

Developing Narrative Content for the Virtual Shikoku Pilgrimage Immersive Platform

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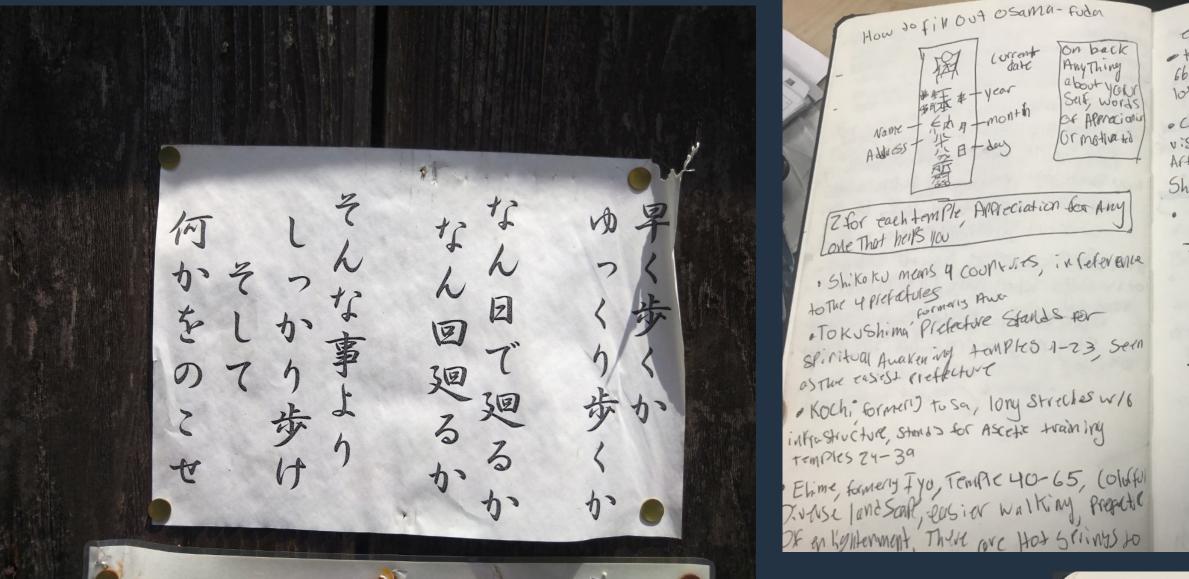
Background Research

Research Statement

How do we design and implement a compelling digital story experience within a virtual heritage context?

A large part of my research was learning about the Shikoku pilgrimage, Shingon Buddhism, and the history of Japan.

Background Research



Kasawa Pret, formerly Sanuki, TEMPIES 66-88, represents nirvana, beautifultemples unmon Practice in Zoth Century + isit Koyasan Center of Shinyar buddhism After completing the pilgrimmage NOT in Shikoks, in avakayama Pret. 1800 Saeres Placeshere! -88 temples - ZO BEKKEKU temple, Coonted Separately only introduced in 1966 - 10 \$ temples, sacred number in Buddism

-OKUnoin or remote/inner Patrovan Can be original holy places places of Spirituality, or remote Places Ker asetic training - Bangai unnumbered, not related to maintemptes, but so big They make Some of The 88 look modest

Virtual Heritage

Virtual heritage is the application of technology into cultural heritage. This project aims to replicate cultural heritage sites and experiences using the Unity 3D engine to create a virtual experience.

