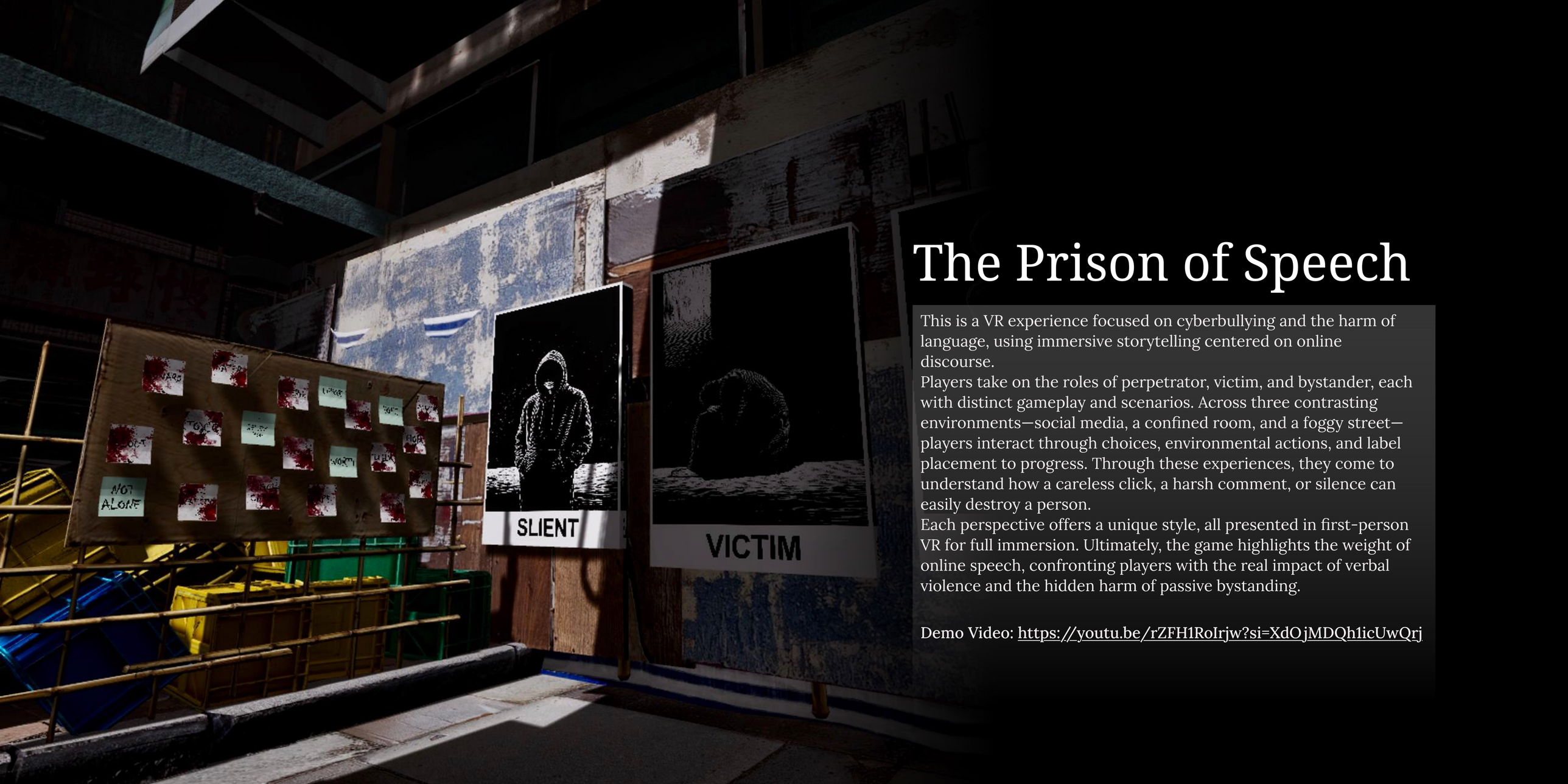



# The Prison of Speech

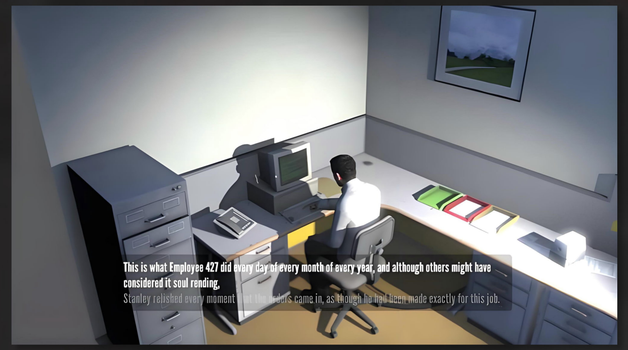
This is a VR experience focused on cyberbullying and the harm of language, using immersive storytelling centered on online discourse.
Players take on the roles of perpetrator, victim, and bystander, each with distinct gameplay and scenarios. Across three contrasting environments—social media, a confined room, and a foggy street—players interact through choices, environmental actions, and label placement to progress. Through these experiences, they come to understand how a careless click, a harsh comment, or silence can easily destroy a person.
Each perspective offers a unique style, all presented in first-person VR for full immersion. Ultimately, the game highlights the weight of online speech, confronting players with the real impact of verbal violence and the hidden harm of passive bystanding.

Demo Video: https://youtu.be/rZFH1RoIrjw?si=XdOjMDQh1icUwQrj

# Inspiration



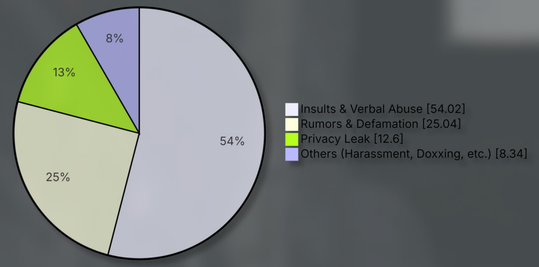

Inspired by *Please, Don't Touch Anything*, this project uses simple interactions and hidden variables to gradually build tension, where player actions lead to escalating chaos and multiple endings.




Inspired by *The Stanley Parable*, this project adopts minimalist and intuitive interaction, player-driven narrative branching, environmental psychological pressure, and multiple moral choices leading to different endings.

