

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

指導教授：周德嫻老師

Dr. Lynn Chou

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

學生：郭蟬葳撰

Jenny, Chan-Wei Kuo

Interactive mini Game Design

Student ID: 406110750

Name: Jenny Kuo 郭蟬葳

Group ID: Hanukkah Traditions

Topic	Hanukkah Traditions (Dreidels)	Teammate(s)	Shona Song 406110073 宋欣蔚 Scarlett Fang 405110777 方芷涵
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</p>		

	<p>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.</p> <p>Scene 2:</p> <p>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:</p> <p>The character will ask questions about the tradition of lighting the hanukkah and explain the right order to light the hannukiah in order to teach the audience the right order of lighting hanukkah.</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:</p> <p>1) Multimedia: Jewish Holiday Songs. Maoz Tzur (Rock of Ages) - Hanukkah Songs. https://youtu.be/KgFyCPs2XmE</p> <p>2) Interactive: allow the audience to click on the bottom to light the Hanukkah</p> <p>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.</p> <p>4) Educational: Dialogues among the prayers are appeared frequently to introduce the rules of lighting the Hanukkah, the meaning of the dreidel, and the history of the Western Wall.</p> <p>Scene 2:</p> <p>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</p>

Temple. The dialogues are presented in a way that gives the viewers a sense of 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>

