

The Mustache where does it belong to?

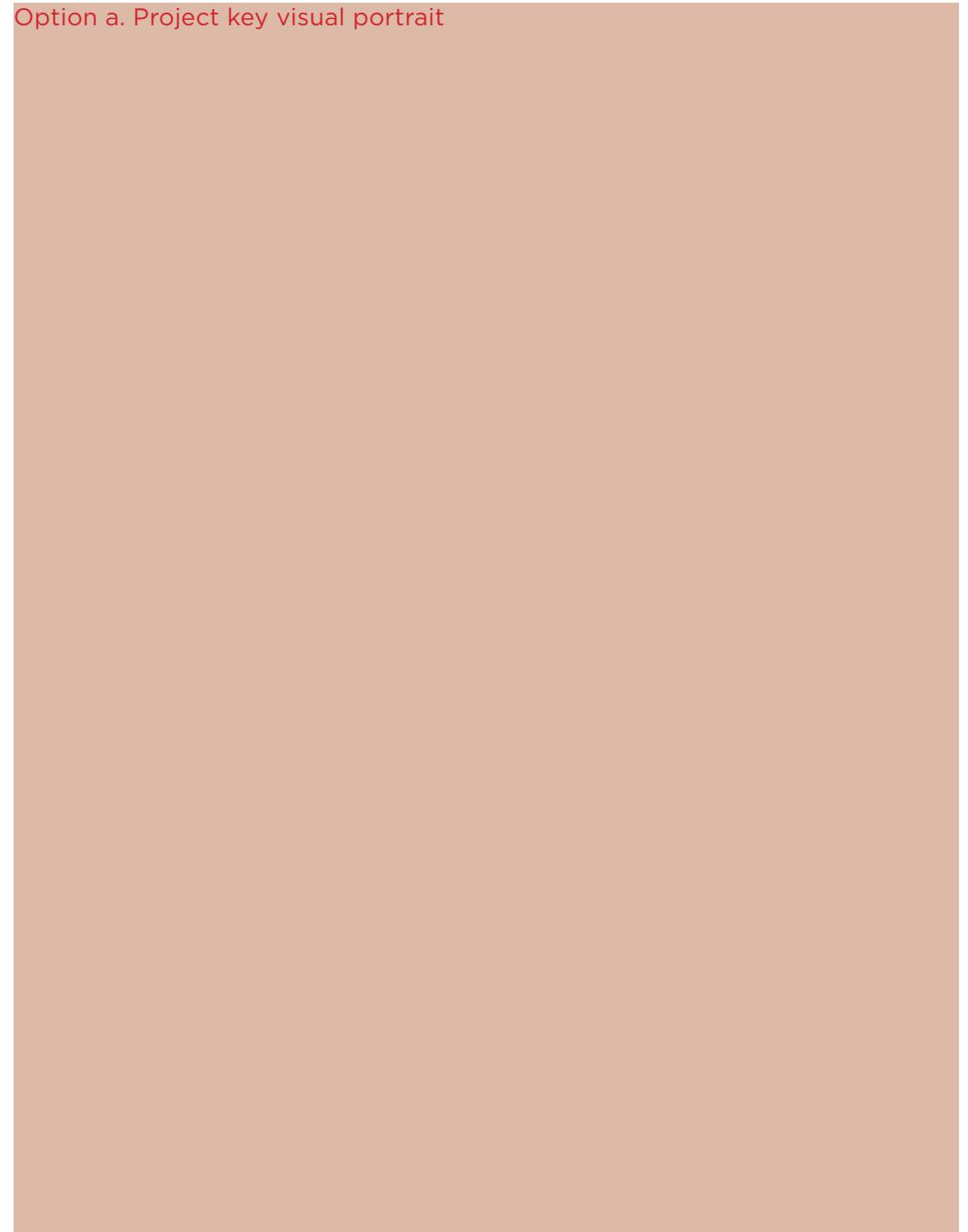
Project Title

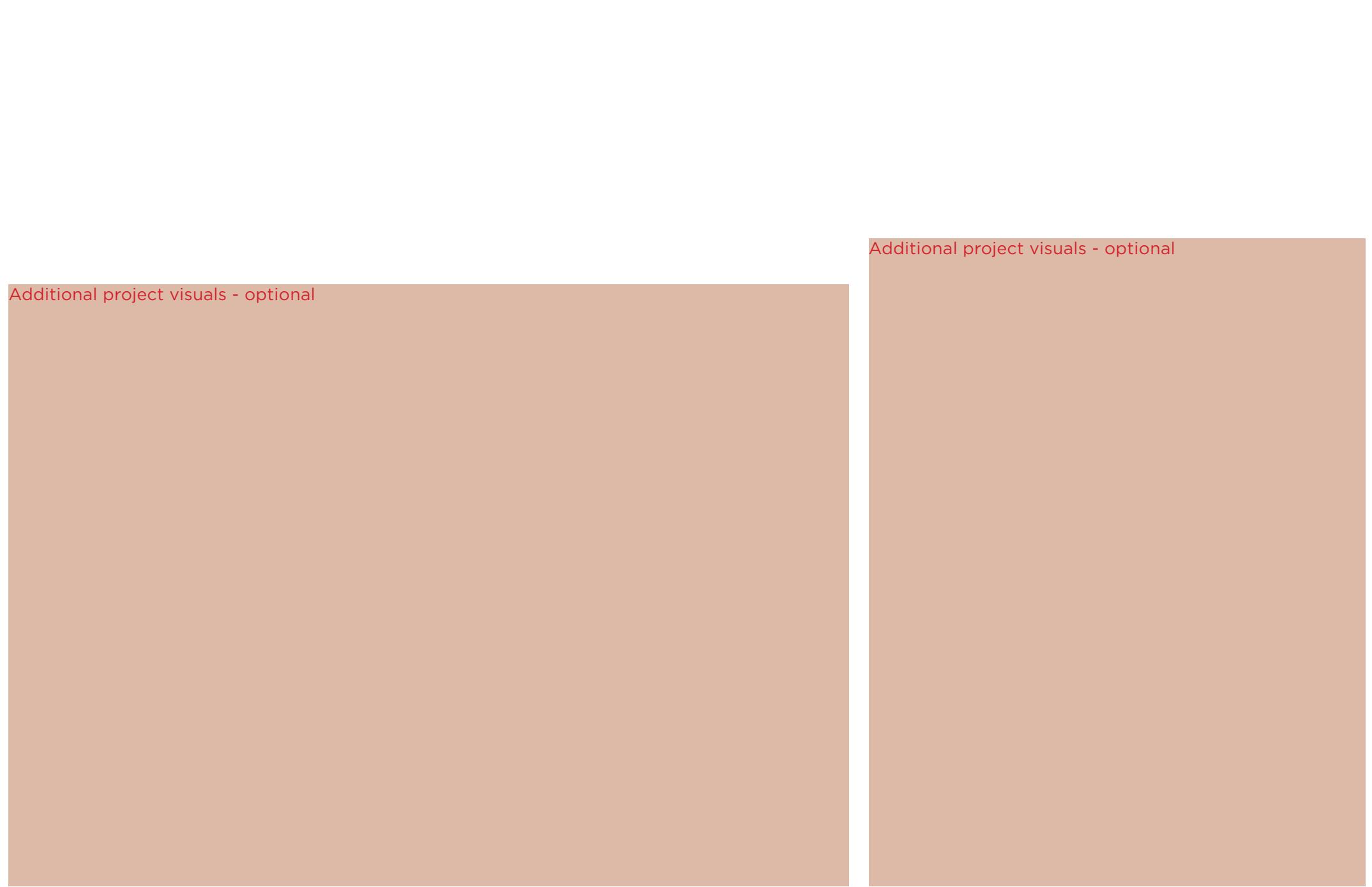
A misplaced evil moustache tries to belong in a world of playing cards, but is rejected everywhere it goes. Through its journey, visitors uncover forgotten stories and details hidden about cards. The whole experience is a playful metaphor for identity, rejection, and curiosity.

Visitors use a colorful razor as a controller to interact with a digital scene. Their shaving movement lets them “shave” the mustache or other elements on the screen.

The experience begins with the King of Hearts' misprinted moustache. Once shaved, it comes alive and escapes through the deck, searching for a place to belong. Each card it visits reveals a small interactive story or visual anecdote. In the end, the mustache realizes its purpose was to uncover the deck's hidden past with one last shave, it peacefully fades back into the world of cards.

