consists of two main parts. The first part is a loop that repeats for each candle (1 to 5). It starts with a 'show options menu' block, followed by a 'click event' block that triggers a 'set opacity to 100' block for the 'light bottom' object. Then, a 'wait 2 seconds' block is followed by a 'move to x: 0.74, y: -2.05, z: 0' block. This is followed by a 'say "Click me to..." for 3 seconds' block, then a 'activate' block for the 'light bottom' object. The second part of the script is a loop that repeats for each candle (1 to 5). It starts with a 'say "Clicke me..." for 3 seconds' block, followed by a 'say "עצמך הדין..." for 1 second' block, then a 'say "השולחן..." for 2 seconds' block, and finally a 'say "השולחן..." for 1 second' block.</p>	<p>Pass</p>			<p>Hold</p>
<p>5</p> <p>If the audience choose to play dreidels:</p> <p>A spinning dreidel will appear in the setting;</p>	 <p>The script for playing dreidels starts with a 'click event' block that triggers a 'set opacity to 100' block for the 'Dreidel' object. This is followed by a 'say "People pla..." for 3 seconds' block, then a 'wait 2 seconds' block. Next, a 'move to Round path' block is followed by a 'wait 2 seconds' block. Then, the 'Dreidel' object's opacity is set to 0. This is followed by a series of 'set opacity to 100' blocks for objects 'D3', 'D2', 'D4', and 'D1'. After a 'wait 1 second' block, a 'say "Click on ea..." for 3 seconds' block is shown. Finally, the 'D1' object is activated, followed by a 'say "Nun, do no..." for 3 seconds' block.</p>	<p>Pass</p>			<p>Hold</p>

6	<p>The viewers can click on each side of the dreidel to explore its meaning</p>	 <p>The script starts with a 'Click on hamsaKeychain' event, followed by a sequence of 'say' blocks for D1, D2, D3, and D4, each with a 3-second duration. It concludes with a 5-second 'wait' block.</p>	Pass			Hold
7	<p>Viewers can click on “Happy Hanukah” to explore dreidel’s combined meaning</p> <p>Magnified text “A Great miracle happened here” will move from far to near;</p> <p>The brick wall will make further explanation.</p>	 <p>The script begins with a 5-second wait, followed by a 'Click on Hanukkah.png' event. It then sets the text's opacity to 100, pauses for 0.5 seconds, and plays a sequence of 'say' blocks for 'Brick walls', 'Brick wall 6', and 'hamsaKeychain'. A 'forever' loop follows, where the Hanukkah.png image is positioned at x: 0.75, y: 2.03, z: 0.2, paused for 1 second, and then moved 1 meter to the right every 5 seconds. Another 'forever' loop sets the text's scale to 1, pauses for 2 seconds, and zooms in 1.5 times every 10 seconds.</p>	Pass			Hold
8	<p>If the audience choose to learn more about the Western Wall:</p> <p>The prayers will have a dialogue to introduce the Western Wall</p>	 <p>The script starts with a 'Click on hamsaKeychain' event, followed by a sequence of 'say' blocks for 'Brick wall1', 'Senior headscarf woman', 'female', 'Formal senior man 2', and 'hamsaKeychain', each with a 3-second duration. Each 'say' block is preceded by a 0.5-second wait block.</p>	Pass			Hold

Scene 2						
1	When the audience click on the Herod's Temple, the text will change to "Welcome to Herod's Temple"	 <p>When playback head clicks on object Activate Herod's Temple Set Herod's Temple's text to "Welcome t..."</p>	Pass			Hold
2	Two prophets have a dialogue introducing the origin of the Herod's Temple	 <p>Set Herod's Temple's text to "Welcome t..." man toga says "Hello, peop..." for 4 seconds Senior Roman woman says "King Herod..." for 7 seconds man toga says "When the ..." for 7 seconds Senior Roman woman says "The wester..." for 7 seconds man toga says "Now you c..." for 5 seconds Senior Roman woman says "Hope you e..." for 4 seconds</p>				
Scene 3						
1	When click play, Matthew while introduce to audiences what they're going to do	 <p>When playback head clicks on object Activate Matthew Matthew says "Welcome b..." for 5 seconds Matthew says "You can ex..." for 5 seconds Matthew says "Click on th..." for 20 seconds</p>	Pass			Hold
2	click on the plant	 <p>updatePlantGrowth growth If growth = 2 Set Plant's color to green Set Plant's scale to 0.6 Remove activate condition from item Plant If growth = 1 Set Plant's color to green Set Plant's scale to 1.7 If growth = 0 Set Plant's color to green</p>	Pass			Hold

3	Lamp light		Pass			Hold
4	Video play		Pass			Hold
5	When click on the food, it will begin the conversation		Pass			Hold
6	When click on mom, mom and dad will talk		Pass			Hold

Programming Journal

- Articulate your thoughts
- Free up your mind and improve your concentration.
- Records the history of your progress and development

Date: 2021/1/13 Student ID: Scarlett Fang 方芷涵 405110777 Group ID: Hanukkah Traditions

1. Project goal/ scope.

- (1) To promote the Jewish culture and Hanukkah traditions to the Taiwanese
- (2) To strengthen cross-cultural communication & understanding
- (3) Most importantly— Let people have fun with technology!

2. My task(s)

I am responsible for designing Scene 1: Introduction Scene and Scene 2: Historical Scene.

Scene 1:

1. Visual Design:

The first scene reproduces the Western Wall, which is the most sacred site for the Jewish people all over the world. This monument is also called the “Wailing wall” because the Jewish come to the site to mourn the destruction of the Temple and the loss of national freedom it symbolized. Therefore, I chose this sacred site as my main visual design and reproduced it in the AI game. By reproducing this site, I hope the viewers feel the festive spirit as if they were gathering around the Western Wall to celebrate the Hanukah.

