

# Portfolio

**EMILIE BRESLAVETZ**

Game Designer & Playful Artist

2013 - 2023

# PLAYFUL MACHINES



**Miroir Arcade**  
Playful Installation (2022)



**Wireframe**  
Alternative Controller (2022)



**Control(s)**  
Alternative Controller (2022)



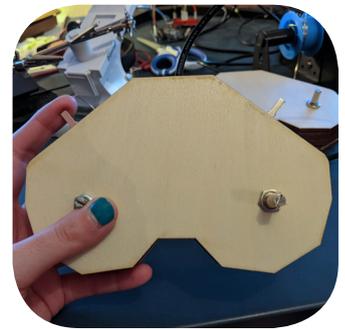
**Retro Arcade Controller**  
Playful Installation (2022)



**Talk**  
Hijacked Arcade Cabinet (2021)



**The Quilt**  
Playful Installation (2021)



**Pad Pot**  
Alternative Controller (2021)



**Choplings**  
Alternative Controller (2020)



**Musical Steps**  
Playful Installation (2018)



**Old Wheels**  
Alternative Controller (2015)



**Wasted**  
Video Game (2015)



**Playful Odyssey**  
Video Game (2014)



**Game Lab**  
(Since 2013)

# MIROIR ARCADE

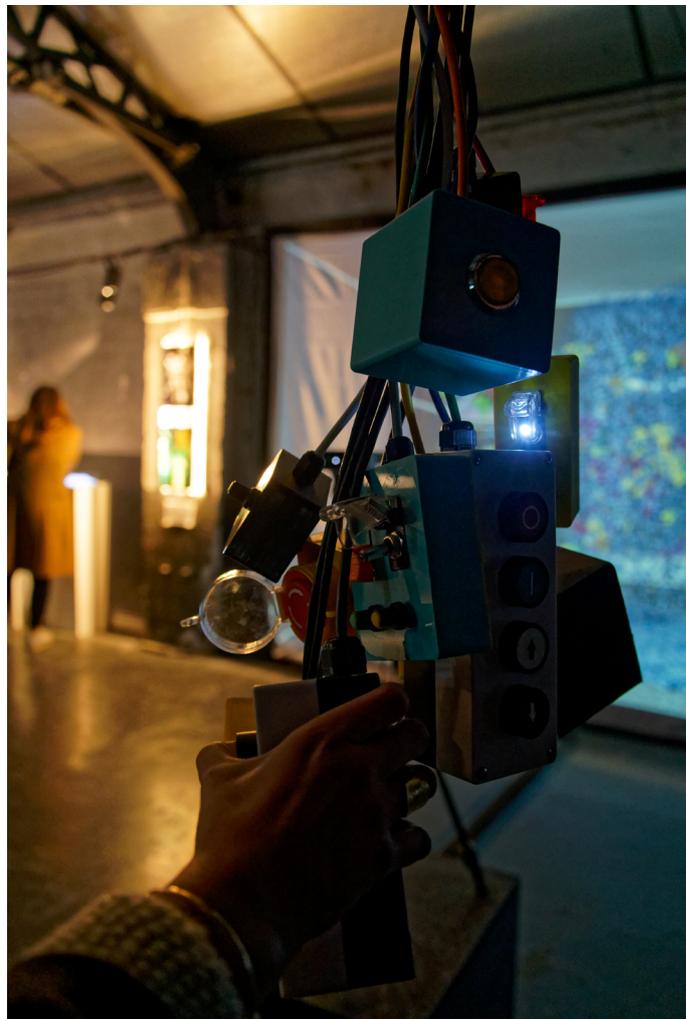
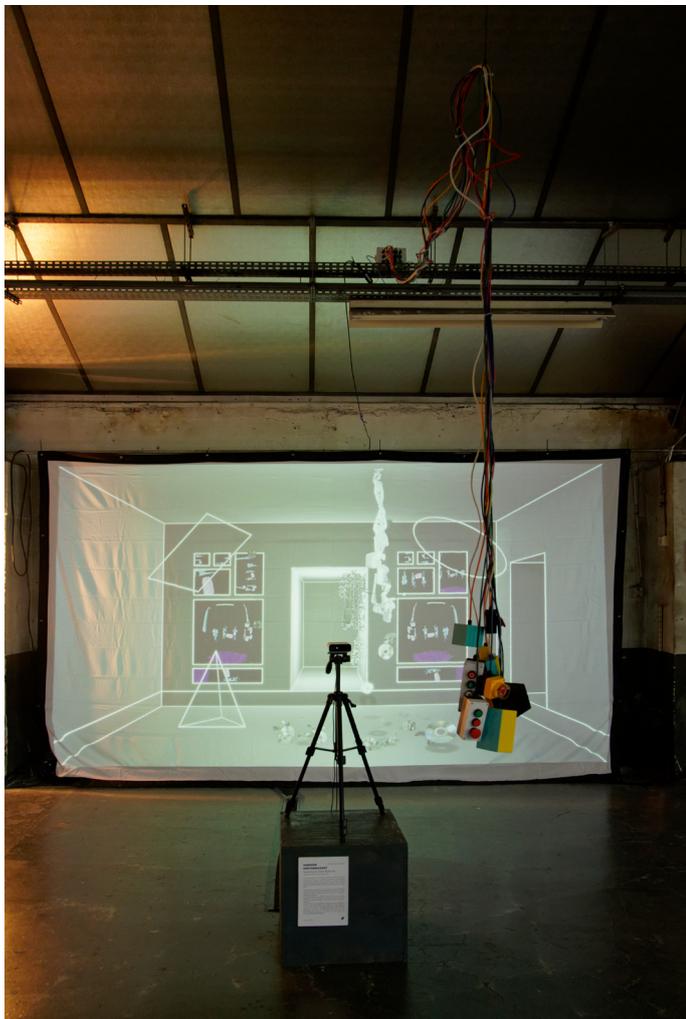
Playful Installation conceived in collaboration with Artists Duo Néon Minuit (2022)

