



since 1991

JANE TAN

Muriel Rukeyser famously wrote that the universe is made of stories, not of atoms.

Not all of us are wordsmiths like Muriel Rukeyser, but we all have stories to tell. My main focus when working on a project is creating an inspiring, deep, immersive universe that reflects the team by harnessing their stories.

My love of constantly finding and improving a process has helped teams build immersive worlds that align with the team's creative vision

Jane is currently...

Exploring Life | A House Fairy | Foraging in the Forest | Finding New Perspectives | Experimenting with Experiences for Change | Dancing | Being Strange | Giving Hugs | Loving Life

WORK

Present

INDIE DEVELOPER

- Unannounced Mobile Game (NHNT)
- Unannounced Game (NHNT)

FREELANCE NARRATIVE DESIGNER

- BOOK OF RED SHADOWS: ESCAPE THE SLEEP MACHINE (Tusitala)
- Cosmic Bakery (Playful Solutions)

2023

SCAVENGER STUDIO NARRATIVE DESIGNER

2021

- Season: A letter to the future

2020

TWO CENTS INTERACTIVE CO-FOUNDER | ART DIRECTOR | NARRATIVE DIRECTOR

2017

- The Hut (An Experimental Escape Room)

FREELANCE 3D ARTIST

- Ok Golf
- Darwin Project

2016

UBISOFT SINGAPORE SENIOR ARTIST

- Assassin's Creed: Revelations (Prop Artist)
- Assassin's Creed 3 (Level Artist)
- Assassin's Creed 4 (Level Artist)
- Assassin's Creed: Unity (Level Artist)

2011

- Skull and Bones (Senior Artist)

EDUCATION

2020

COLLEGE OF EXTRAORDINARY EXPERIENCES

2011

NANYANG POLYTECHNIC

Digital Media & Design

2008

Diploma with Merit

Overview

Season Worldbuilding guide

The aim of this guide is not to provide a highly realistic documentation of the world of Season. But instead, it's true aim is to **guide and inspire the team to build relateable stories in the world of Season.**

THE FITCH!
A game with that sensory mundanity to its players
Abie's curiosity about what it's like to be alive now
After playing Season, you see the world around you as the
Imperturbable people around you that it is.

THE GOAL!

Setting
"A strange but familiar world"

Characters

Timeline
"To zarnal version of the mid-tweenths century"

Ambience
"Take off on a chill voyage to record a beautiful and mysterious world and its heartful, memorable inhabitants"

Discovery

Narrative

Theme
Faith & Counter force

Mood
Serene Contemplative

Tone
Tachy

Design Guide
"The world should be described through the
lenses of its inhabitants"

Season: A letter to the future Narrative Designer

I transition to Narrative Designer on Season from lead Artist to provide the team with world-building and Narrative Design support. This allowed me to focus on documentation and research for the team to build content that was consistent with the lore of Season.

Documentation Narrative systems design · Branching Narrative · World Building · Unreal Engine 4 · Narrative Design

2023 Scavengers Studio



BOOK OF RED SHADOWS: ESCAPE THE SLEEP MACHINE

Puzzle Designer

I had the amazing opportunity to work with Tusitala on a narrative based theatrical escape room. On this project I drove the puzzle and narrative design and worked closely with the writer and creative director to produce a consistent and immersive experience.

Documentation · Puzzle Design · Branching Narrative · Narrative Design

The Goal

(The player experience take away)

To make people more aware and slightly scared about the implications of how technology and sound affect our bodies, sleep, lives. So they can take a more critical approach to what they allow **Voice as a tool to manipulate**

Game Design Pillars

- 5-8 players, 40-50mins
- Exploration of lore
- "Puzzles" should not block narrative

Narrative Design Pillars

- Sci-Fi Tech infiltration Fantasy
- Individual Player driven narratives
- Understanding is solving

Narrative Guide

- Theme:** Singapore Identity, Nanry state, Tech vs individuality
- Mood:** paranoid
- Tone:** Dystopian sci-fi thriller

Setting

Near future Singapore

DREAM MACHINE CONTROL ROOM

Shadowy Organization

Secret Sleep Lab

APERATURE Laboratories
A clear focus on the future

Experience Summary

The players have been enlisted by [ATK Hactivist collective] to infiltrate SomniTech Cognitive Solutions. Rumored to be run by the elusive Project Red Shadows SomniTech Cognitive Solutions was known for pushing the limits of sleep studies—exploring hypnotherapy, lucid dreaming, and the role of sound in states of consciousness.