The second scene reproduces the Herod’s Temple. The Western Wall was originally erected as part of the expansion of the Second Jewish Temple begun by Herod the Great. However, when the Romans destroyed the temple in 70 CE, only the western wall survived. The western wall is considered closest to the former Holy of Holies, which makes it the most sacred site. By reproducing this architecture, I hope that the audience will feel, as Jews do, the grandeur and sacredness of the temple, as well as the regret at its destruction.

2. Game Design: I designed three games to let the audience learn more about the Hanukkah traditions.

1) Light the Hanukkiah

The audience can light the Hanukkiah by clicking on the bottom of the Hanukkiah. Subsequently, the prayers will introduce the rules of lighting the Hanukkiah to the audience.

2) Know more about the dreidel

People play dreidel games to celebrate Hannukah. At first, a spinning dreidel will appear in the scene. After that, four pictures representing four sides of dreidels will show up in the scene. The audience can click on each picture to explore the meaning of each side of the dreidel. Next, viewers can click on “Happy Hanukkah” to find out what the four sides of the dreidel mean when combined. The text “A miracle happened here” will be magnified from far to near. At last, the

viewers will see the further explanation that people say “a great miracle happened here” in Israel, while people say “a great miracle happened there” outside Israel.

3) Know more about the Western Wall

I designed the interactive dialogues among the prayers to introduce the significance of the Western Wall and the custom of praying in this sacred site. I designed this part to let the viewers understand why I chose the Western Wall as my main visual design in the AI game. This site is the most sacred relic for the Jewish around the world, and thousands of Jewish people come to the site to mourn the destruction of the Temple and the loss of national freedom it symbolized every year. The Wall is divided into two sections, one area for males and the other for females.

Scene 2: The dialogues between two prophets are designed to introduce the origins of the Herod’s Temple. This setting allows the audience to travel back in time to visit the Herod’s Temple in person to learn the origin of the Western Wall and this sacred site. The dialogues are presented in a way that gives the viewers a sense of participating in the conversation of the prophets.

3. Progress.

#.	Task description	Done
1	Reproduce the Western Wall as the main visual design	Done
2	Introduce formally dressed Israeli male and female prayers; (Different actions: some people are reading the Hebrew Bible, while some people are touching the Western Wall and crying) Use the screens to divide them into two parts.	Done
3	Introduce traditional elements of Israel: Hamsa (tour guide) / Star of Davide (Move Left to Right - forever) / Text: “Happy Hannukah” (Move Left to Right - forever)	Done
4	If the audience choose to light the Hanukkiah: Design the Hanukkiah to move from top to bottom / Click on the bottom to light the hanukkiah Prayers will explain how to light the hanukkiah to the audience	Done
5	If the audience choose to play dreidels: A spinning dreidel will appear in the setting; The viewers can click on each side of the dreidel to explore its meaning Viewers can click on “Happy Hanukah” to explore dreidel’s combined meaning; Magnified text “A Great miracle happened here” will move from far to near; The brick wall will make further explanation.	Done

6	If the audience choose to learn more about the Western Wall: The prayers will have a dialogue to introduce the Western Wall	Done
7	Reproduce the Herod's Temple in CoSpaces	Done
8	When the audience click on the Herod's Temple, the text will change to "Welcome to Herod's Temple" Two prophets have a dialogue introducing the origin of the Herod's Temple	Done

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	The original setting, the Dome of the Rock, was not suitable as the main visual design of the Hanukah traditions.	Change the setting: From the Dome of the Rock to the Western Wall, the most religious site for the Jews.
2	I originally wanted to have a tour guide to show the audience around. However, after changing the setting, there are so many people in the scene that it may be hard for the audience to tell which one is the guide.	Replace the tour guide with the Hamsa, which is a palm-shaped amulet popular in Israel
3	Some elements of the second scenes haven't finished by the time we put forward our first proposal.	Finish decorating the second Scene: Herod's Temple;
4	Add more coding to make the game design more interactive and interesting to the audience	<ul style="list-style-type: none"> • Add a question panel to improve the user experience • Allow audience to light the hanukkah & understand the rules • Add a spinning dreidel; Allow the audience to learn the meaning of every side of the dreidel + combined meaning; use font magnification to make an emphasis • Allow audience to explore the Western Wall by reading the dialogues • Design a dialogue to allow the prophet from the ancient time to introduce the Herod's

		Temple
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5. Lesson(s) learned.

a. From trial and error

From the response of the Israel Office in Taiwan, I knew that I misused some Muslim elements in my first draft. For example, I spent a lot of time reproducing the Dome of the Rock as my main visual design. Because Israel is a nation of diverse religions, and people of different religions are geographically close, it is easy to make mistakes based on information on the Internet, it is easy to make mistakes based on information on the Internet. Thanks to the response from the Israel Office in Taiwan, I gained a deeper and more accurate understanding of the Jewish people's Hanukkah traditions. I made great effort to reproduce the Western Wall as my main visual design. When I saw my project can better reflect the Jewish tradition of celebrating Hanukkah, I felt that the time and effort I spent on this project was worthwhile. From this experience, I learned that we must pay close attention when we are doing cross-culture communication to show our sincerity and respect.

b. From team member(s)

Shona is a very cooperative and active teammates.

c. From other team(s)

I think many teams are very innovative and active. For example, I am very impressed by the group who builds a British Museum. I like their artistic feeling and how they design their interactive games to show the audiences around. In addition, I like the Hanukkah origin team. Their reproduction of the historical sites is very impressive.

6. Most impressive conversation/ event.

I appreciate the chance to present our project to the important guests in the campus. I am very happy to see they enjoy our game and the technology!