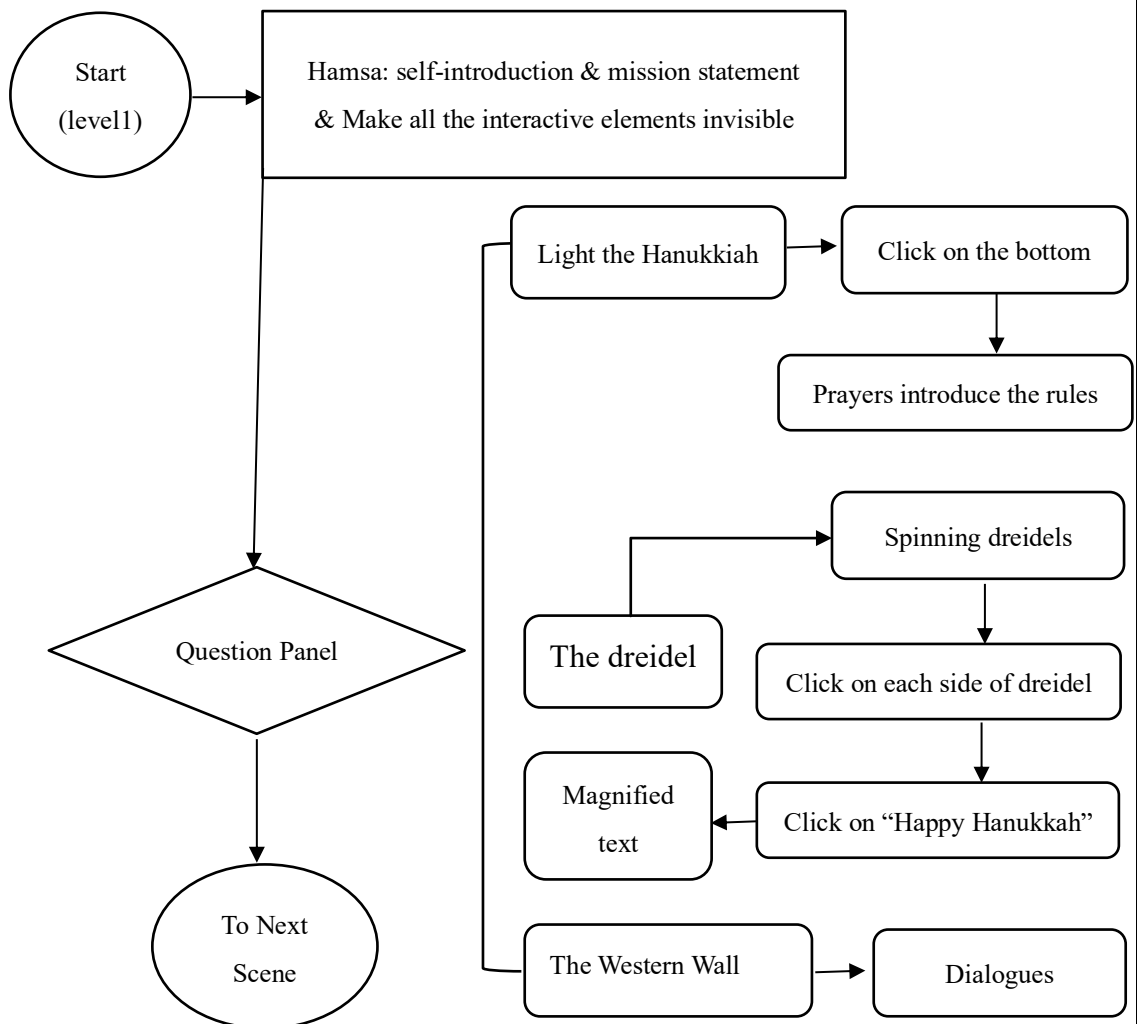
A prayer about hanukkiah

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

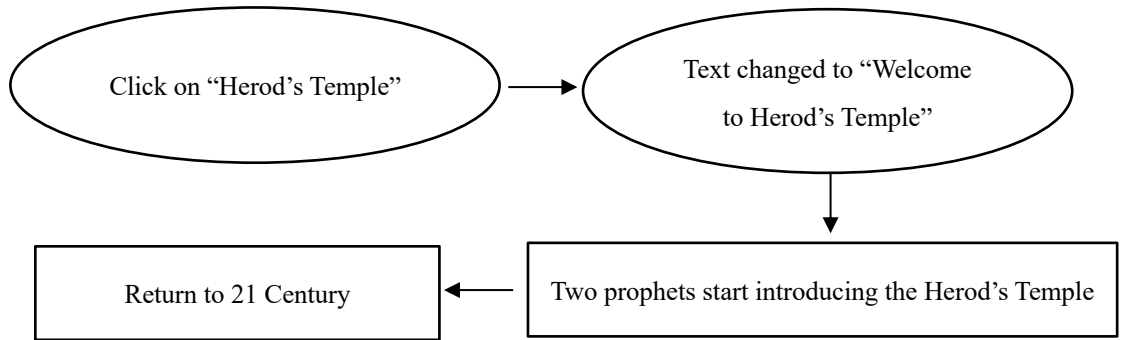
Educational: audiences can click on the characters to see the dialogue and learn more about the culture of lighting the hanukkiah.

Flowchart

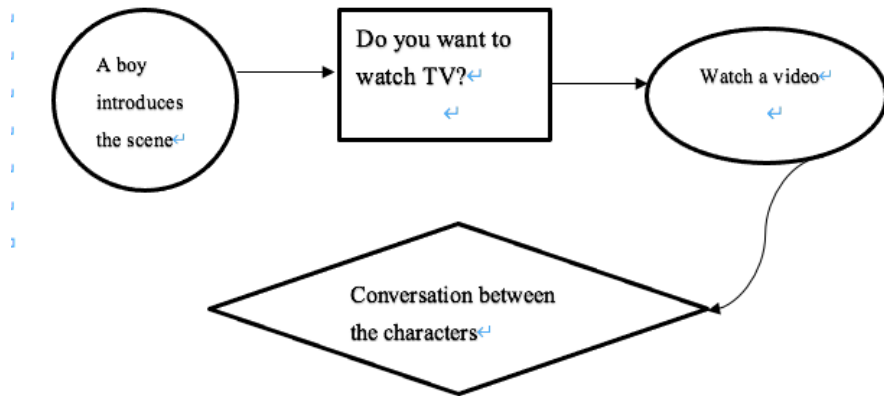
Scene 1:



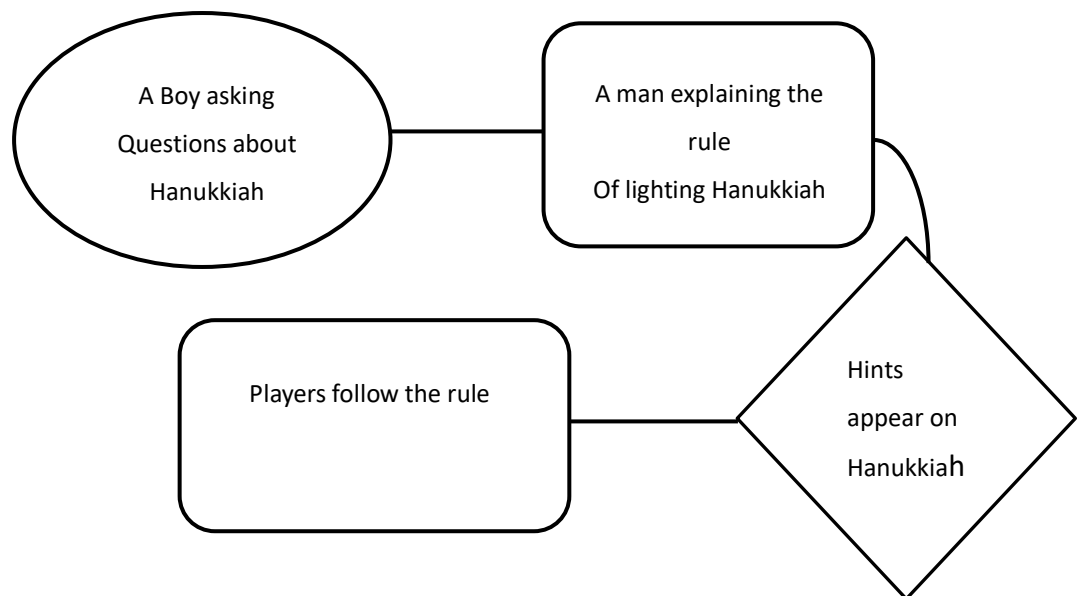
Scene 2:





Scene 3:


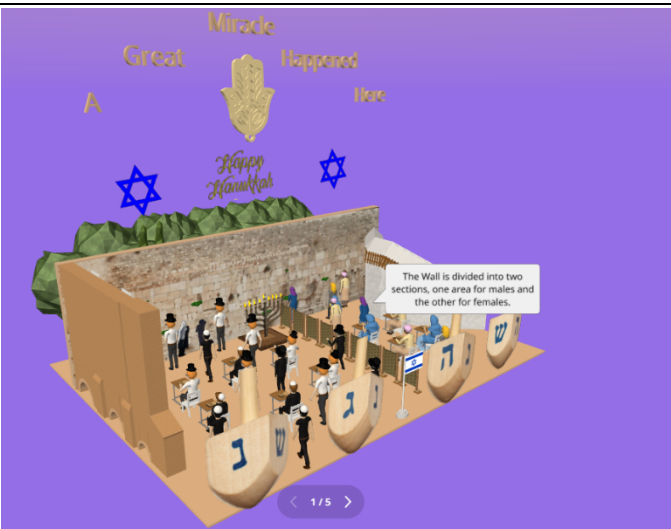





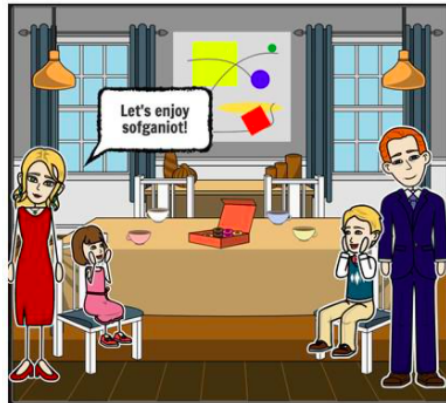
Scene 4:



Storyboard

Scene	Image		Sound
	Screen shot	Description	Narration/ Sound effect/ Background music
1.1 Scarlett		<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>	Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.
1.2 Scarlett		<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>	Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.

<p>1.3 Scarlett</p>		<p>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.</p>	<p>Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.</p>
<p>1.4 Scarlett</p>		<p>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.</p>	<p>Background music: Jewish Holiday Songs. Maoz Tzur (Rock Of Ages) - Hanukkah Songs.</p>

<p>2</p> <p>Scarlett</p>	 <p>Herod's Temple</p> <p>Hello, people from 21 century. We are prophets of this world.</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</p> <p>Shona</p>	  <p>A big miracle was there!</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</p> <p>Jenny</p>	 <p>Let's enjoy softganiot!</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>

