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## **Project Proposal**

It seems true that people are not engaged into what they can exactly predict, so many people think unpredictability or uncertainty is one of the attributes of engagement. However, seeing popular movies, we can find that the stories include many predictable features. For example, in many movies, we know that heroes and heroines will fall in love with each other, and they really do. In the case of horror movies, people even say the rules - if a woman take a shower, then she will be killed, and if there is a couple and they are not heroes or heroines, at least one of them will be killed. Moreover, most movies help audience to expect the next scenes with music or foreshadowing.

It is true that dramatic reversal cause many interests and excitement, and cliché stories are not favored. However, it seems also true that there is something the audience expects to see, and they become satisfied when they see what they expected and predicted.

My hypothesis is that predictability is also important as well as unpredictability, and there should be the appropriate balance of predictability and unpredictability in the engagement. When all the expectations always come true, then people lose their interests on the thing because it is too predictable, while all the expectations are always wrong, people become tired and give up because it is too unpredictable.

Here I propose the experiment to test my hypothesis with stories.

At first, the first participants group makes predictable stories. The participants are given some situations and requested to expect the next scenes or the results. In this step, we can get a very predictable story and many predictable combinations.

Then, the experiment operators will make four stories from the predictable combinations.

- 1) The totally predictable story which exactly follows the results of the first participants group.
- 2) The totally unpredictable story which is exactly opposite to the results.
- 3) The qualitative balanced story which is similar to the results, but slightly different.
- 4) The quantitative balanced story which follows the answers of the results in most cases, but sometimes does not.

The second group of participants will be given those four stories, and grade their interests on the each story.

With this experiment, I expect to find the roles of predictability and unpredictability in the engagement.