Player goals:

- Find Dr. Tan
- Terminate Project RED

WAKE UP!

Project RED

THE CHILD

Dr. Adrian Tan

Dr. Alicia Lee

ACT 1 - Puzzle 1

Audio Log Contents

Audio Log 1 - Therapy (40sec)

10/04/2031
Therapeutic journaling... what good will journaling be. But the board request for a psych evaluation... and now I need to go through this whole tedious process. Well I'm recording all my thought unfiltered so there you have it. What a waste of time. Time I could spend getting closer to saving her.

Audio Log 2 - Hopes (40sec)

12/07/2031
Oh how the great have fallen. Singapore was once synonymous with the utopian future city. And look at us now. A country relied solely on it's port. We all knew it was a bad idea. But they just stuck their heads in the sand. And look where we are now? But what if we could empower the people give all Singaporeans an edge that no other country has.

Audio Log 3 - Prison Incident (1min)

24/11/2031
But we didn't have agreed with what I did... I know but I had to do it cause who knows how much time she has left? Her condition... oh god... it was so sudden... we nearly lost her.

Audio Log 4 - Breakthrough (1min)

03/06/2032
It's done! You're in. What's your new life like? Don't worry my dear, my world, I'll be joining you soon.

Audio Log 5 - Final Log (1min)

04/06/2032
I'm ready. I don't know what's waiting for me but I'm sure it'd be better than a life separated from her.

Notes: This audio log was started because the Board of SomniTech sent Dr. Adrian Tan for a psych evaluation as he was showing signs of emotional instability after his wife's condition worsened.

IMPORTANT: Never mention Alicia's name in the personal Log! But keep her at the centre of everything he does.

To be written BY VICTOR

ACT 2

Documents in locked drawer

ST31584SL - RED Research Paper

Consciousness Merging via Hybrid Biocomputing

Using Lab-grown neural organoids, connected to AI systems as biohybrid processors, these "living chips" learn sleep-related neural patterns, enabling bidirectional communication between human brains and AI during sleep. The brain organoids were grown from neural cells harvested by SomniTech Biologics from the missing test subjects. Needs to detail an experiment that tests on how BCIs (Brain-Computer Interfaces) decode neural activity during sleep to reconstruct dream content in real time

Neural links offload memory consolidation tasks to cloud AI during sleep, enabling shared dreamscapes across networked users.

To be written BY VICTOR

Investigative Journalist Article

28/01/2032
An investigation into SomniTech's Clinical Trials

Recently the company had an agreement with an American private prison company to recruit its inmates as test subjects. This was quickly shut down. The company has declined to comment on the topic. But the whistleblower has informed us that the reason was due to a mentally unstable inmate.

TERMINATE PROJECT RED!
SOMNITECH.COM/INTRANET

Further investigations show evidence that test subjects were as young as 16.

To be written BY VICTOR

ACT 2 - Puzzle 4

Intranet

Unlocked by Puzzle 3 (not a hard lock more of a guidance)

Unlocks: - Puzzle 5

The players enter the URL into the browser on the personal device

Puzzle:

Clues:

- Hint: The butterfly's song of love.
- Experiment ST28027SL has the ability to tell you what sound elicits what emotion
- There are butterflies with UV secret notes on the walls in the room

Touching the butterflies to create the cord associated that elicits love triggers SINGULARITY

ANS: Singularity

WORLD

Setting

A alternate universe where animals live human lives. Technology is integrated into society and architecture and a second life is lived in the digital space.



Values

- Achievements
- Outspoken
- Brands
- Trending

Religion/Culture

Mythology of an ancient master race (humans)



The faces of the masters are now used as motifs and part of fashion.

The focus on eyes come from the idea that the eyes are the windows to the soul. And represents the need for all to share their personality with the world.

Technology

Integrated Technology

Customizable Second life

Magic isn't real (in the same way it isn't in our world)



Wireless (no retro tech referenced eg. floppy disk)



Language

All letters are connected like a conductor. There are times where there are spaces but that's for stylized text.



This language came from the earliest program in a digital life. It's written by the mind and designed to be read by the senses. It's not a hard system.