Videos : [Walkthrough](#) et [Making-Of](#)



**Miroir Arcade** (aka **Arcade Mirror**) is an interactive multiplayer projection controlled by a cluster of handcrafted gamepads. The visitor sees their body projected into the digital space through a Kinect camera. Mysterious hanging boxes in space can generate spectacular effects. By sharing the controls, the participants manipulate buttons, potentiometers and switches to discover all the distorting filters.

**Collaborators** : [Léon Denise](#) – [Dorian Rigal « Minuit »](#)

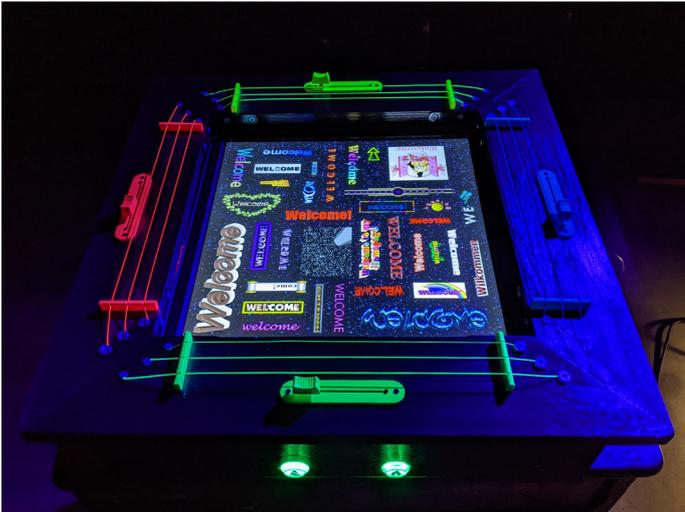


# WIREFRAME

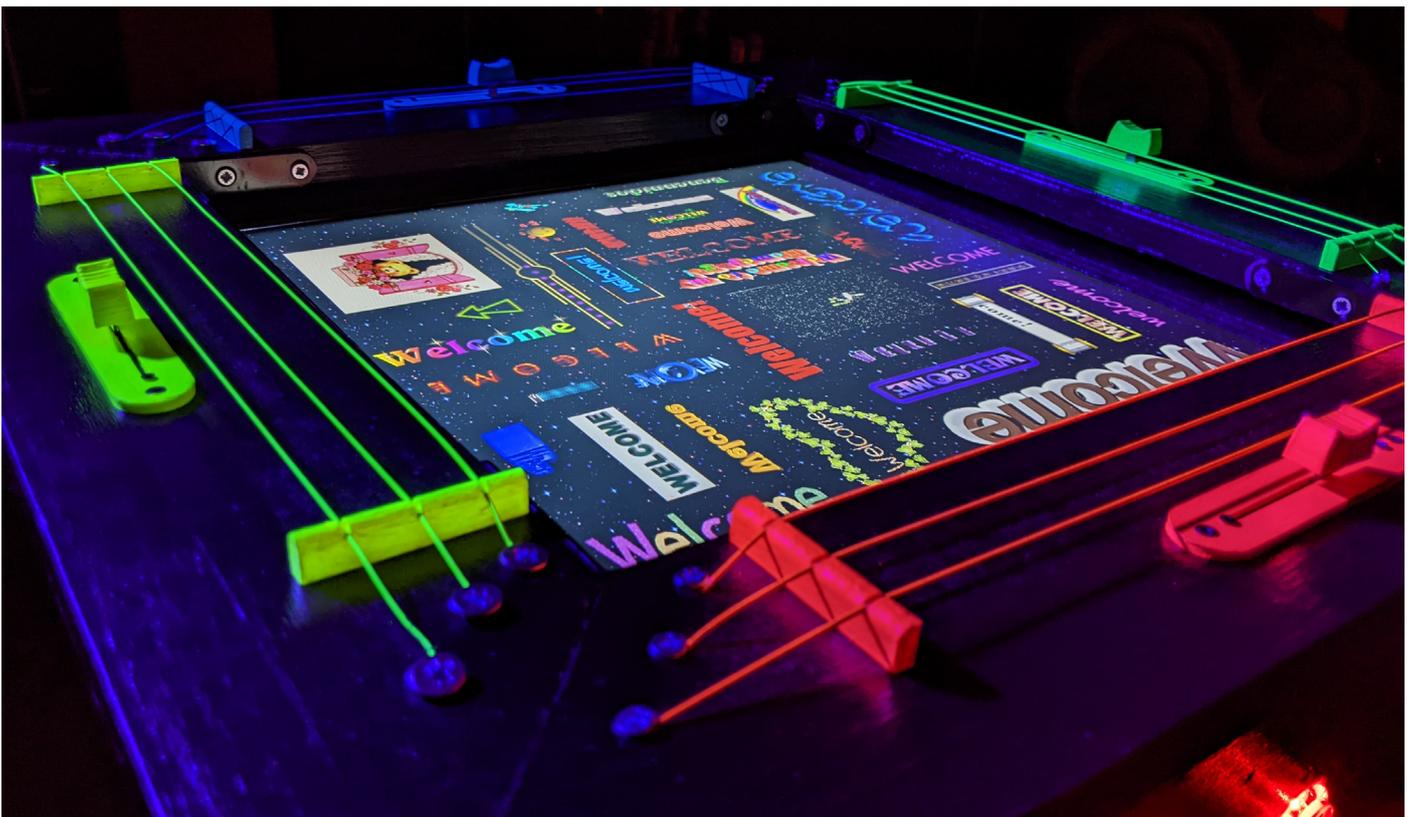
## Alternative Controller tribute to GeoCities (2022)