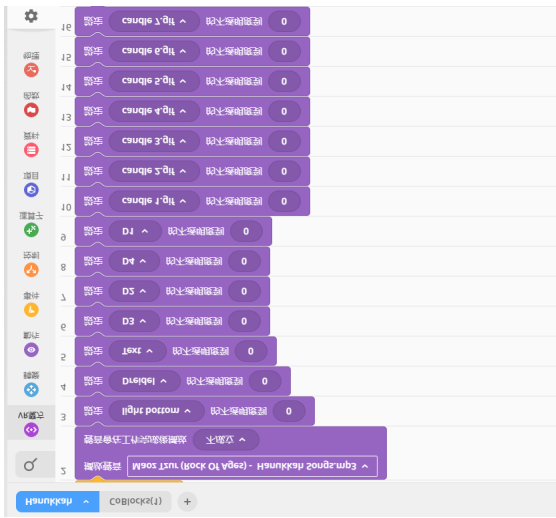
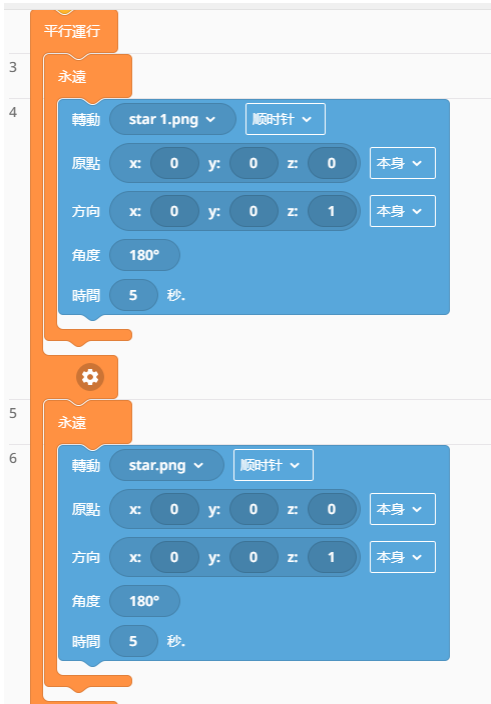
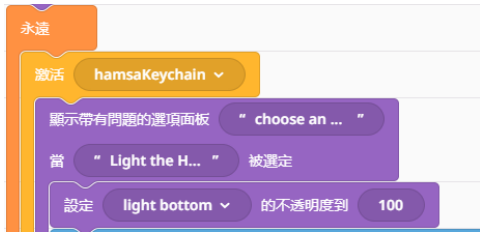


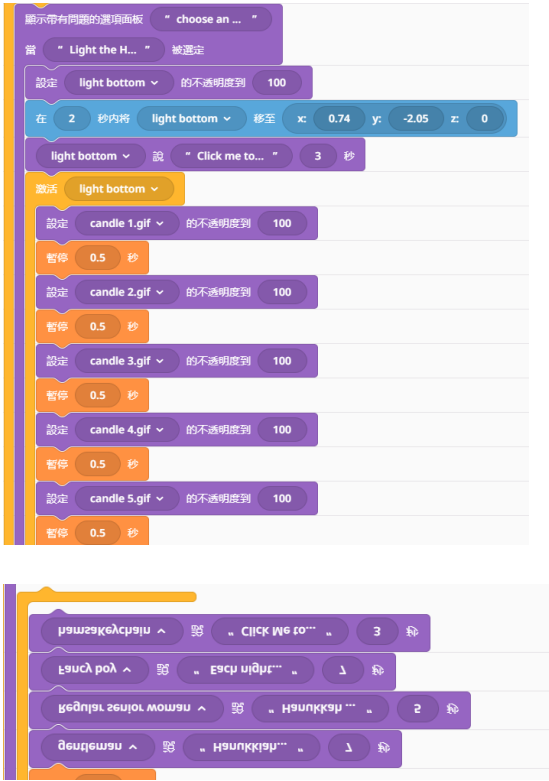
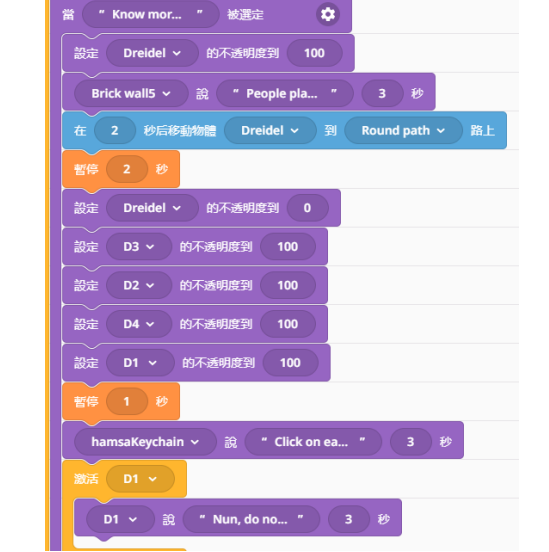
QC Checklist