Option a. Project key visual portrait

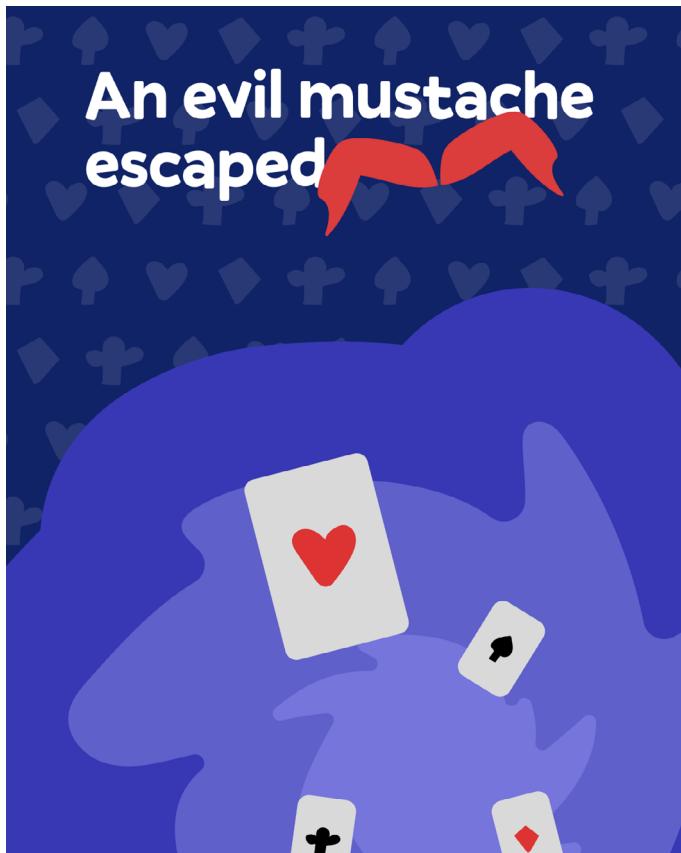
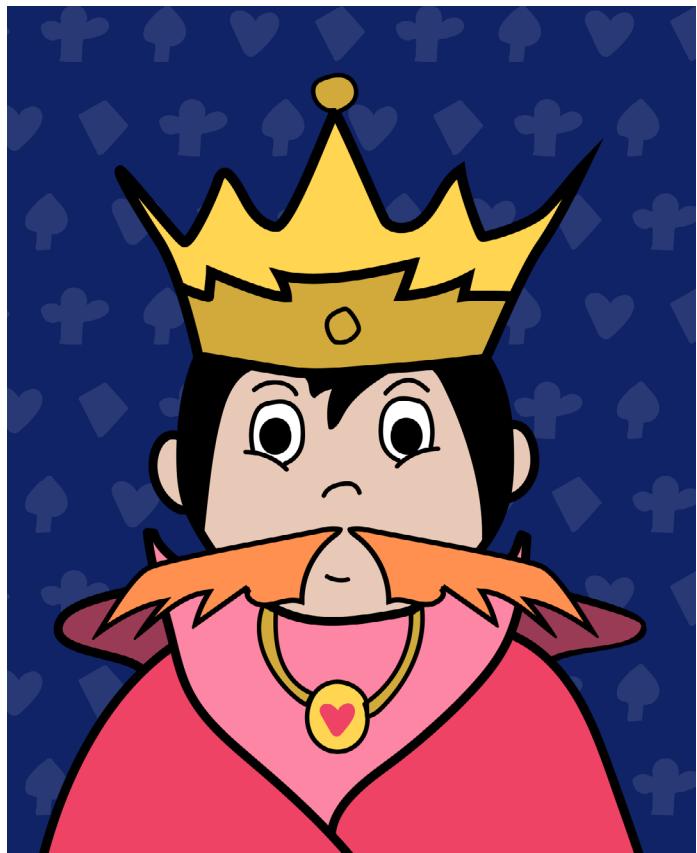