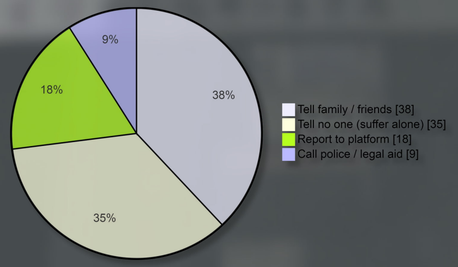
# Data Research

## Distribution of Cyberbullying Complaints in 2025



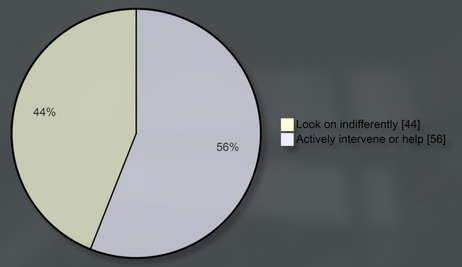

54% of cases involve direct insults and verbal abuse, indicating that language violence is the most common and accessible form of cyberbullying. Society's tolerance for "verbal aggression" remains too high, and many people still fail to recognize the real harm caused by a single malicious comment.

## Who Victims Turn to for Help



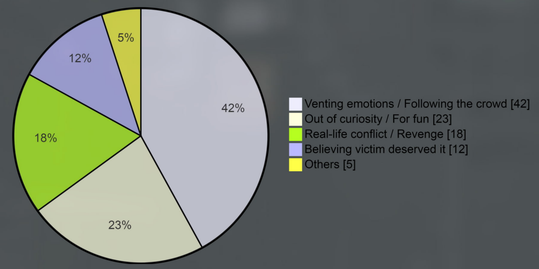

More than one-third of victims choose to endure in silence, suggesting that current reporting and legal channels are inefficient, and many victims feel that "reporting makes no difference." This lack of trust leads to a widespread sense of helplessness, making isolation a common experience for victims.

## Bystander Reactions When Witnessing Cyberbullying



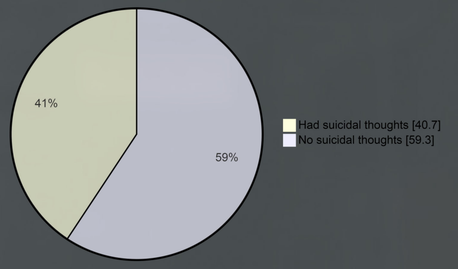

44% of bystanders choose to remain passive, reflecting the "someone else will intervene, not me" effect in online environments, where the larger the crowd, the lower the sense of individual responsibility. This collective silence further emboldens perpetrators, allowing abusive behavior to escalate unchecked.