Video : Making-Of

**Wireframe** is a competitive four-player alternative game controller tribute to 90's internet webpages and whose graphics have been made exclusively with *GIFs from GeoCities* database of the Internet Achives.



The game is based on a rock-paper-scissors principle in which players control their avatars with a slider potentiometer, two arcade buttons and three guitar strings. The installation takes the form of a black box around which the players gather and whose interactive elements are phosphorescent and therefore visible in the dark in order to be easily playable in festive atmospheres.



# CONTROL(S)

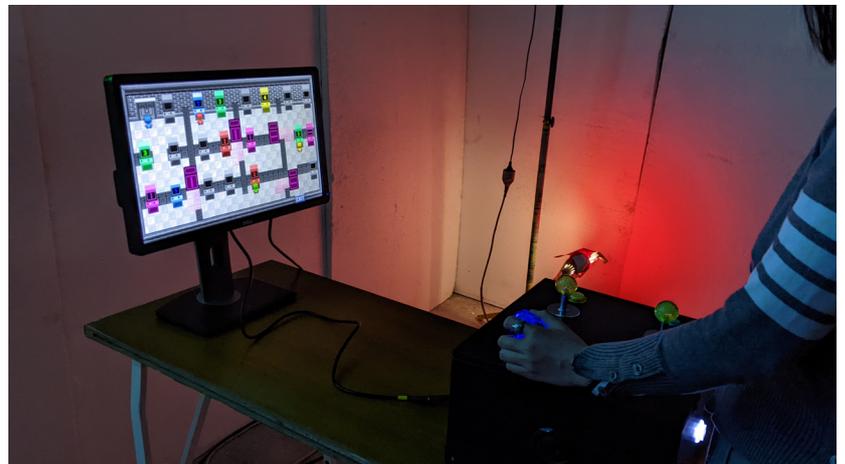
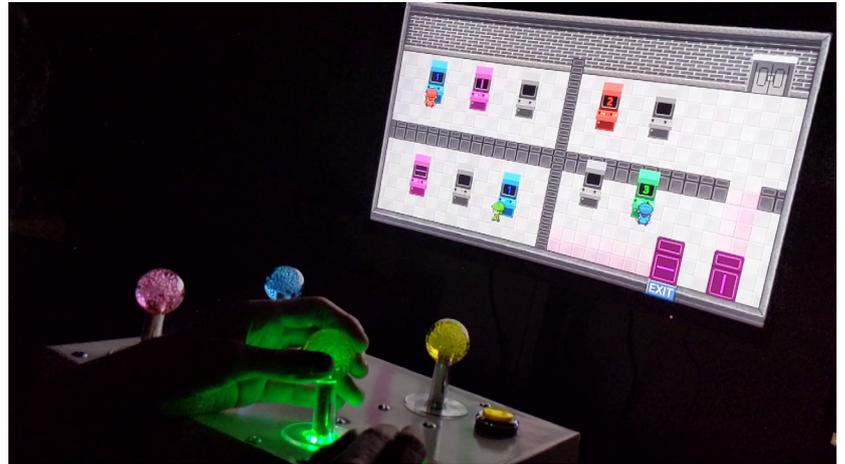
Alternative controller with Future-Retro look (2022)

Video : [Making-Of Final](#)

**Control(s)** is a small puzzle game in which the player controls a player which is controlled by another player which controls another player which is controlled by another player which... etc.