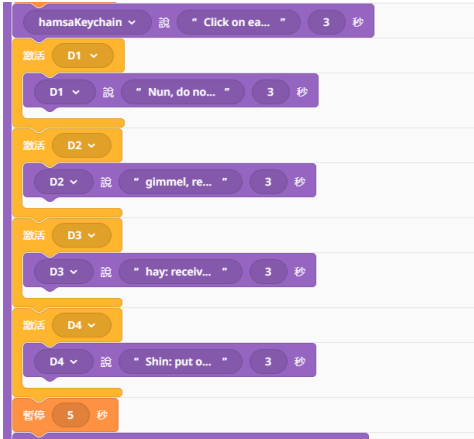
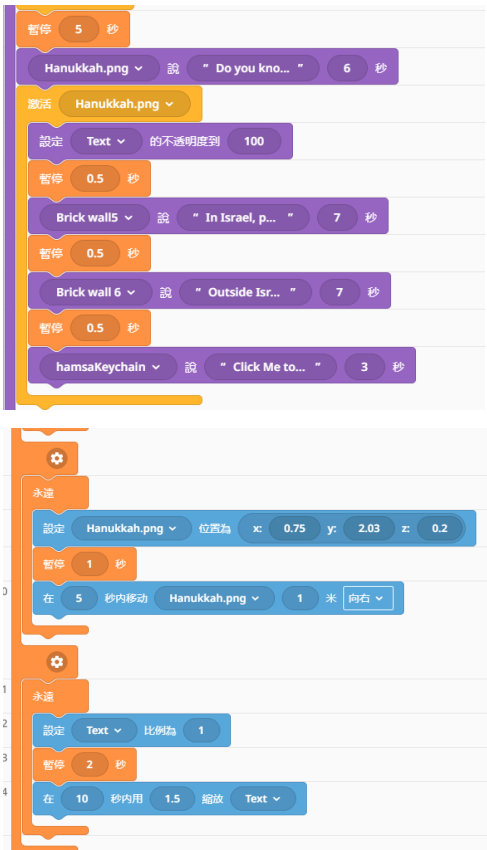
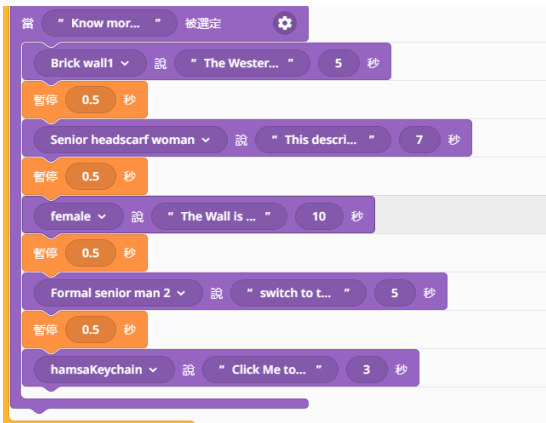
Student ID 406110750

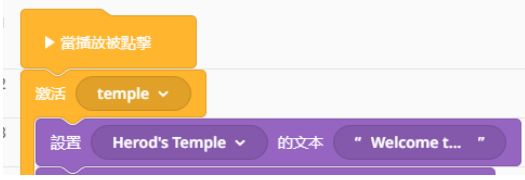
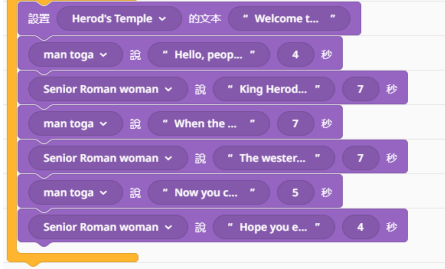
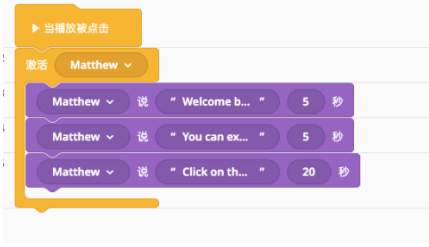
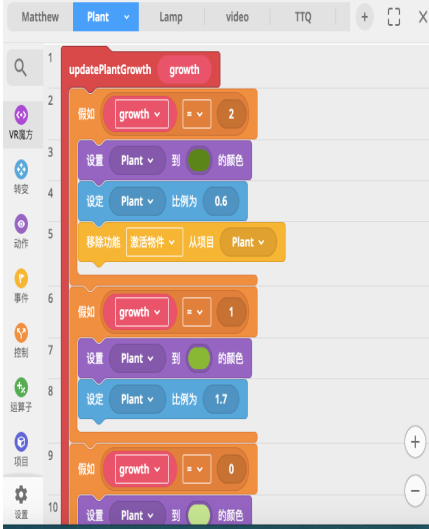
Name: Jenny Kuo 郭蟬葳

