

EMMA

Initial Brainstorming

Themes	Locations	Events	Characters	Sequence of Actions
Empathy for different	train car	train crash	Older person, probably	Travelling on train, irritated
Not everyone is the same	outside of train car?		Nurse	Crash
Caregiving can be: touching,			Wounded people x 3?	Memory/Flashback of not
				Wake-up
				Nurse Helps avatar
				Nurse dies
				Avatar isn't severely injured

Raw Ideas
Neighborhoods, with our own experiences, 3rd eye perspective
Small Anthology, which house do you want to visit
Train crash
Triage
YouTube Channel Cinema Therapy psychologist + filmmaker Hunger Games dying scene
Character Driven
Credit for how awesome Caregivers and the Disabled are
Empathy for others
Loyalty
Older person who didn't want to do caregiving when young
Value older people
Scared to give care
Missed the Opportunity
Old -- Child being take out of train emergency,
Final image our protagonist/avatar/player helps someone into an ambulance, this someone mirrors exactly the injury or relationship that they were afraid of earlier
Player is helped by nurse who is dying
Nurse who is dying transfers/inspires avatar to be a caregiver
Shows player/avatar that she can do it
Earlier told she didn't care about others, something wrong with you, not good with people
Conversation with one person is cut short by another person who overhears, needs attention
Avatar's wound is the crux of ableism, fear of contagious, fear of unable to help, fear of pain, fear of vulnerability, being like THEM
Journing to get into the headspace
Precipice of making change vs. stuck and unable to change
Depression vs. connecting with people
Small talk vs. meaningful connection
Isolating by choice, the topics are too hard for her.
Stiff, stuck up, inside saying leaving me alone.
Others aren't on her side
People who feel they are always right
Hurt built up over down
Quiet room, paid for quiet space, but not everyone is quiet.
Blows minor irritations out of proportion
Perspective is correct we empathize with them, but
Nurse who is dying transfers/inspires avatar to be a caregiver
Little boy who never gave her the love she deserved
more about her ego
Wanted something she wasn't able to give to others
urge to help some inhibitions
do all the voices after the crash,
don't want to be touched
I could worsen the situation
Feelings when we don't want to engage, and we reason and rationalize
thinking about her own danger first
works through it, someone asking for help
then decide again to help
again offer choice of who to help
body convulsing at the thought of helping out
agree to positive endings for our character
old man dies
nurse transmits her gift without dying
scars and amputations happen to anyone and still be seen as human
irony that the thing that bothered her originally is now injured in the person, ironically she got her wish and the boy cannot talk and she needs to engage with him in order to get him help. About the nurse, she can't keep her hands off of him?
Nurse gently pushing the boy down to sit in his seat. But strangers, writing a report, strong arms to luggage,
Nurse show of authority, our avatar has packed luggage uncarefully, nurse is fixing it, display of power.
Internal time thing, some games can do things at our leisure, some games things change if you don't do them now.
first choice who to help
choices of how to talk or treat the patient
agree not a choice to panic switch to other patient
keep the four proximate to each other
nurse is pinned, but others are able to move freely in the cabin
try to help the nurse, but she and you realize that the door is really stuck, we try once it doesn't work and you move on. Verify that nurse is pinned.
Before I move and hurt myself further, I can direct you to help.
Negative about old man's family, I would never do that with my son,
he has much better communication with his family and she is envious of that.