*You enter an Arcade Game Center and try to find your way through the different rooms. To reach the exit you have to control other characters by playing them on the arcades, Some arcades have abilities like moving blocks or teleport from one to another.*

The **LED arcade controller** is composed of 4 joysticks paired with 4 buttons of 4 different colors. When the player is in control of a character, the corresponding pairing activates and lights up.

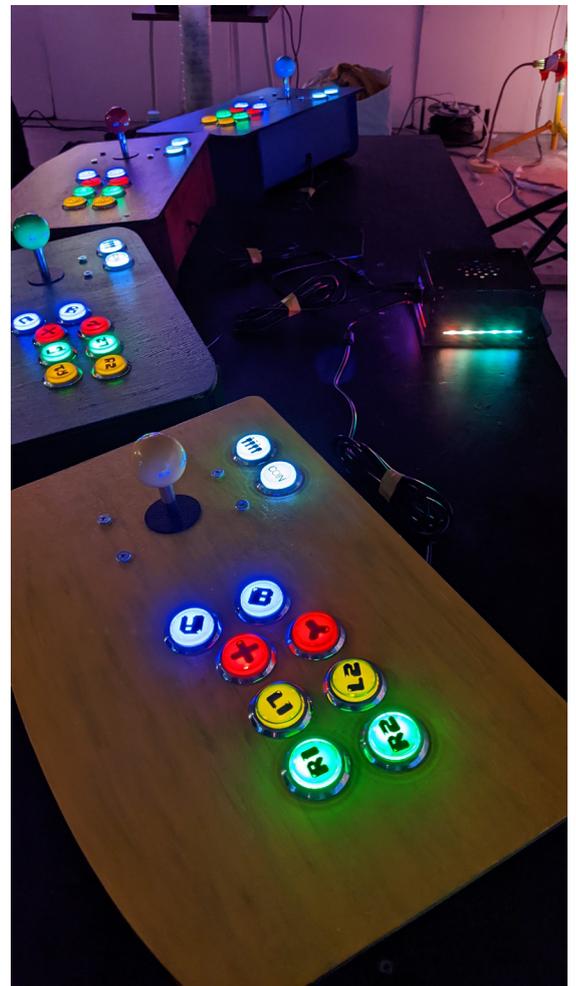


# RETRO ARCADE CONTROLLER

Playful Installation to play retro video games (2022)

Video : [Making-Of & Playtest](#)

**Retro Arcade Controller** is a retrogaming installation composed of four arcade controllers connected to a Raspberry Pi 4 programmed with RetroPie allowing players to play a large variety of games.

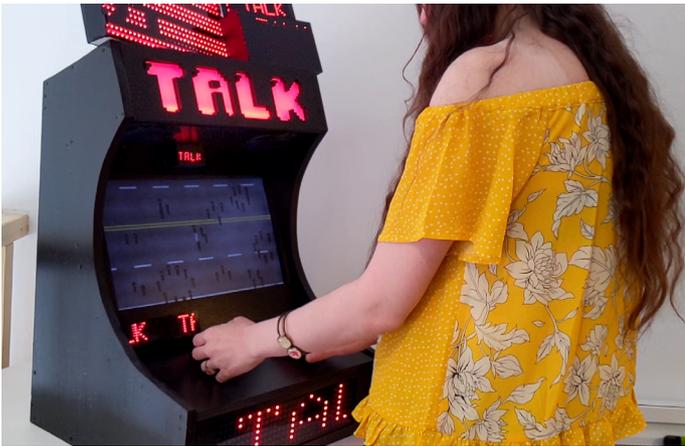


# TALK

## Hijacked Arcade Cabinet to transcribe social anxiety (2021)

Video : [Making-Of](#)

**Talk** is an *experimental arcade-like installation* about *social anxiety* disorder. The player embodies a character who must overcome their fear of talking to the people around them. But it can't be done because the button meant to talk is broken. The game is therefore an infinite loop in which it is impossible to perform the necessary action to fulfill the game objective.



**Talk** takes the opposite view from alternative controllers which are mediums always looking to invent new ways to play. The installation transcribe the fear of performing an action by making it visually obvious but impossible to perform and thus induce a *significant "not-playing" situation*. The talking action is programmed in the game but is impossible to execute because the barrier of the broken button prevents the player from doing so. **Talk** was produced during my *Creation en Cours* residency at the *Ateliers Médicis* in 2021.



# THE QUILT

Textile, sound and light interactive installation (2021)

Video : [Residency Final Presentation](#)



This installation is part of a triptych produced in collaboration between eight artists during *The Brain 7* residency by **AMAZE Fest**.

Le thème de *The Brain 7 – Playful Media Residency Online* est « **Dream** » : the Dream about a society where individuals can live in peace, where humans can live and work in a socially, culturally and naturally durable environment.