Additional project visuals - optional

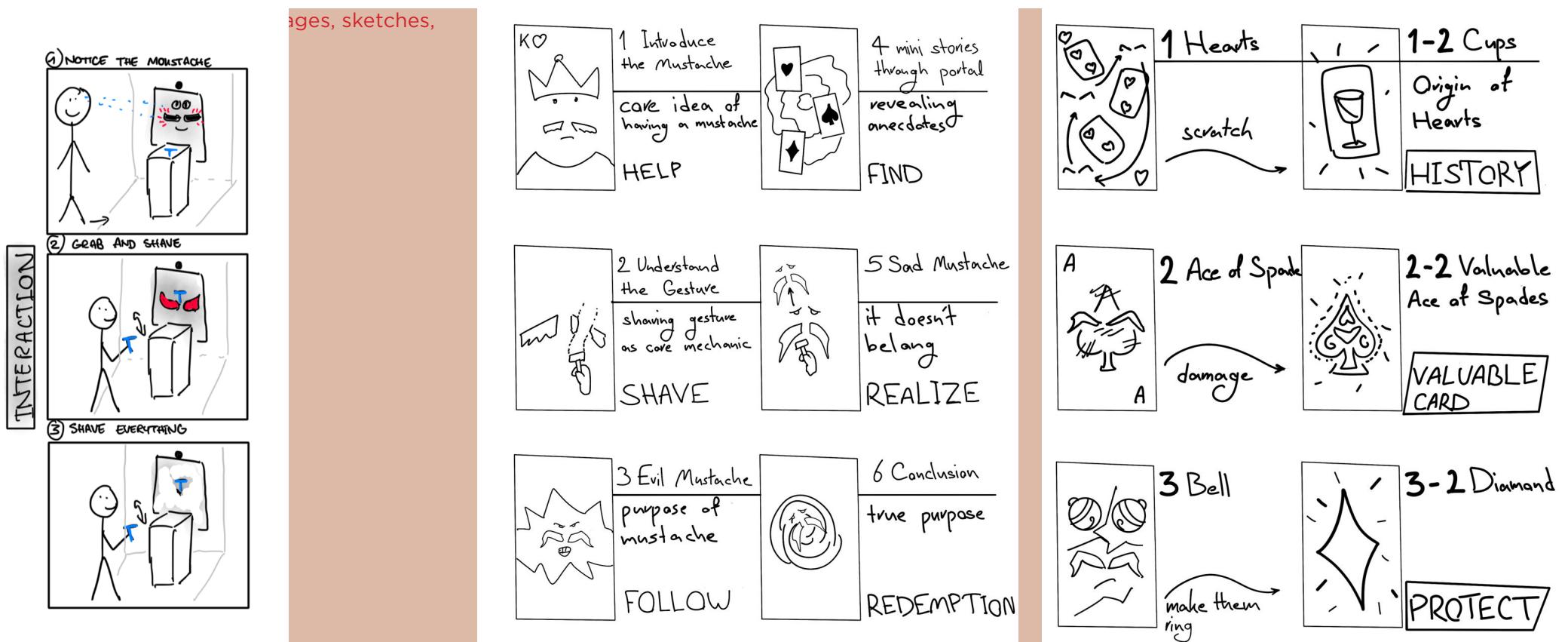
Additional project visuals - optional

The Interface - Key visuals



User Journey

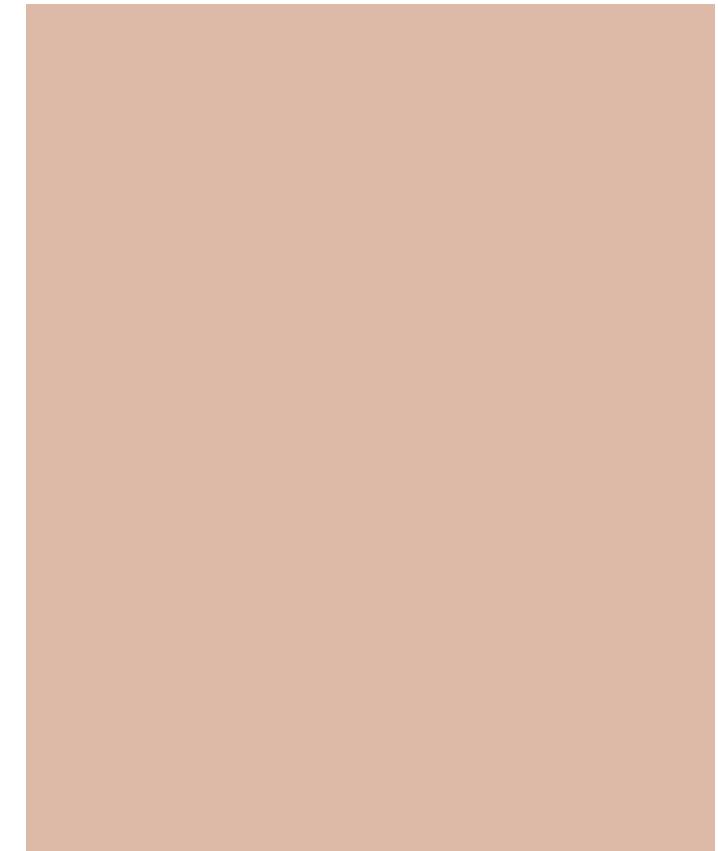
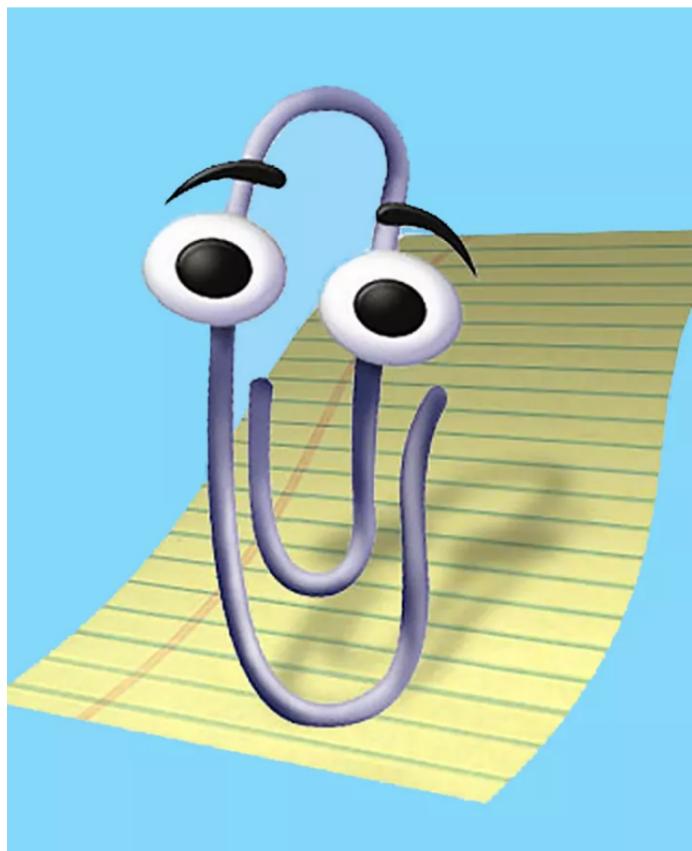
The visitor approaches the screen and spots a jiggling cartoony mustache waiting to be shaved. Using a physical colorful razor and a shaving gesture, they remove it. Then, the visitor tries to shave the mustache but it escapes, jumping between cards. With each movement, the visitor reveals and learn stories behind the cards. At the end a sad mustache appears, saying its purpose was only to uncover the past. One final shave and the mustache merges with the card universe.