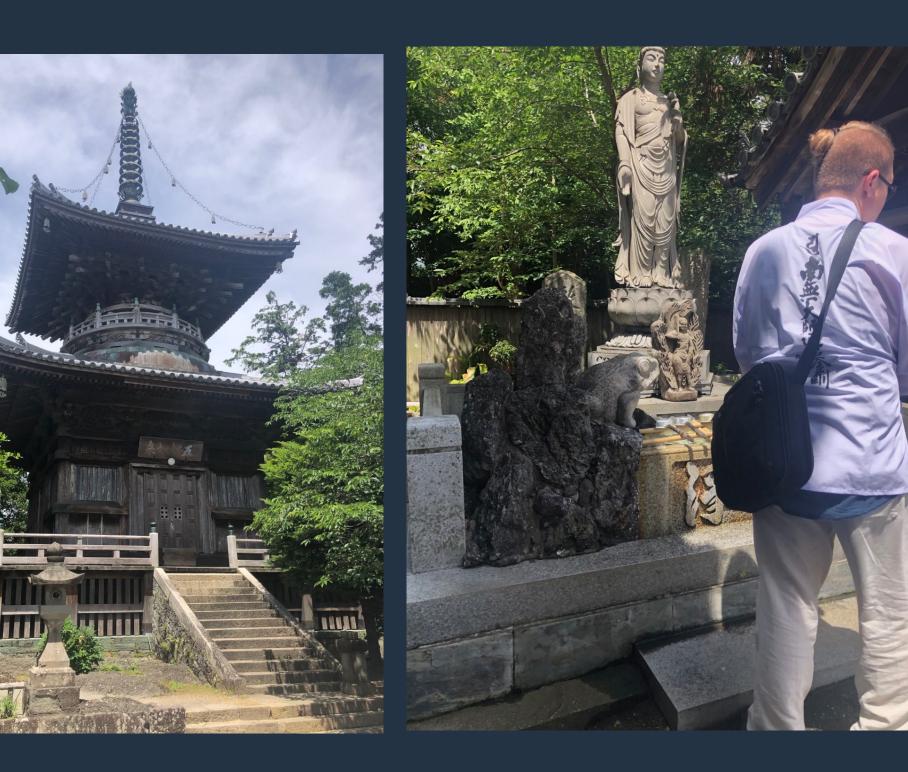
I oversaw providing information to guide the content development process of the virtual experience. This was done through literature review. I examined multiple multimedia secondary sources and mentor selected primary sources from pilgrims who have completed the pilgrimage.

Works Consulted: Dunskus, Oliver. 2021. The 88 Temples of Shikoku: A Guide for the Walking Pilgrim. Archtop Publ.

Sibley, Robert C. 2013. The Way of the 88 Temples: Journeys on the Shikoku Pilgrimage. Charlottesville, VA: UVA Press.

Tennant, Susan, trans. 2021. The 1918 Shikoku Pilgrimage of Takamure Itsue: An English translation of Musume Junreiki. Bowen Publ.

Developing Scripts

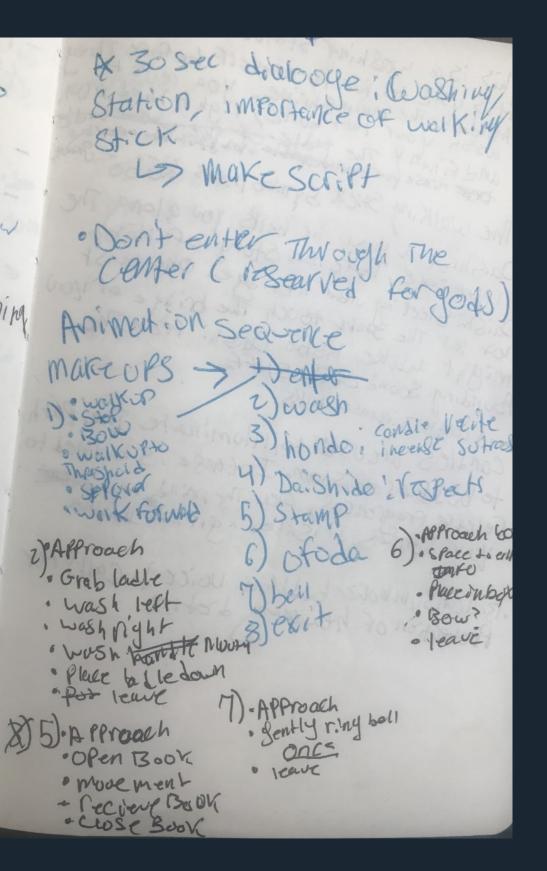


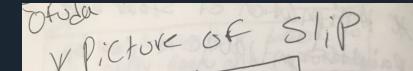
- Jinja, Shinto Shrines, offen On Same Property, large nomber · Temples + Shripes are distinguished by gates, buddhists are often like a Small building w/ roofstalls, Shinto Shring, are usually zvartical, Z horizontal Filler upper one bent

