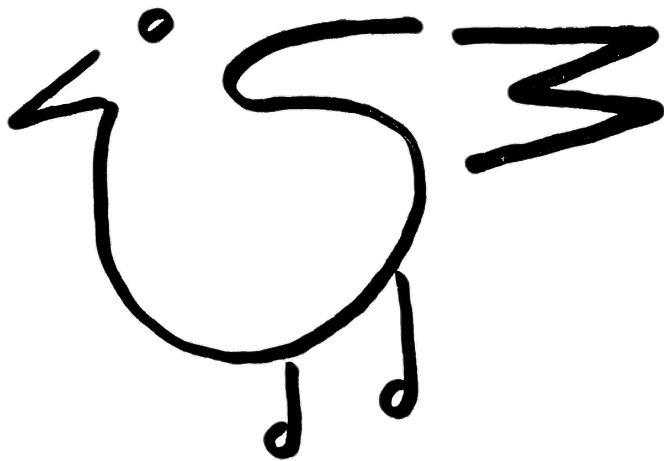


SKYLAR MASUDA

Design Portfolio



SELECTED WORKS 2020 - 2024

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Hi there!

My name is Skylar and I recently earned my B.A. in Classics and Human-Centered Design from Pitzer College in Claremont, California. I see design as an interdisciplinary act of problem-solving. These projects represent the convergence of my interest in Roman Archaeology, digital media, and human-centered design.

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Enter the Mithraeum

01

Immersive Exhibition - May 2024



Enter The Mithraeum was an immersive exhibition developed for my undergraduate thesis in Human-Centered Design, open at the Rick and Susan Sontag Center for Collaborative Creativity from April 29th- May 1st, 2024 for students and professors of the Claremont Colleges (Pomona, Pitzer, Claremont McKenna, Scripps, and Harvey Mudd College). The two-room exhibition invited visitors to explore a colorful recreation of a Mithraeum, a type of underground temple common from the 1st-4th century CE in the Roman Empire. This project aimed to demonstrate the application of human-centered design methodology to create an immersive exhibition introducing visitors to the religious diversity of the Roman Empire.



Game designers frequently use environmental storytelling to incorporate story details into all aspects of an experience, this means designing narrative details into the objects and buildings that surround players in the game world. *Enter The Mithraeum*, inspired by this practice and drawing from archeological evidence, featured recreations of architectural elements and objects from the Roman temples, as well as the multisensory elements of smell, taste, and texture for visitors to take in at their own pace.

Environmental storytelling opens the door for visitors with diverse educational backgrounds and learning preferences to engage with complex topics. The impetus for this project is the need to innovate within antiquities museums as calls for repatriation necessitate changes in museum collections. Using immersive experiential design, this project explored how exhibits without artifacts could introduce new pathways for learning in antiquities museums.

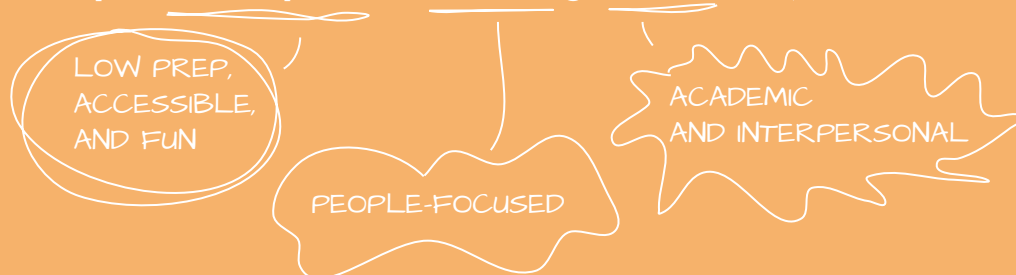


**Click for the
Walkthrough Video**



Let's talk games!

My passion for interactive design manifests in my game design. These games have taken digital and physical forms, but they all share a focus on unexpected empathetic learning.