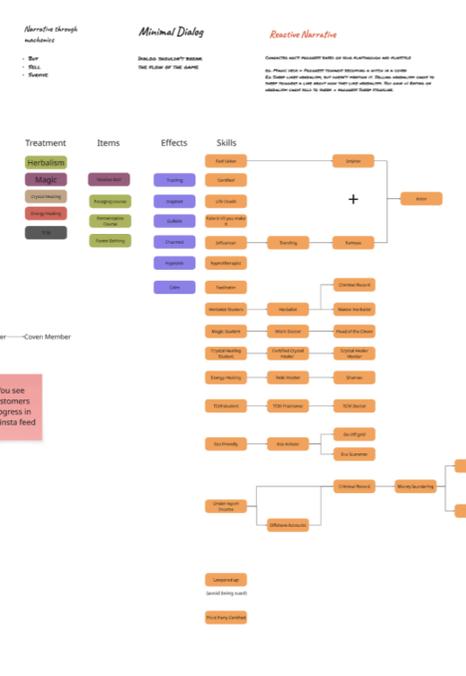
History



Closeness to the gods

Collection jumped from the electrical era to an interconnected digital era. It's a digital era but it's only been 100 years in the past time on a knowledge, design, world.

NARRATIVE DESIGN



Being both the art director and narrative designer on this project, I have the unique opportunity to ensure that the visual language of the world matches the lore as well as the overall creative vision for the experience.

The Goal

A cathartic experience that sympathizes with our very real everyday struggle to survive while caring for others.

Depth **Snappy** **A story about life today**

Game Design Pillars

- Business management
- Repeat for high score
- Holistic health consultant simulator

Narrative Design Pillars

- Narrative through mechanics
- Minimal Dialog
- Reactive Narrative

Narrative Guide

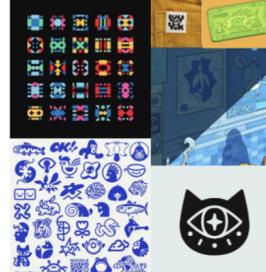
- Survival at what cost?
- Quacky
- Salve

Setting

- A very padded but insular world
- But it's still real and full of life within that house
- Quirky logic. Modern tech
- Social commentary about how it works and how we live with it
- Animals wear human faces
- Your life in a phone

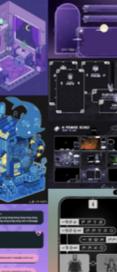
IN WORLD GRAPHIC DESIGN STYLE

Bubbly, Clean, takes elements from fashion & culture



CYBER WORLD

A digital second life



FASHION

Subculture



CULTURE AESTHETIC

High-tech Ancient Civilization



REAL WORLD

Ancient meets modern



- Curved soft edges — A carefree world at peace
- Long lines — Connection, words
- Eyes — Windows to the soul
- Arches — Windows to the soul

Digital first

World Building · Narrative Design · Creative Writing

- Narrative threads
- Witches Coven
- Criminal Activity
- Sham...an
- Fame and fortune
- The green trend
- Become a Life Coach Today!
- Community Doctor



Connect

Get to know your customers intimately... How will you affect their lives?

2025 Not Here Not There

The Experience

Fiqn

a journey of Rewilding



Learn about the land



Co-create with nature



Repair the relationship

UNIQUE CHARACTERS

Stressed Vegetarian Baker Werewolf:

- Brings - Bread
- Wants - (Red Meat) Venison
- Favourite - Lavender (calming)
- Location Mountain Village

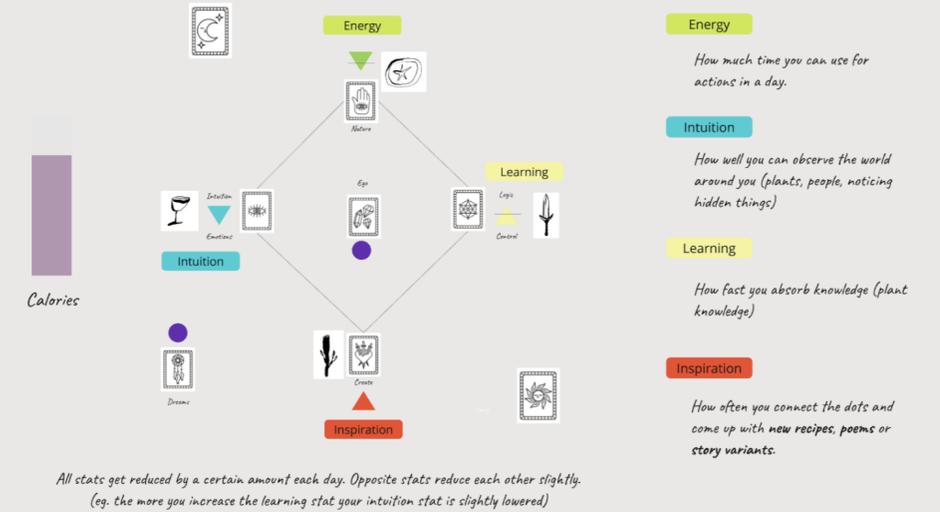
Fishmonger Selkie:

- Brings - Sea urchin
- Wants- Only eats food from or around the sea
- Favorite - Scurvy Grass (Wasabi taste grow near sea)
- Location Sea Side Village

People pleaser Hawthorn Gancanagh:

- Brings- Chocolate
- Wants- To flirt with you
- Favorite- Bread (baked with love)
- Location where there are hawthorns

STATS + FOOD CONSUMPTION



- Likes whatever you give him
- You can give him something disgusting? And he'll still pretend to like it
- He gets together with the baker

The Goal

(The player experience take away)

Teaches players about native Irish plants, folklore and humans and inspires them to interact and seek them in the real world.

Game Design Pillars



Foraging simulator



Creativity as a motivation



The learning is within
(Your internal learning part of the progression)

Narrative Design Pillars



Foraging fantasy



minimal dialog



Irish traveler Fae pub

bridging of the game world to the real world

Narrative Guide



Irish plants and folklore
Surviving vs thriving



Cozy

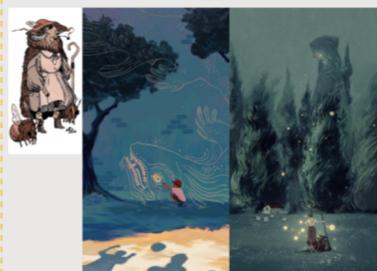


Magical realism

Setting

Fictional lush rural Ireland

You have the unique ability to understand spirits through telepathy. This leads you to start a other world night pub for the other folk.

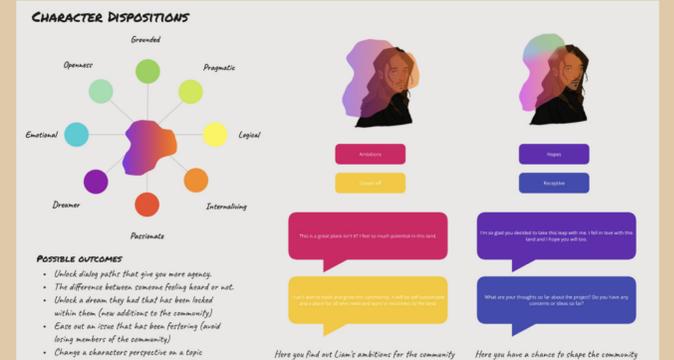


The fae are hungry and depressed as their homes and beliefs are being taken away from them.

Unannounced Project Creative Director

A passion project close to my heart, this game was sparked by the love for nature and Ireland and is slowly growing into something beautiful