**Collaborators :**

*Emeline Néant (FR)*

*Jeanne Susplugas (FR)*

*Marie Dahlén (SE)*

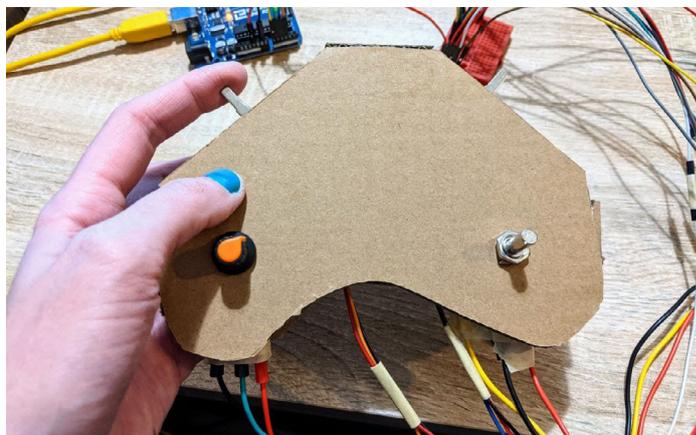
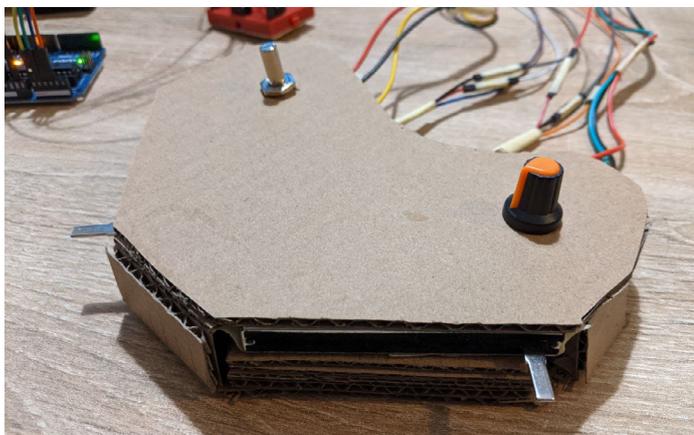
**The Quilt** is an interactive installation taking the form of a patchwork blanket made of diverse fabrics and textures. People can sit around and interact with it by **touch and pressure** to activate some sound and light events. **The Quilt** represents the frontier between dream and reality. It shows the dream from the dreamer perspective by making the dream overflowing on reality.



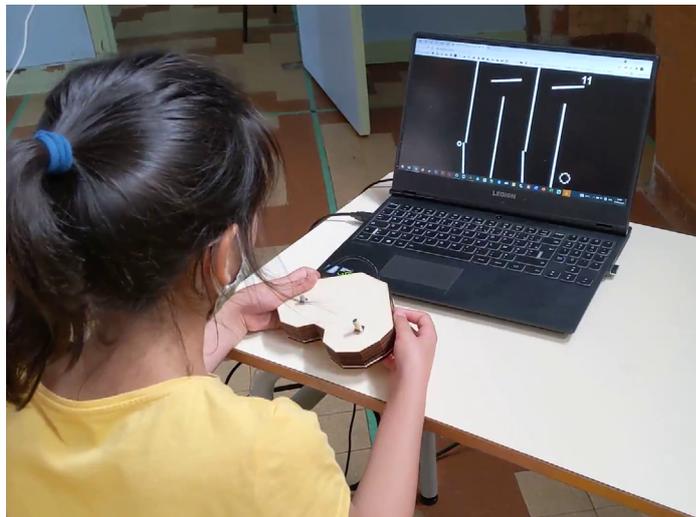
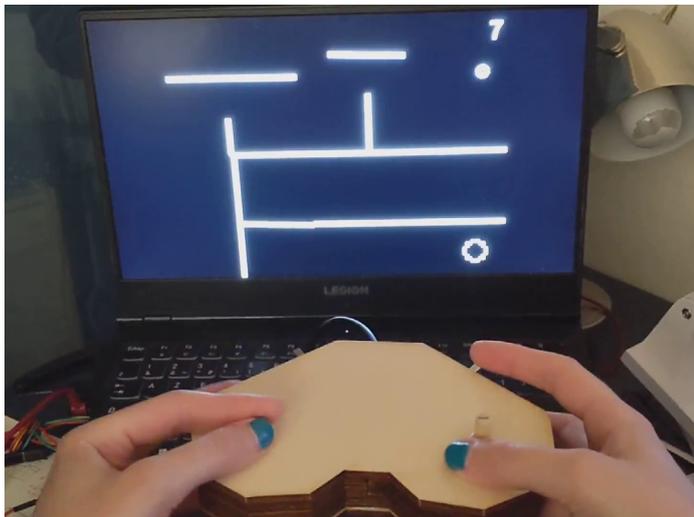
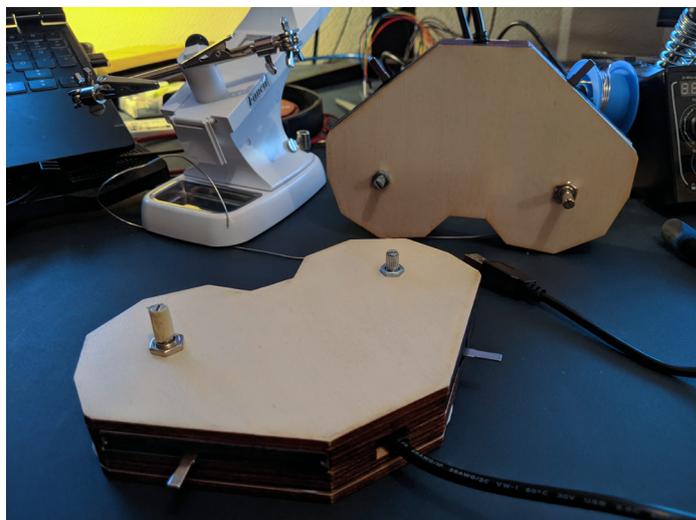
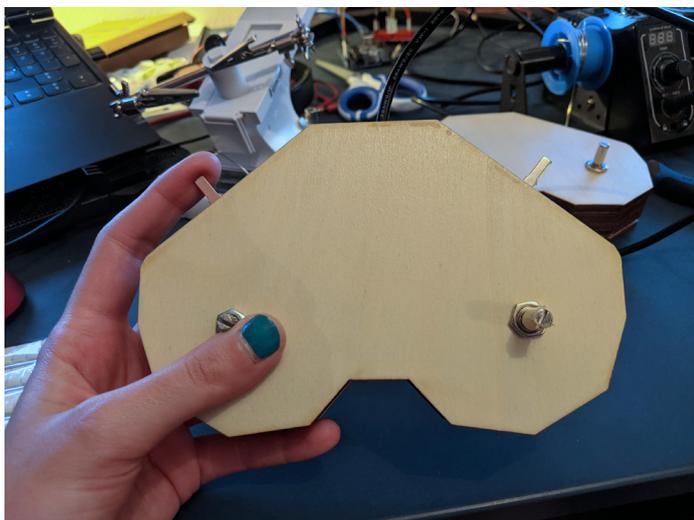
# PAD POT