02 Written in Stone

03 MuseumSpeak



Video Game
Single Player
10-11 Minute Playtime

02

Written in Stone is a 90s-style visual novel that explores the modern legacy of the Roman Emperor Augustus.

Players navigate through video clips that explore the reinterpretation of the Res Gestae, a piece of ancient writing documenting the accomplishments of the Emperor Augustus

My goal was to create an experience that encouraged an interest in ancient history while raising players' awareness of the dangers of accepting a singular historical perspective as undisputed fact.

This theme guided me to the format of a visual novel, which I believe captures the energy and frustration of these one-track historical narratives. The emotions of confusion, frustration, and curiosity should drive the player's interaction with the game menus.

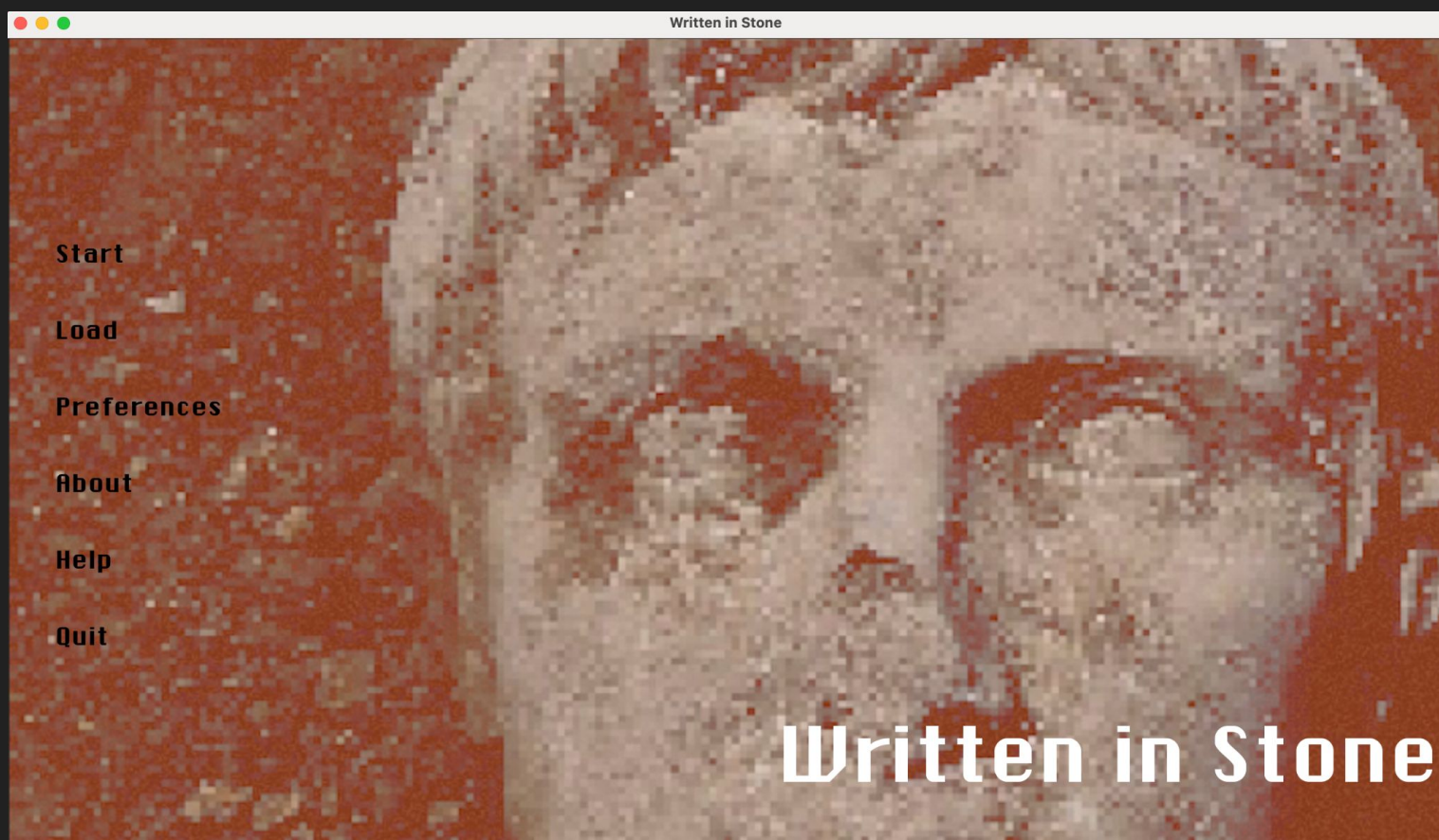
Aiming to recreate the blocky and pixelated style of a 90s FMV-based computer games such as Night Trap (1992) and Phantasmagoria (1995), this game uses live-action dialogue trees to examine and re-examine the legacy of Emperor Augustus.