World Building · Narrative Design · Creative Writing

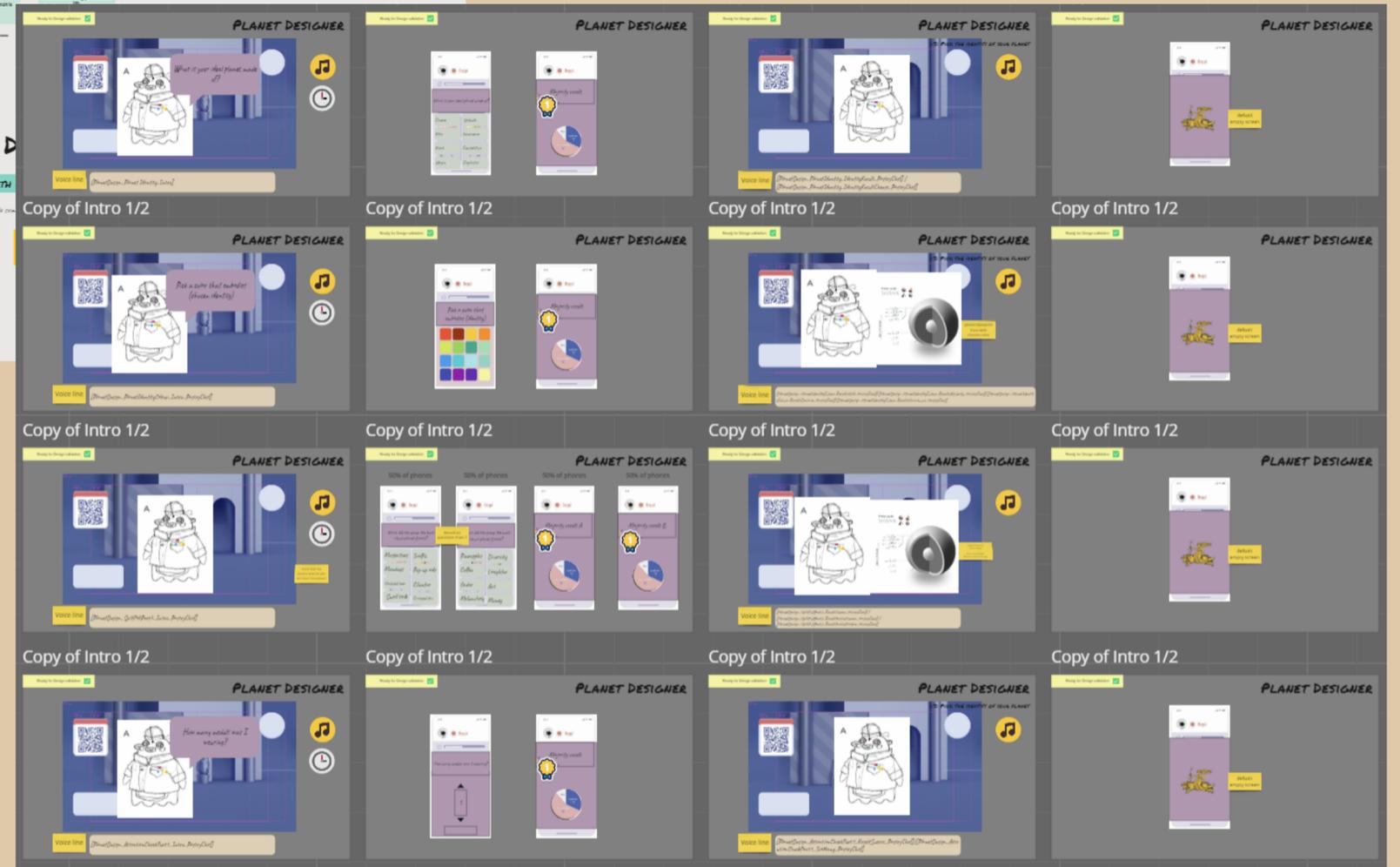
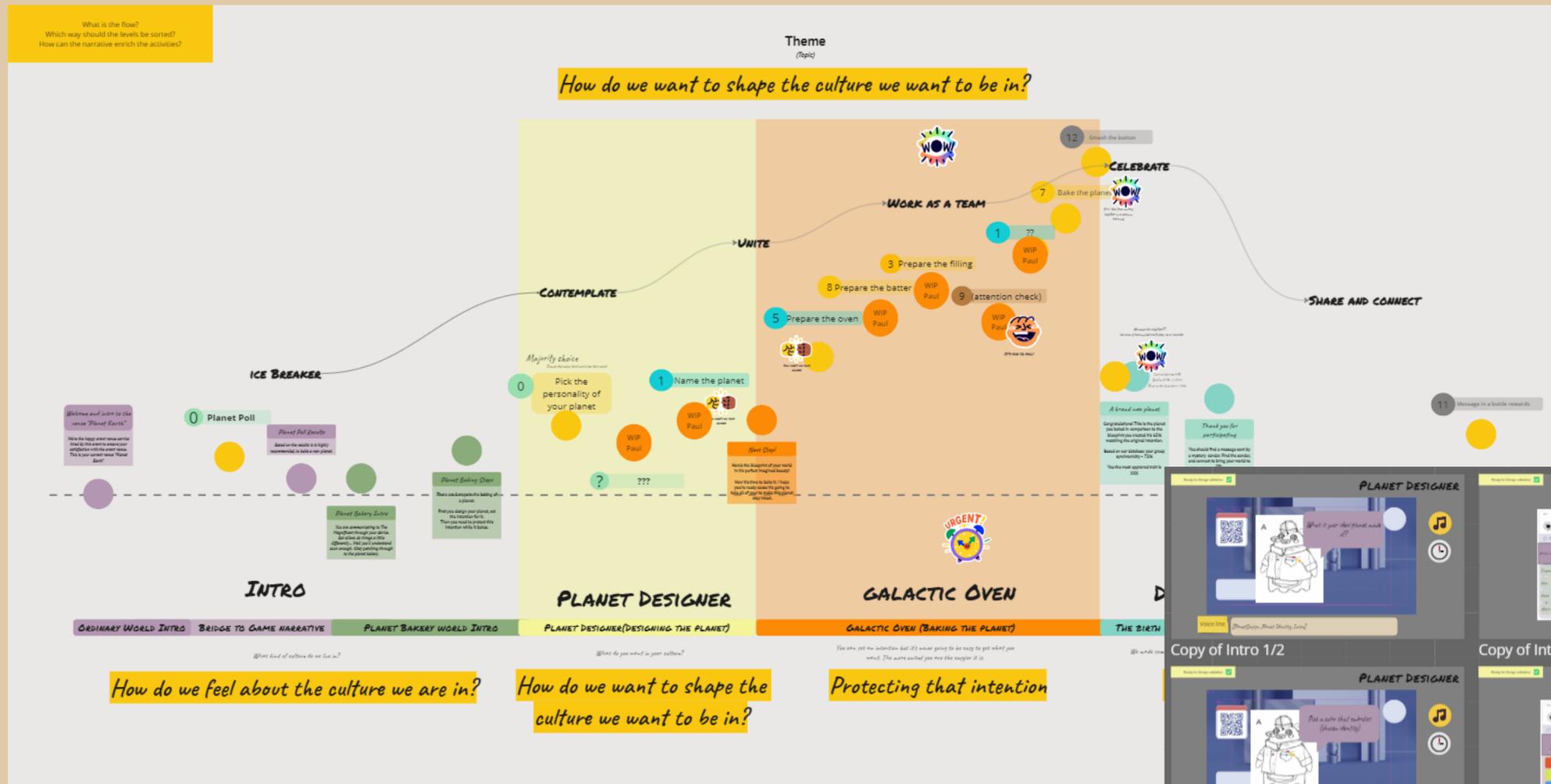