Alternative controller revisiting classic gamepad interactivity (2021)

Video : [Gameplay](#) et [Making-Of](#)



**Pad Pot** is an alternative controller, created during *Amaze at Home Game Jam*, which revisits the interactivity of a classic controller by replacing the buttons with potentiometers. This controller was designed to play a small game of skill and speed in which the player must reach the end of each level in a limited time while interacting with both the avatar and the environment. It was made with an Arduino, two slider potentiometers used to move the avatar, an infinite rotary potentiometer used to move large walls and a classic rotary potentiometer to move small walls.

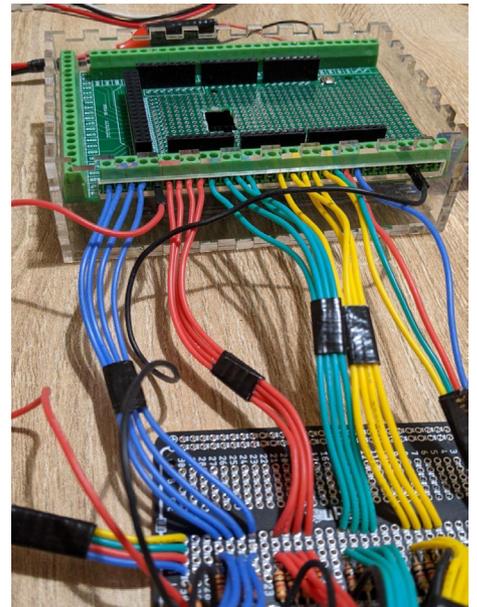


# CHOPLINGS

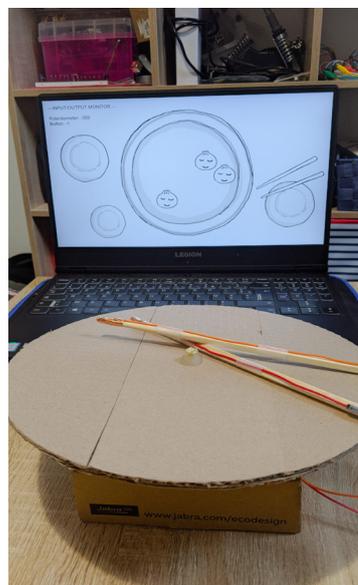
## Alternative controller tribute to Asian Culture (2020)

Video : WiP

**Choplings** is an alternative game controller inspired by Chinese culture. It is composed of a rotative circular tray, four joysticks and four pairs of connected chopsticks. The controller is then connected to a computer game software so the player can control the corresponding tray and chopsticks on screen. Dumplings are falling on the central tray that players must pick up and associate with different sauce following the indications they receive.



