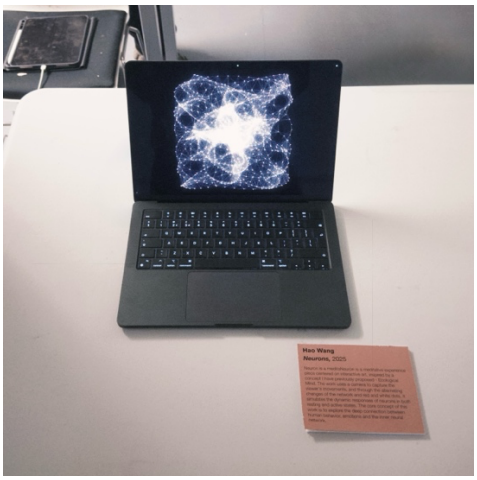
Hao Wang

Pop-Up Exhibition Documentation

Neurons

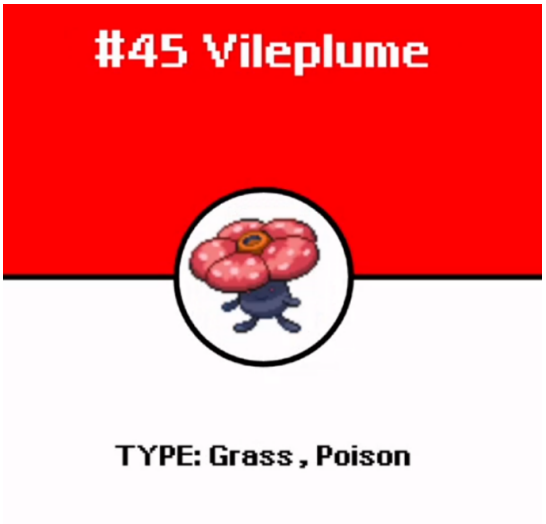
Simulating the dynamic resonance of a network of neurons, the viewer is guided to find connection and serenity between behavior and heart.
https://vimeo.com/1046066402?share=copy#t=0



Workshops 2 and 3

Pokeman Go

We made a Pokeman random generator using data from PokeAPI, It helps people with selection problems to choose their own Pokeman.



Electronic Pet

Electronic Pets is a project that uses your hands to control the rotation of the eyes and face of an electronic cat on the screen.

Reflection

Electronic Pets is a project that uses your hands to control the rotation of the eyes and face of an electronic cat on the screen.

After this project was completed again, we got feedback from our friends. They focused more on the fun and intuitive nature of the work. Some friends said that they enjoyed the instant feedback and fun interaction that the piece brought, but others felt that some of the gesture controls were not intuitive enough and took some time to get used to. This made me think of similar artworks, such as Daniel Rozin's Mechanical Mirror. Rozin's work employs highly insightful interactions that allow the viewer to understand and enjoy the interactive process. For example, his Mechanical Spirit work captures the viewer's image through a camera and translates it into a pixelated interaction made up of physical components such

as jumping immediate blocks of wood or pieces of metal. There is no complex learning curve for this type of interaction; once the viewer stands in front of the work, he or she immediately understands how it works and generates immediate interactive feedback. This prompted us to think about how we could optimise the interactions in Electronic Pets to make them more intuitively responsive to the user, thus enhancing the overall immersion. If we needed to optimise the work further I think we would consider how to achieve a more natural interactive experience. For example, adding changes in the cat's expression so that it is not only limited to eye and face movements, but also shows richer emotions such as surprise, confusion or pleasure. In addition, I also considered adding sound feedback to make the work more immersive, such as a slight purr when the cat perceives the volume of the sound to enhance the ‘sense of life’. This kind of feedback can enhance the realism of the work and help the audience better understand the logic of the interaction.
In terms of this feedback, it made us think more deeply about the direction of optimising the user experience and interaction. It makes us think about how we can further enhance the immersion and playability of ePets to make it a better digital interactive work.


Daniel Rozin's Mechanical Mirror

References for Reflection

Edmonds, E.A. (2018). *The art of interaction : what HCI can learn from interactive art*. Cham, Switzerland: Springer.

Norman, D.A. and Verganti, R. (2014). Incremental and Radical Innovation: Design Research vs. Technology and Meaning Change. *Design Issues*, 30(1), pp.78–96. doi:https://doi.org/10.1162/DESI_a_00250.