## Main Motives of Perpetrators



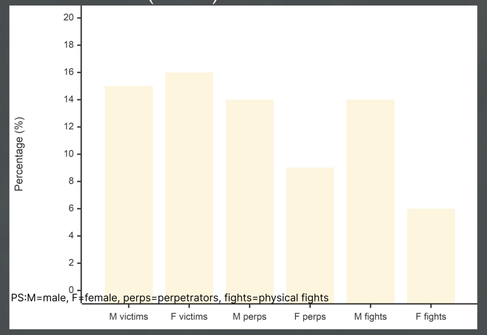

42% of perpetrators act out of emotional release or blind followership rather than deep hostility. This suggests that most cyberbullying stems from ordinary individuals driven by momentary impulse or group dynamics, which collectively escalates into destructive mass aggression.

## Suicidal Thoughts Among Cyberbullying Victim



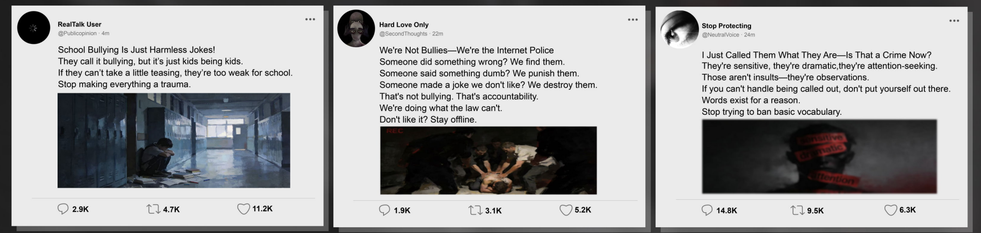

40.7% of victims have experienced suicidal thoughts, highlighting that the psychological impact of cyberbullying can be life-threatening. However, society still often treats it as mere "online arguments," overlooking the fact that it can be as destructive as physical violence and even cost lives.

## Cyberbullying vs Physical Conflict Among Adolescents (WHO)

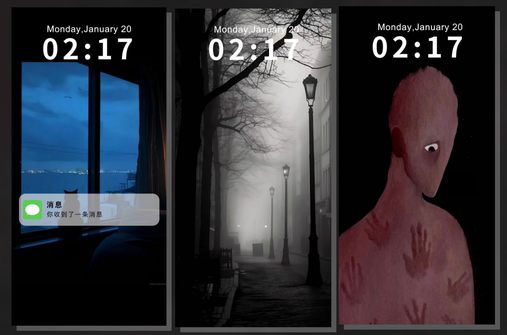



In real life, boys are more likely than girls to engage in physical fights. However, in cyberbullying, both victim and perpetrator ratios are nearly equal across genders. This shows that online violence breaks traditional gender boundaries—anyone can be a victim or a perpetrator.

# Art




For the first level, I used a realistic social media interface from the perpetrator's perspective to recreate everyday online browsing. The familiar, harmless-looking design contrasts with the hidden harm behind simple actions like likes and reposts, helping players quickly understand how small choices can contribute to cyber violence and affect others.




In the second level, I designed phone lock screens set at 02:17 AM to recreate the experience of receiving late-night messages. This familiar interface highlights the sudden intrusion of online hostility, allowing players to feel the victim's isolation and helplessness.

In the third level, I created three black-and-white posters using bold print-style graphics and silhouettes. The high contrast removes distraction and highlights the weight of cyber violence, while symbolizing the tension between harm and silence, making bystander choices feel more morally significant.




# Level



Level 1

The player takes the role of an online perpetrator facing 12 posts (only 2 are positive), with three actions: like, repost, or ignore. Each choice automatically triggers the next post.



Level 2

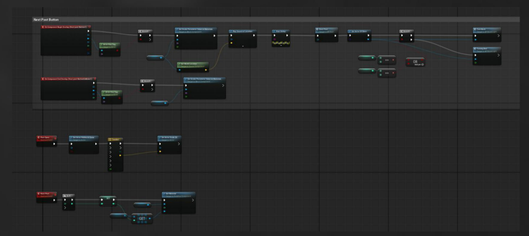
The player is placed in a warm, quiet room. After a few seconds, a phone on the desk lights up with a notification. When the player interacts with it in VR, all lights suddenly turn off, plunging the room into darkness.



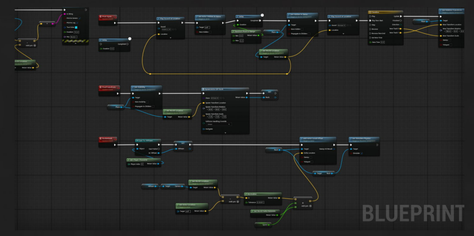

Level 3

The player stands on a fog-covered dark street, where streetlights gradually turn on as they move forward, guiding the path. At the end, a wall displays three posters: Victim, Silent, and Bully. Nearby are 20 keyword notes, with only 5 being positive.