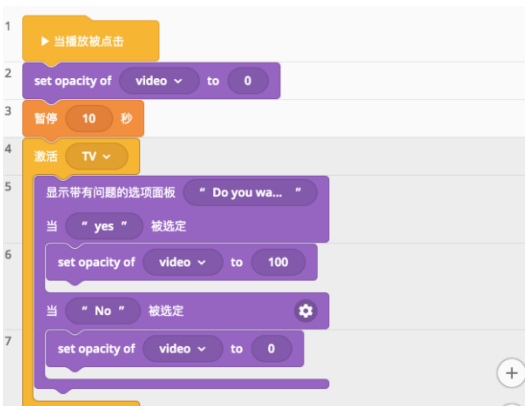
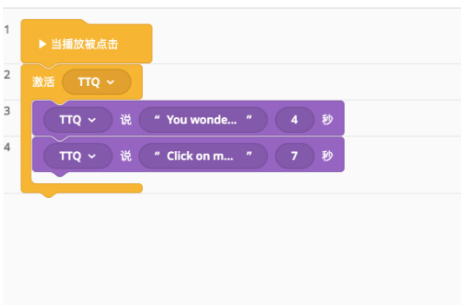
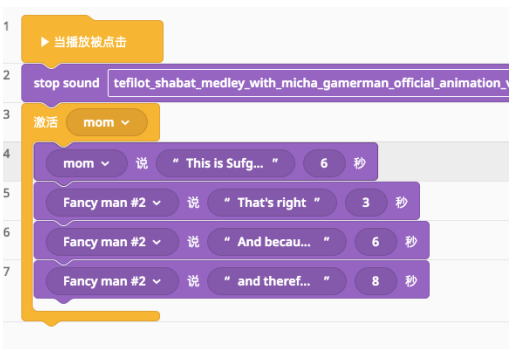
Group ID: Hanukkah Traditions

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


4	<p>If the audience choose to light the Hanukkiah:</p> <p>Hanukkiah will appear from top to bottom</p> <p>Viewers can light the hanukkiah by clicking on the bottom. The hanukkiah will be lighted according to its rules.</p> <p>Prayers will introduce how to light the hanukkiah to the audience</p>		Pass			Hold
5	<p>If the audience choose to play dreidels:</p> <p>A spinning dreidel will appear in the setting;</p>		Pass			Hold

6	The viewers can click on each side of the dreidel to explore its meaning	 <p>Scratch script for dreidel sides:</p> <ul style="list-style-type: none"> hamsaKeychain 說 " Click on ea... " 3 秒 激活 D1 說 " Nun, do no... " 3 秒 激活 D2 說 " gimmel, re... " 3 秒 激活 D3 說 " hay: receiv... " 3 秒 激活 D4 說 " Shin: put o... " 3 秒 暫停 5 秒 	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>Scratch script for Hanukah and text animation:</p> <ul style="list-style-type: none"> 暫停 5 秒 Hanukkah.png 說 " Do you kno... " 6 秒 激活 Hanukkah.png 設定 Text 的不透明度到 100 暫停 0.5 秒 Brick wall5 說 " In Israel, p... " 7 秒 暫停 0.5 秒 Brick wall 6 說 " Outside Isr... " 7 秒 暫停 0.5 秒 hamsaKeychain 說 " Click Me to... " 3 秒 永遠循環: <ul style="list-style-type: none"> 設定 Hanukkah.png 的位置為 x: 0.75 y: 2.03 z: 0.2 暫停 1 秒 在 5 秒內移動 Hanukkah.png 1 米 向右 永遠循環: <ul style="list-style-type: none"> 設定 Text 的比例為 1 暫停 2 秒 在 10 秒內用 1.5 縮放 Text 	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>Scratch script for Western Wall dialogue:</p> <ul style="list-style-type: none"> 當 " Know mor... " 被選定 Brick wall1 說 " The Wester... " 5 秒 暫停 0.5 秒 Senior headscarf woman 說 " This descri... " 7 秒 暫停 0.5 秒 female 說 " The Wall is ... " 10 秒 暫停 0.5 秒 Formal senior man 2 說 " switch to t... " 5 秒 暫停 0.5 秒 hamsaKeychain 說 " Click Me to... " 3 秒 	Pass		Hold