2025 Not Here Not There

Cosmic Bakery

Narrative Designer

I was approached by a company to help find a narrative that would fit a conference social icebreaker game that they were currently developing. I made several documents that combined and outlined what they had and how the narrative could add a layer of meaning that would push the vision they had for their experience.



Once the team signed off on the narrative direction, I then created a first draft of the script and included storyboards to help visualize the flow of the narrative in the experience.

Documentation · Narrative design · Branching Narrative · Storyboarding · Creative Writing

2023 Playful SoluAons

TWO CENTS INTERACTIVE PRESENTS



THE HUT

AN EXPERIMENTAL ESCAPE ROOM

Always wanted to see spirits? To communicate with the world beyond? Don't put your trust or money in those bogus mediums, phoney skries and fortune cookie tellers!

Thanks to TCI's latest Spirit Visualization Augmented Technology™ (S.V.A.T.) you will be able to see century-old spirits and even establish basic communication with them in a controlled, scientifically constructed environment.

In this unique mix of escape room and interactive storytelling, you'll get to meet with spirits, solve a century-old cold case and, who knows, you might even end up with a new ghostly friend.

90 MINS 2-6 AGES 13+ EXPECTED TO LAUNCH END 2019

SUBSCRIBE TO KNOW MORE TWOCENTSINTERACTIVE.COM/SUBSCRIBE

The Hut

Narrative Designer

The Hut is an experimental escape room production by a company that I co-founded in Austin, Texas. Our goal for the narrative design of this project was to create puzzles that are logical in the narrative and to provide a believable experience that does not break the participants' belief.