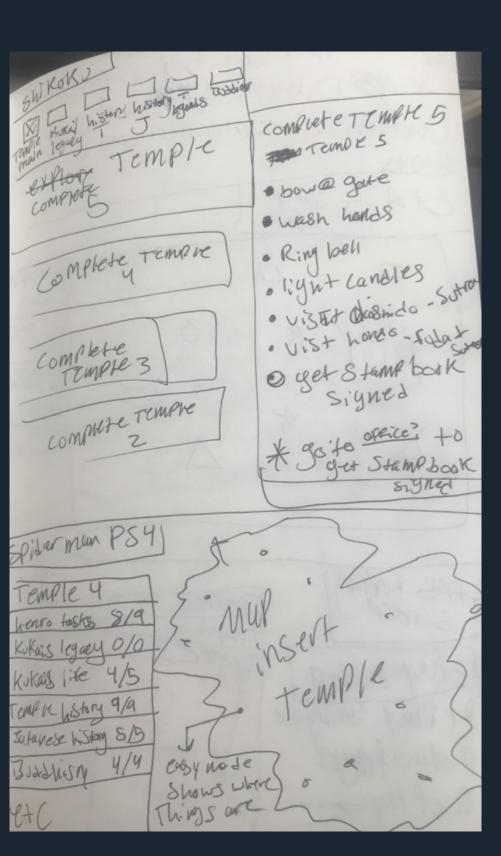
Pilgrims follow The following command monts: (+vaditionally)

1) Don't harm life 2) Don't Steal 3) Don't commit Adultry 4) Don't Liz 5) Don't exaggerate 6) Don't speak abusively M) Don't cause discord 8) Don't be greedy 9) Don't be hateful Don't lose sight of The truth

Scripts and Rituals





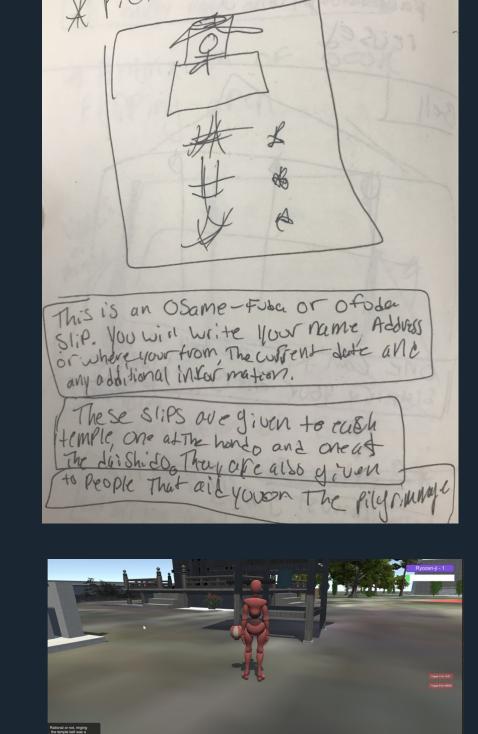


What is the Shikoku Pilgrimage?

The Shikoku pilgrimage is a multi-site Japanese pilgrimage that takes place on the island of Shikoku. It honors the monk Kukai and is 750 miles long and takes 1 to 2 months to complete.

Using the research, I helped script many rituals for the different temples. I scripted the entrance, the washing ritual, the bell ritual, the ofuda ritual and the stamping done at every temple.

I also wrote text boxes to explain the rituals and various stops at the first temple.



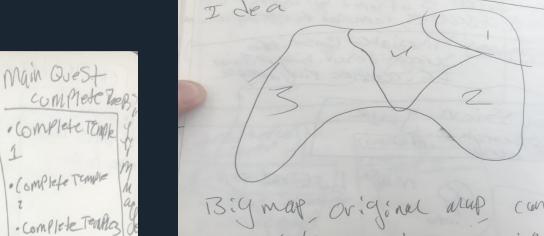
Where to go from here?

My project is only the beginning. The plan for the project is to develop all 88 temples with multiple "perspectives" to play through. Other students are currently working on animations and building the environment, the models, and adding content.

User Interface Design

Throughout my research I examined different examples of immersive UI in state-ofthe-art video games, such as the Assassin's Creed and Spider-Man series. I did this to develop and design an interface to help users navigate the are, track progress, and access additional content.