Scene 2						
1	When the audience click on the Herod's Temple, the text will change to "Welcome to Herod's Temple"	 <pre> 当播放头点击时 激活 Herod's Temple 设置 Herod's Temple 的文本为 "Welcome t..." </pre>	Pass			Hold
2	Two prophets have a dialogue introducing the origin of the Herod's Temple	 <pre> 设置 Herod's Temple 的文本为 "Welcome t..." man toga 说 "Hello, peop..." 4 秒 Senior Roman woman 说 "King Herod..." 7 秒 man toga 说 "When the ..." 7 秒 Senior Roman woman 说 "The wester..." 7 秒 man toga 说 "Now you c..." 5 秒 Senior Roman woman 说 "Hope you e..." 4 秒 </pre>				
Scene 3						
1	When click play, Matthew while introduce to audiences what they're going to do	 <pre> 当播放头点击时 激活 Matthew Matthew 说 "Welcome b..." 5 秒 Matthew 说 "You can ex..." 5 秒 Matthew 说 "Click on th..." 20 秒 </pre>	Pass			Hold
2	click on the plant	 <pre> updatePlantGrowth growth 假如 growth = 2 设置 Plant 到 的颜色 设定 Plant 比例为 0.6 移除功能 激活物件 从项目 Plant 假如 growth = 1 设置 Plant 到 的颜色 设定 Plant 比例为 1.7 假如 growth = 0 设置 Plant 到 的颜色 </pre>	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

Scene 4

1	When the scene begins, the music will play		Pass			Hold
2	The boy starts to talk		Pass			Hold

3	The man starts to talk	<pre> Fancy man #2 說 " Let's light t... " 4 秒 設置一個驅動 Fancy boy 到 Sit and talk 的循環 Fancy boy 說 " But what is... " 3 秒 設置一個驅動 Fancy boy 到 Sit on chair 的循環 設置一個驅動 Fancy woman #2 到 Talk excited 的循環 </pre>	Pass			Hold
4	Hint appears on the hanukkiah	<pre> 當鼠標位於 Candle1 時 是： 設置一個驅動 Candle1 到 Burn 的循環 否： 暫停 3 秒 </pre>	Pass			Hold
5	Audience can click the hanukkiah to light it	<pre> 當鼠標位於 Candle4 時 是： 設置一個驅動 Candle4 到 Burn 的循環 暫停 2 秒 Candle5 說 " Click me! " 2 秒 設置一個驅動 Candle5 到 Burn 的循環 Fancy man #2 說 " Good job! ... " 2 秒 否： </pre>	Pass			Hold

Programming Journal

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

Date: 110/1/16

Student ID: 406110750

Group ID: Hanukkah Traditions

1. Project goal/ scope.

Intro duce the tradition of hanukkiah

2. My task(s)

Teach audience learn the right order and right time to light the hanukkiah in an interesting way

3. Progress.

#.	Task description	Done
	Using an interactive way to teach audience how to light the hanukkiah in the right order	

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
	The flame is not big enough	Try to find another hanukkiah
	The coding to return to the previous step in the game is not as easy as I thought	Change the coding into an easier one

5. Lesson(s) learned.

a. From trial and error

(Detail)

Knowing how to code with Cospace and insert music into it.

b. From team member(s)

(Detail)

They give me a lot of useful advice on designing the game.

c. From other team(s)

(Detail)

They build some fantastic buildings with Cospace and designed some interesting games.

6. Most impressive conversation/ event.

Me and my teammates stay at school doing the design for this course until nine o'clock at night.