

## Background

### Research Questions

- RQ1:** What were the Stonewall Uprising? How are they remembered? Why and how did the Stonewall Uprising occur?
- RQ2:** How should The Stonewall Uprising be remembered?

### Theses

The Stonewall Uprising's causes largely lie within:

- queer spaces
- queer lives
- societal oppression
- respectability politics

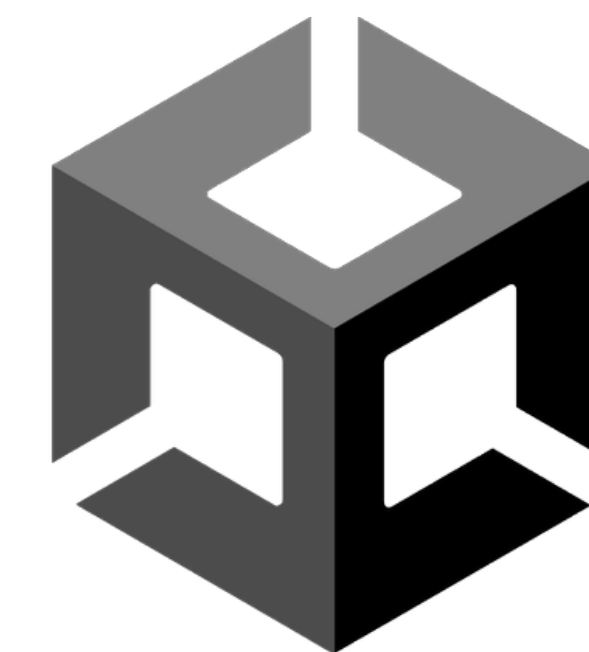
Commemorating the Stonewall Uprising is important for the queer community, so for this project a digital experience that commemorates and recounts the event (and background information) has been created.



## Methodologies

### Unity Engine

- A popular game engine used to create over 50% of all new games.
- Can be used to create games, and experiences of many mediums (3D, 2D, VR, AR, and more).



### Historical Methodology

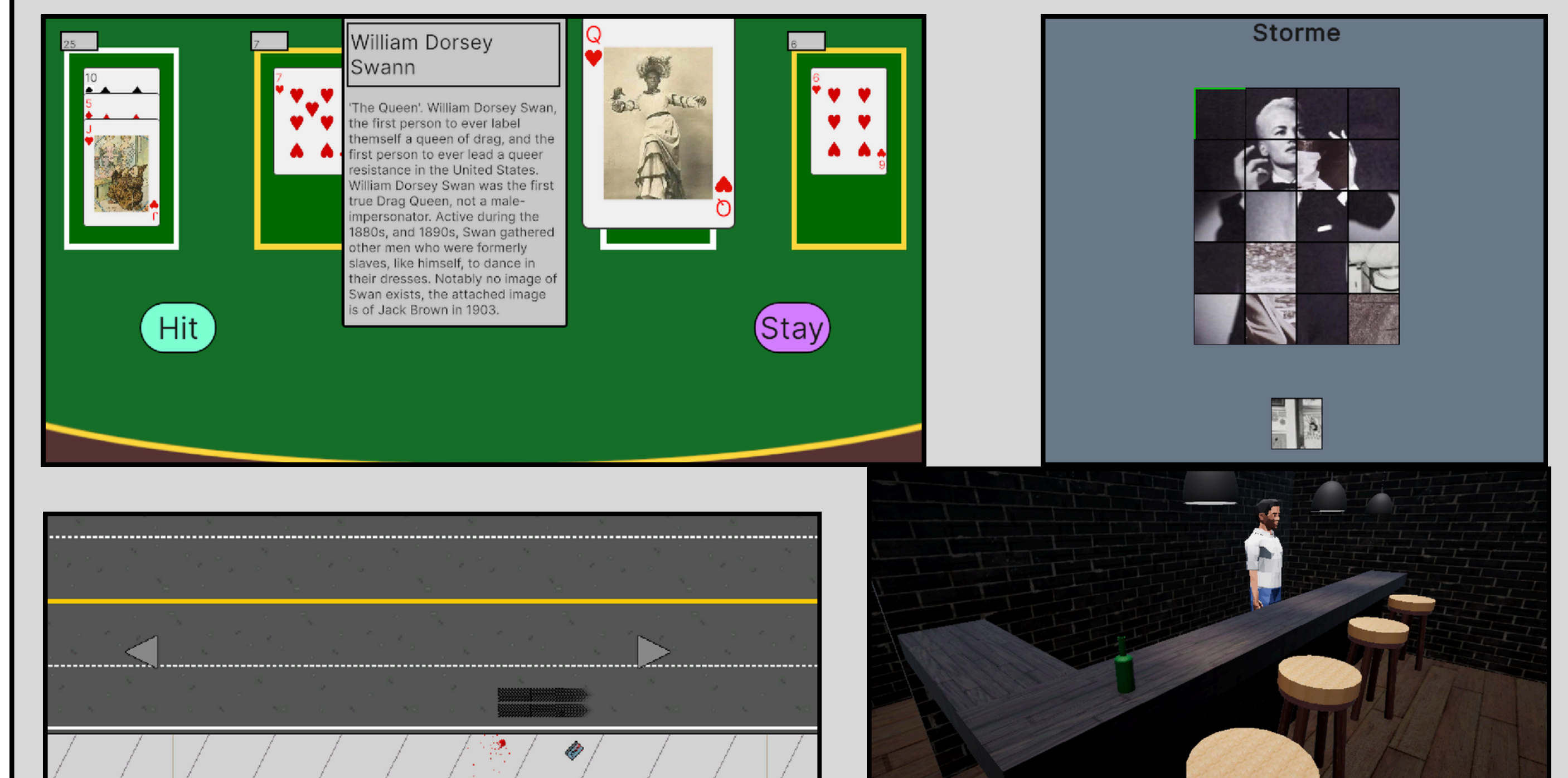
- The history chapter is split into two major sections one following the primary source analysis, and the other a historiographical essay.
- Types of Primary sources used most commonly were newspapers, and legal case documents.
- Secondary sources analyzed include: John D'Emilio, Donn Teal, Martin Duberman, David Carter, Armstrong, and Marc Stein.



## Digital Experience

### Results

- Recreation of Bar Interior as it was on June 28<sup>th</sup> 1969
  - Created taking into account the most likely layout of the interior, an estimate of the height of the interior, and with reference to all available blueprints of the interior.
- Recreation of the starts of The Stonewall Uprising
- Creation of three 2D sub-experiences to provide additional information on the societal conditions prior to Stonewall



### Conclusion

The Stonewall Uprising is a watershed event in queer history, and one that has been (and will be) commemorated countless times, this project is one such commemoration.