User Interfaces

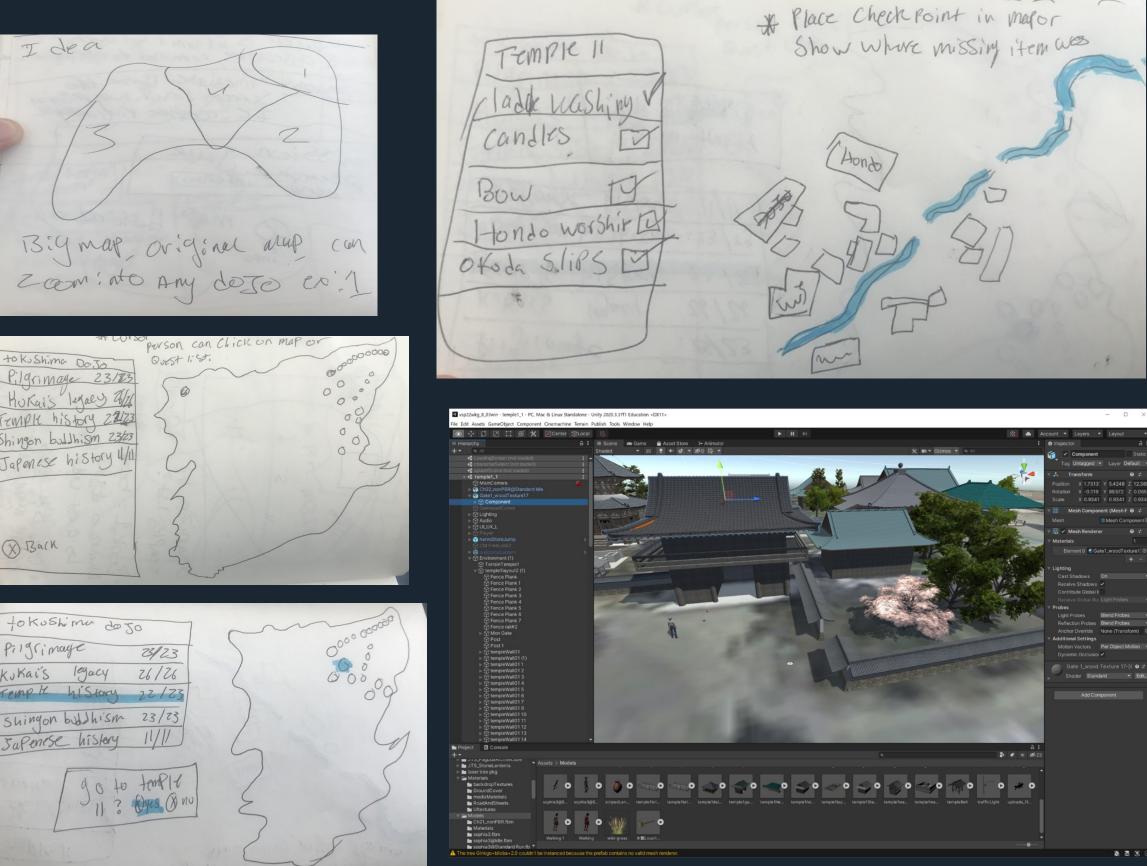


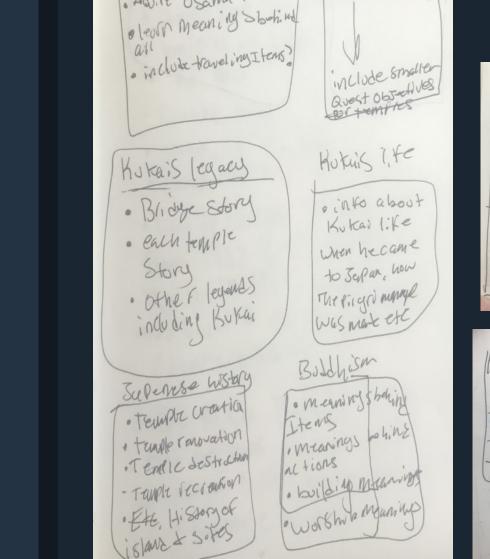
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