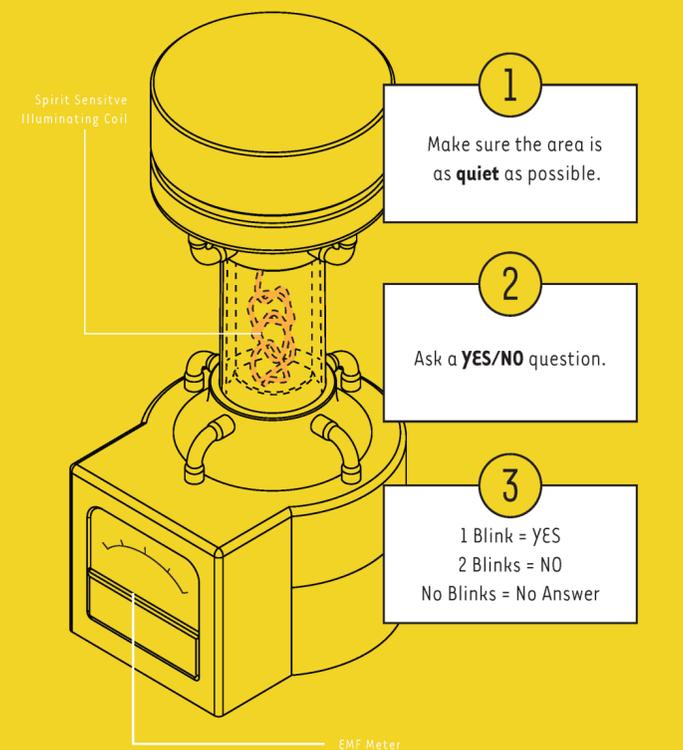
Documentation · Narrative design
 · World Building · Branching Narrative · Puzzle Design · Creative Writing

S.V.A.T - 0.1.05SL

FLASH LIGHT

OPERATIONAL INSTRUCTIONS

The FLASH LIGHT allows the spirits to answer YES/NO questions. This technique has been used for years by many of those who wish to communicate with the dead. The following steps ensure good clean communication with the spirits:



- 1 Make sure the area is as **quiet** as possible.
- 2 Ask a **YES/NO** question.
- 3 1 Blink = YES
2 Blinks = NO
No Blinks = No Answer

Labels: Spirit Sensitive Illuminating Coil, EMF Meter

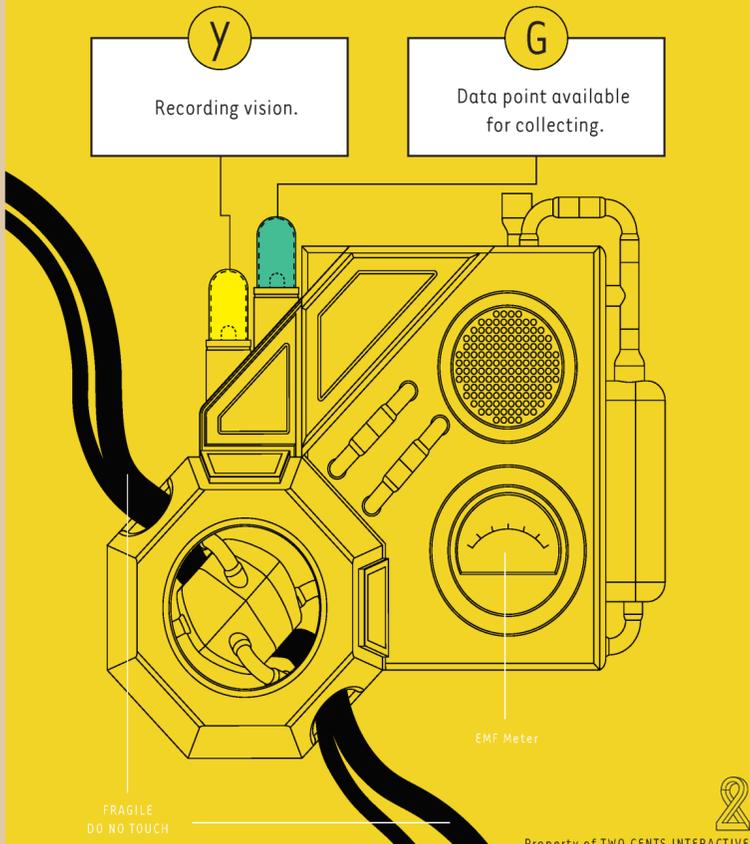
Property of TWO CENTS INTERACTIVE

S.V.A.T - 3.6.05OB

O.R.A.C.L.E

OPERATIONAL INSTRUCTIONS

The O.R.A.C.L.E is where all the spiritual data is collected and interpreted into forms understandable by you and me. There is no need to mess around with the O.R.A.C.L.E as it's already all turned up for you to use.

