

# itz.lily.xo

By Vivian Dobbie-Glazier, Connor Lee, Emmanuelle Mattana,  
Alice Menzies-King, Renasha Ong

## **LOGLINE:**

A 15 year old boy lives a secret life as a lifelike 19 year old female streamer. As the online world starts to interfere with his real one, an internal conflict brews within that not even his avatar can hide.

## **SYNOPSIS:**

The plot of the script takes place over a slice of Jacob's life. He gets home from school, streams as Lily until dinner. From there he goes to school where his friends talk about an instagram post that advocates for women to not be overly sexualised and seen as objects. While this is unrelated to Jacob, he is left to contemplate his actions while the other 15-year-old boys around him reaffirm his beliefs about women.

The theme of the film and its concept is explored here with how an unchallenged male centric perception of the world perpetrates a damaging effect in online and physical spaces even under the guise of anonymity. While some of his friends see ItzLilyXO as a good example of female empowerment, she is just a construct of their own beliefs towards women.

Jacob gets back home one night, where it's revealed that Jacob's Dad is watching his streams without knowing it's Jacob, and doing so is putting his marriage on the rocks. Jacob hears this, witnessing his family on the rocks as a result of his behaviour. But then he goes back to streaming, but we're unsure whether it's out of anger, for the thrill or escapism.

## **PROJECT STATEMENT:**

This project is unique since it addresses how the online space intersects with the real one, as well as how women are represented online, but does it through having a male protagonist and having him be the one that represents women online by being itz.lily.xo. By having Jacob experience it, as well as having him construct what he thinks is a perfect woman to stream as, we can see how his male centric perception of the world affects his perception of women, both on and offline.

## **INSPIRATION:**

In terms of our inspiration, we have drawn heavily from the recent history of the relationship between humans and emerging technologies. A rise in popularity with live streamers using avatars to perform as 'VTUBERS' and AI influencers gaining popularity on Instagram and TikTok made for a rich source to pull from with storytelling. The sci-fi anthology series 'Black Mirror' was also an inspiration for tackling how technology can be twisted and manipulated for bad or good. Setting it within a private boy's school as well was inspired by the spotlight that has been put on them in the media and the cultures that are perpetrated within their walls. We felt connected to these two concepts because we recognise how intertwined our lives are while also recognising what kind of effect this is having on young people that have only known life through this relationship with technology. Pairing these two concepts together helped with exploring different corners of the themes within the story which then allowed us to build it out into a fully realised script.