



Promesa

Julián Palacios Gechtman

"Promesa is a gorgeous walking Interactive Digital Narrative (IDN) wherein users move through virtual environments that connect to memories. It poses an interesting twist on a videogame: an introspective trip into memories, and into the intimate relationship between two men: grandfather and grandson. A slow-paced journey, with beautiful imagery and sound."

ICIDS 2021 Jury

Promesa

Abstract

Promesa is a contemplative experience where you'll wander through the dreams, memories and fantasies emerging from a dialogue between my grandfather and me. It's a personal project about the way our identities are intertwined, and about how this stream of inner images it's what's left to connect us when living far away from each other.

Keywords

Memory, family history, first person, meditative, walking simulator

Description

Promesa explores how the videogame image is linked to memory: the sensations coming from our individual interaction with virtual spaces is able to resurface the sensations from our past experiences, connecting our virtual presence with our physical, past presence.

Julián Palacios Gechtman is a multimedia artist and videogame developer. In his work, he uses 3D space to explore the connections between memory, fantasy and identity.