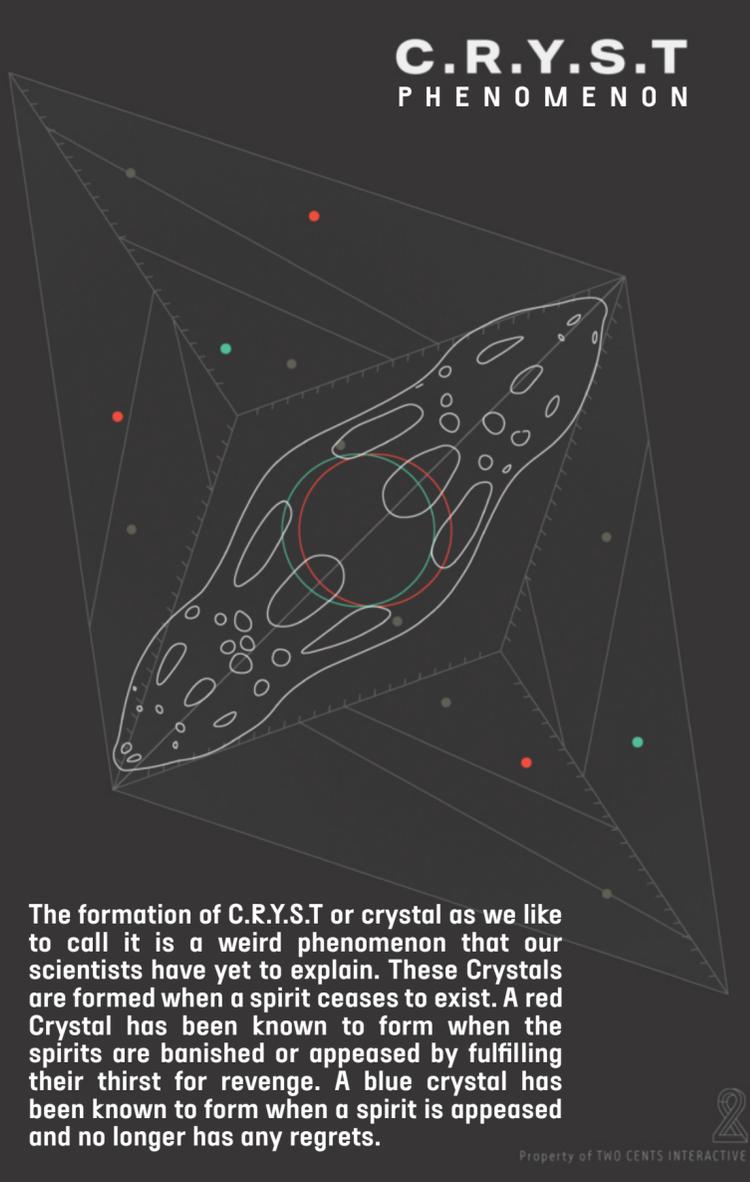


Labels: Recording vision, Data point available for collecting, EMF Meter

FRAGILE DO NOT TOUCH

Property of TWO CENTS INTERACTIVE

C.R.Y.S.T PHENOMENON



The formation of C.R.Y.S.T or crystal as we like to call it is a weird phenomenon that our scientists have yet to explain. These Crystals are formed when a spirit ceases to exist. A red Crystal has been known to form when the spirits are banished or appeased by fulfilling their thirst for revenge. A blue crystal has been known to form when a spirit is appeased and no longer has any regrets.

Property of TWO CENTS INTERACTIVE

To keep that belief, I created a back story for the company that linked it to the experience that the company was providing. And the equipment in the experience was tied to the company's story and had fun and logical narrative explanations as to why it was part of the experience.

2019 Two Cents Interactive

www.linkedin.com/in/paperclover/
Narrative Designer

JANE TAN

Draw the vigil for
ground. Place the chairs
their rightful locations.
spraying it lightly with a
of Purifying Water
to each soul you wish

Purifying Water

Pour 1 ounce of water into a small shell

Measure out 3 grams of
bruise it. Then add it to
the bowl of water.

Add 1 drop of lavender oil.

Hold the bowl in both hands, or
slowly and say:

"Great Serpent from the deep
Clean this water in all"

The mixture is now ready

Gather Hundred Souls

"Gentle
eye"