During my trip in China, I have been struck by the warm and friendly way in which meals were shared. I therefore undertook to reproduce the scenography of a meal with chopsticks and a rotating circular tray connected electronically and inspired by the accessories that I was able to use in China. The game transcribes the rhythmic and dance that punctuated each meal while reproducing real gestures in a game that is both cooperative and competitive between four players.



# MUSICAL STEPS

Playful and musical installation (2018)

Video : [Making-Of and Gameplay](#)

**Musical Steps** is a multiplayer interactive musical game fplayable with feets. Two sets of six pressure sensors in the form of underfoot are placed on the ground on both side of a microcontroller circuit to which they are connected. By walking on the steps, the players can trigger certain sounds and thus compose a dance in rhythm together. The main purpose of the installation was to be a meeting and interaction point between strangers in order to share a moment of relaxation together and to facilitate communication in a way other than speech.



**Collaborators :**

*Aline Martinez Santos (BR)*

*Sikai Li (CH)*

# OLD WHEELS

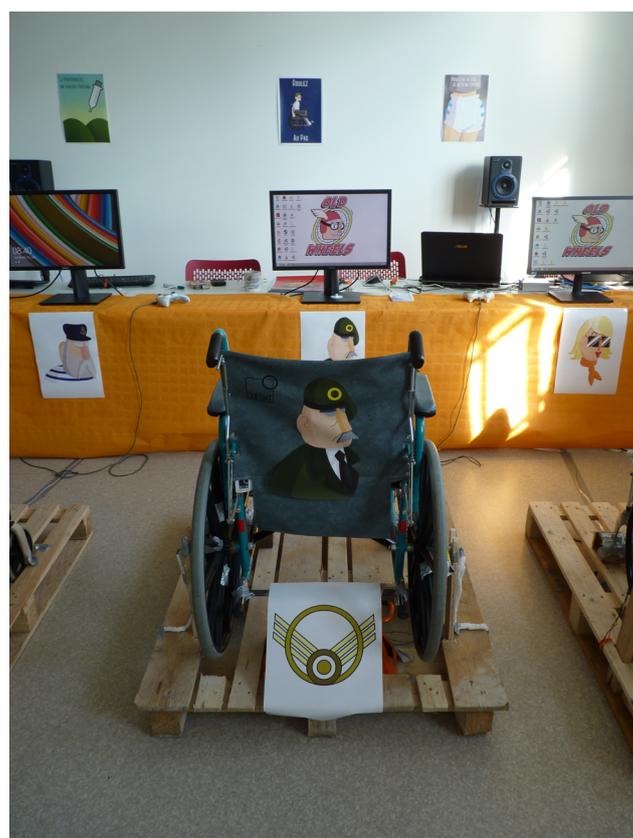
Interactive installation about handicap and old age (2015)

Video : [Trailer](#)



**Old Wheels** is a race game that features a unique type of controllers : real wheelchairs modified with Arduino technology. Each player is installed in their chair fixed in place and must handle the drive with a direct return on the screen when they move their avatar by turning the wheels. **Old Wheels** talks about the old-shifted in an offset and light manner through realistic controls to play down the wheelchairs and/or learn to use them.

*Collaborators : Aline Krebs – Bastien Nanceau – Alexandre Schnepf – Ludovic Geraert – Eloi Duclercq*

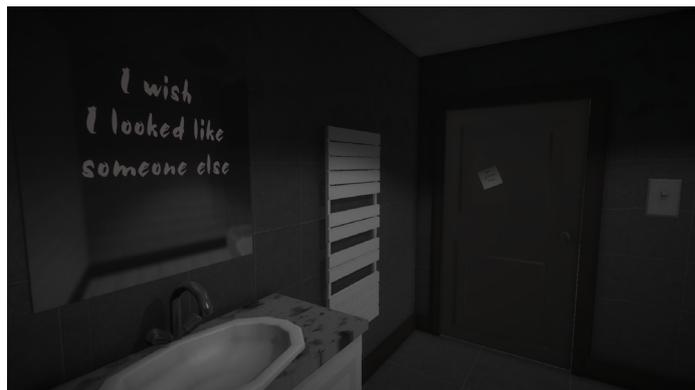


# WASTED

## Narrative interactive experience about depression (2015)

Videos : [Trailer](#) et [Gameplay](#) // Play : [Download](#)

**Wasted** is a short interactive and narrative experience initially intended for use in VR aimed at immersing the player in the heart of depression. The game tells a piece of life of a depressed person following them in their daily life. Their apartment becomes then both their living space and a reflection of their mental and emotional state. The experience is not intended to provide a form of playful pleasure. Placing the player in the shoes of a depressive, it is above all a sensitive and subjective dive into the disease.



**Wasted** is a game in which the different symptoms of depression have been translated into game mechanics. For example, to better transcribe « **the vicious circle of depression** », time unfolds through a series of cycles representing the days of the protagonist. The player is **stuck in a loop** that starts again with different visual and sound alterations each time the player has walked around their apartment. The progression of the game is based on the multiple fluctuations in the mood and state of mind of a depressed person.