NIGHT TRAP (1992)



PHANTASMAGORIA (1995)



Museum SPEAK

Card Game
4-6 Players
30-60 Minute Playtime

03

MuseumSpeak playfully examines inaccessible language in art history spaces, putting players in the role of museum curator and visitor as they guess artwork based on humorous descriptions. By building descriptions using an unintelligible vocabulary, players experience firsthand the challenges of writing and learning about art using inaccessible terms.

Each player picks a real historical painting from the Card Deck. Next, they combine random syllables to form nonsensical words. They use these words to fill out a Curator Card. In each round a player must use the nonsensical words to describe the technique, mood, and subject of the painting. The other players will then guess which piece is being described.

Hilarity ensues as each “nonsense” word begins to gain real meaning as players must collaboratively complete an exhibition description using the new terms.

The game also includes the real name and description of each piece, encouraging excitement curiosity and excitement around art education.

MuseumSpeak Curator Card

Keywords:

PALSIS, GRAAN,

Subject:

SIMOOER

Technique:

TIKIC

Mood:

ETIVE

Curatorial Remarks:

OBISH

MuseumSpeak Curator Card

Keywords:

QUEEDLE

Subject:

TOOFA WOOFA

Technique:

ROM

Mood:

SQUAMBLY

Curatorial Remarks:

JALBISH

MuseumSpeak Project Brief

2-6 Players

Welcome students! This semester your art history class has been selected to step into the role of curator and develop an exhibition at one of the top museums in the world. This is an exclusive opportunity and should be treated with the utmost scholarly respect.

Here's how we do things around here:

Without speaking to your fellow students, secretly select an artwork and create a description for it on the provided Curator Cards.

Pull ten random syllables from the Syllable Selector. Arrange these syllables to form MuseumSpeak words and complete the card. Each syllable must be used at least once, but can be used more than once.

Then, show present your card to your fellow students. Read it aloud! Explain the art to your fellow students. (When explaining out loud you can use connecting words like "a" and "the" but make sure not to use any literal, helpful, or familiar words))

They will collectively guess which piece you're describing. They must reach a consensus before they place a guess. You may not speak as they discuss.

Too

SQUAMB

FA

LY

MuseumSpeak Exhibition Description

This exhibit explores the challenging theme of:
TOOFA WOOF A

These pieces encapsulate the epitome of
SQUAMBL Y and JALBISH ROM

Artists skillfully utilized techniques such as
TIKIC

Prepare to be moved by pieces that explore
feelings of E TIVE SIMOOER and PALSIS

We as a museum are proud to present: [\(exhibition title\)](#)

EXPLORING TOOFA WOOF A
A SQUAMBL Y JOURNEY

Opening:
(today's date) DEC 1st 2022

Videography

and post-production work

03



PATHFINDER: The Untold Story of “The Indian Business”

MARCH 2023
Multicam Videographer and Editor
Center for World Indigenous Studies



Corona Cutie: A Digital Quest for Love

JULY 2021
Editor and Creative Consultant

Featured:
Edinburgh Fringe Festival
SUMMER 2021

Thank you for considering my work. I graduate from Pitzer College in Claremont, California as a double major in Human-Centered Design and Classics.

All projects mentioned are viewable in their entirety on my website. Please reach out if you have any questions.

Best Wishes,

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