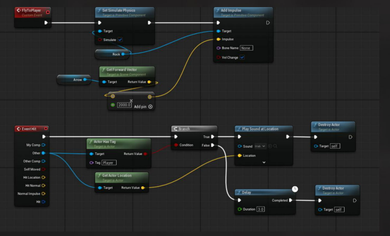
# Code



This code implements the interaction logic for the perpetrator perspective level, where posts and lighting are dynamically controlled. When the player interacts with a button, it triggers a highlight effect and sound feedback, while also advancing the post sequence.

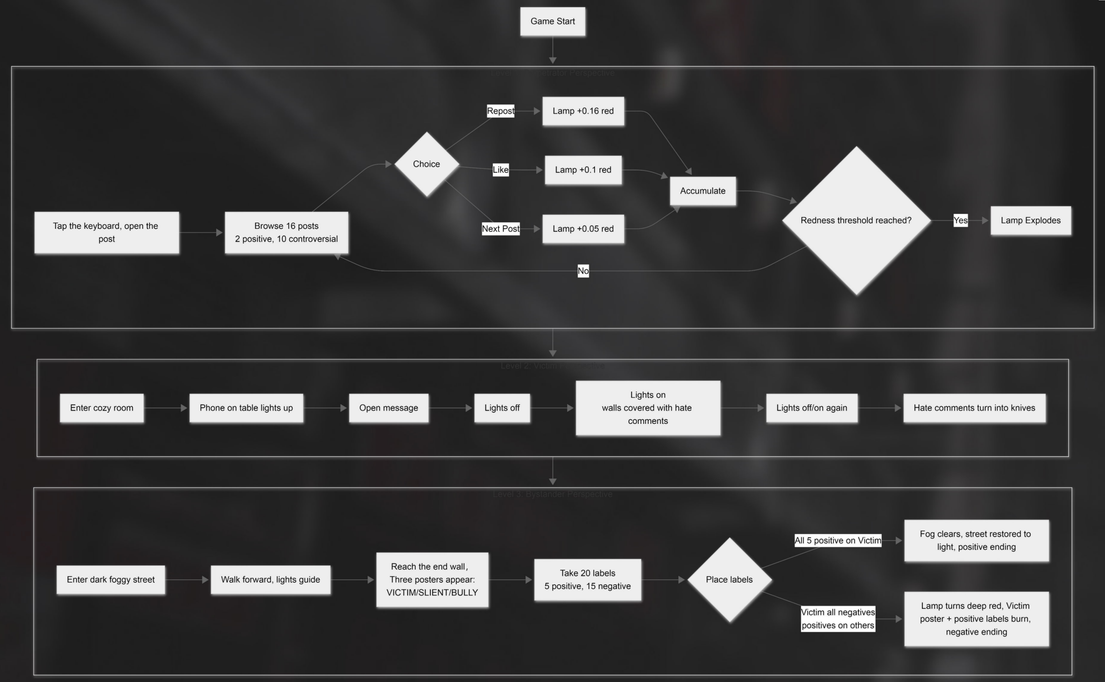



This code controls the victim-perspective comment pop-up. When Post Open is triggered, a scan sound plays, the UI hides briefly, then reappears after a random delay with a notification sound. A Timeline animates rotation and scaling to create a "pop-up" effect for the abusive comments.



This code handles the victim-perspective knife attack. The knife is launched toward the player using directional force, plays a sound and is destroyed on hit, or self-destructs after 3 seconds if it misses.

# GameFlow




# PlayTest





# Gameplay





**Level 1**: The player is placed in a dim, oppressive desk environment, facing social media posts from the perpetrator's perspective. With only three actions—like, repost, or ignore—each choice advances the narrative and accumulates "malice," while the lighting gradually turns red, visually revealing how anonymous online violence escalates.

**Level 2**: The player starts in a warm private room. After a phone notification appears, interacting with it causes the lights to shut off. When they return, the walls are covered with phones flooding the space with abusive comments. This creates an immersive sense of being overwhelmed, allowing the player to directly feel the psychological impact of verbal abuse.










**Level 3**: The player walks through a dark, fog-filled street, guided by light, and reaches a final scene with three posters: "Victim," "Bully," and "Silent." Players can place notes with negative labels like "FAKE" or "LIAR," or positive ones like "SUPPORT" and "NOT ALONE," onto each poster. Their choices directly lead to different endings, highlighting how bystander actions shape the outcome of cyberbullying.