**Collaborators** : Rémi Fusade – Guillaume Dor – Alexandre Schnepf – Benjamin Rigotti



# PLAYFUL ODYSSEY

VR video game evoking some synesthesia principles (2014)

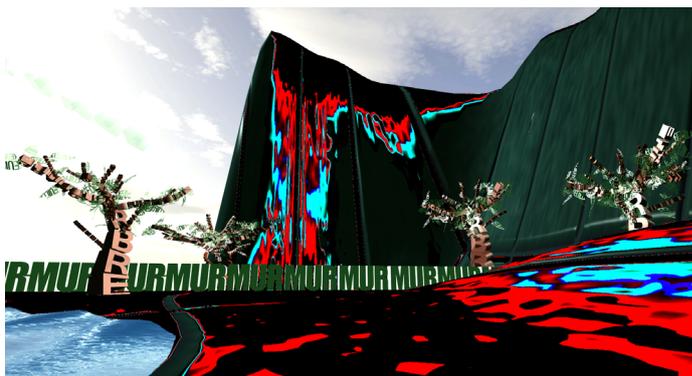
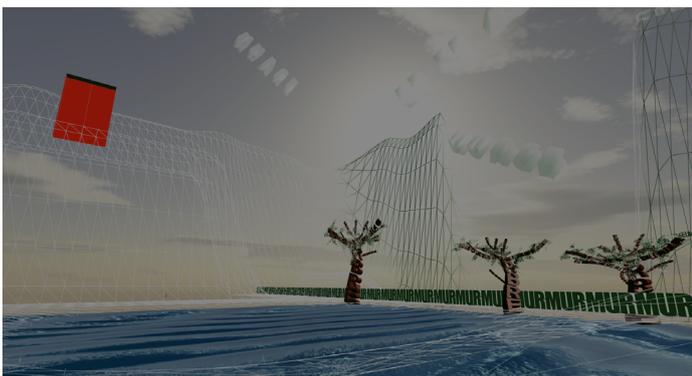
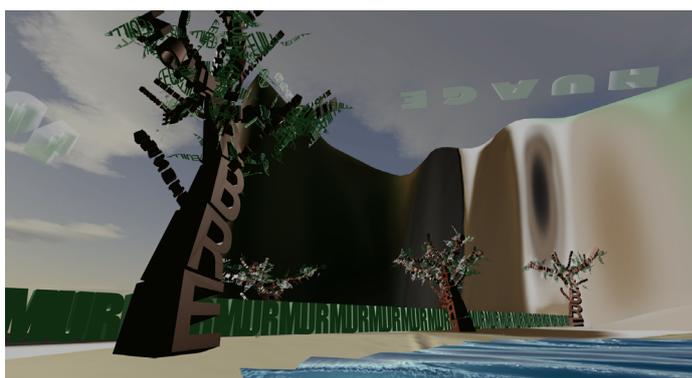
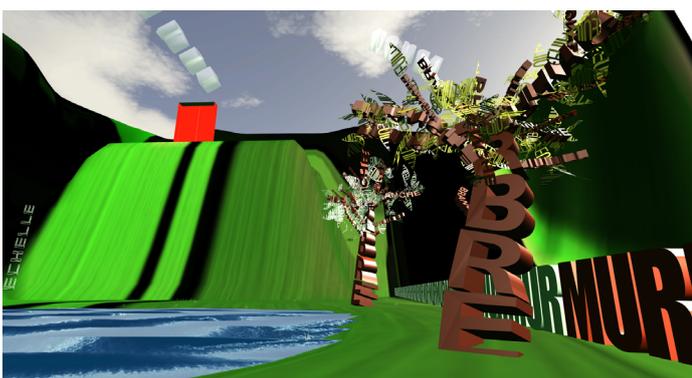
Video : [Gameplay](#)

Inspired by the minimalist early adventure games and their evocative power over players, **Playful Odyssey** aims to immerse the player in a synesthetic experience where he will have reacquainted his senses and solve textual puzzles with an importance given to sound design. Linear puzzle game in first person, it takes advantage of the technology of the **Oculus Rift** virtual reality helmet.



In the form of a surrealist and synesthete exploration turned towards the experience of the senses, L'Odysée Ludique is intended to be transmitted towards the escape from an immanent world, to better return to it. The adventure seeks to evoke the automatic, poetic and fantasized thought of a synesthete in front of a textual adventure game, which visualizes colors and shapes on letters and music.

**Collaborators** : Florian Cossart – Benjamin Salas – Bastien De L'Hermite



# GAME LAB

Video games, tabletop, interactive objects, etc. (since 2013)

Lien : [Page itch.io](http://Pageit.ch.io)

Over the past few years, I worked on many other projects in solo or on collaborative projects, interactive objects and video games, from puzzle game rescribing Alzheimer symptoms into game mechanics to a simulation of medication taking passing by an ugly interactive Christmas sweater.