Field observations

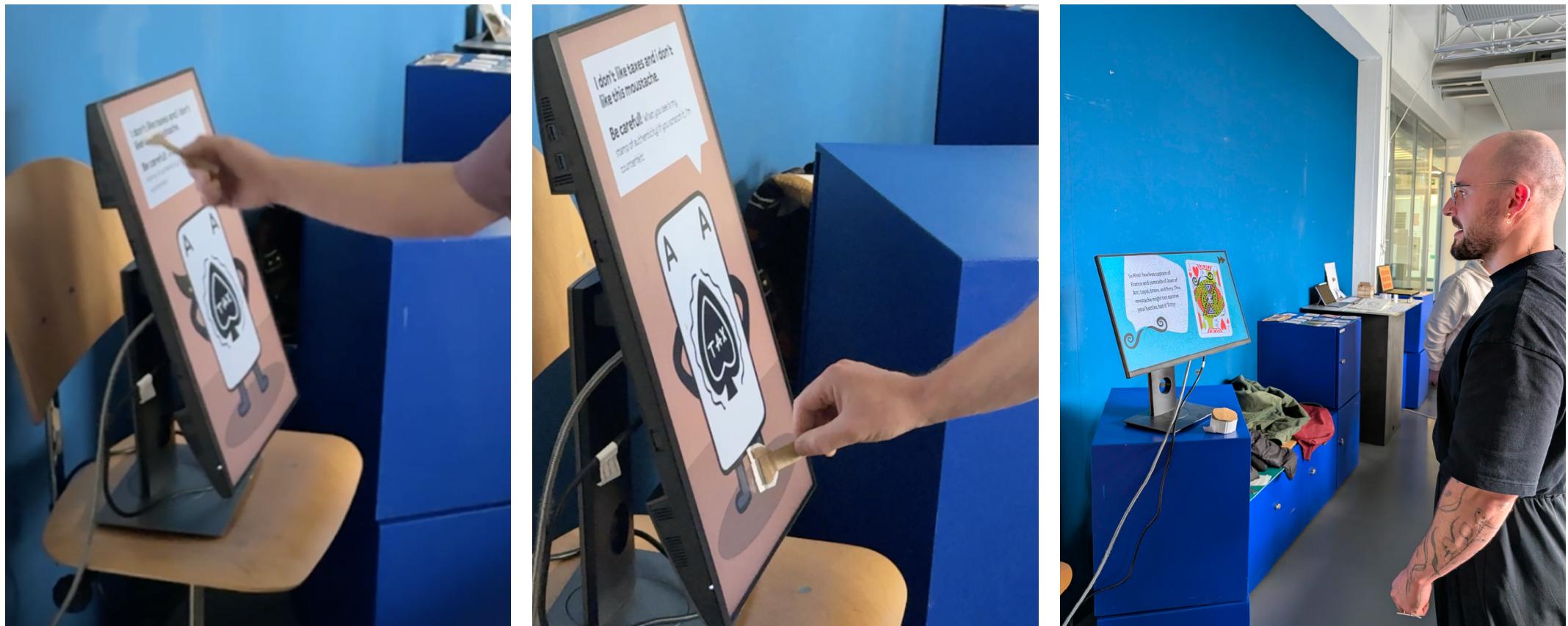
We based our research mainly on facts behind cards.

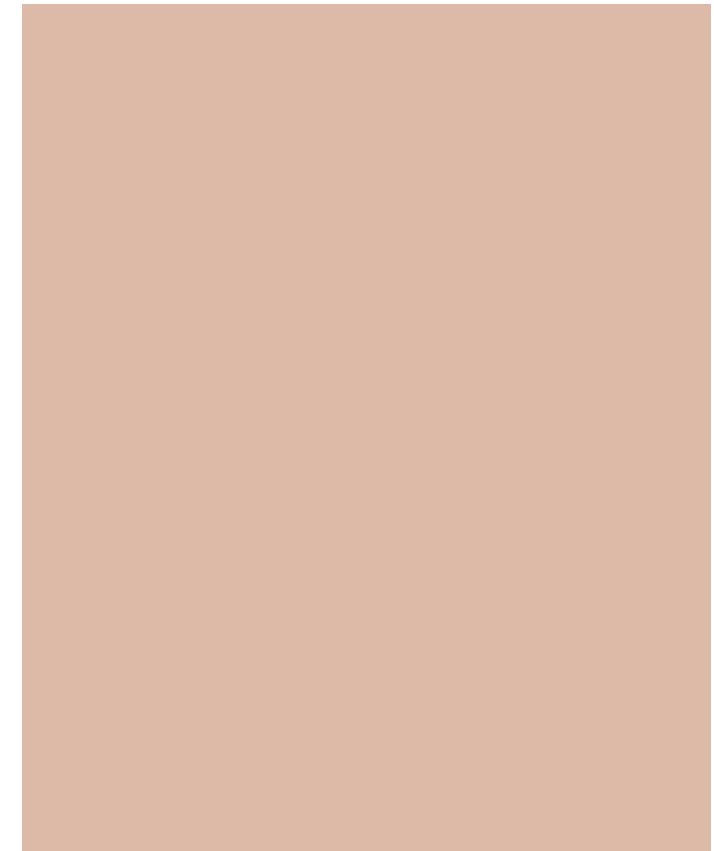
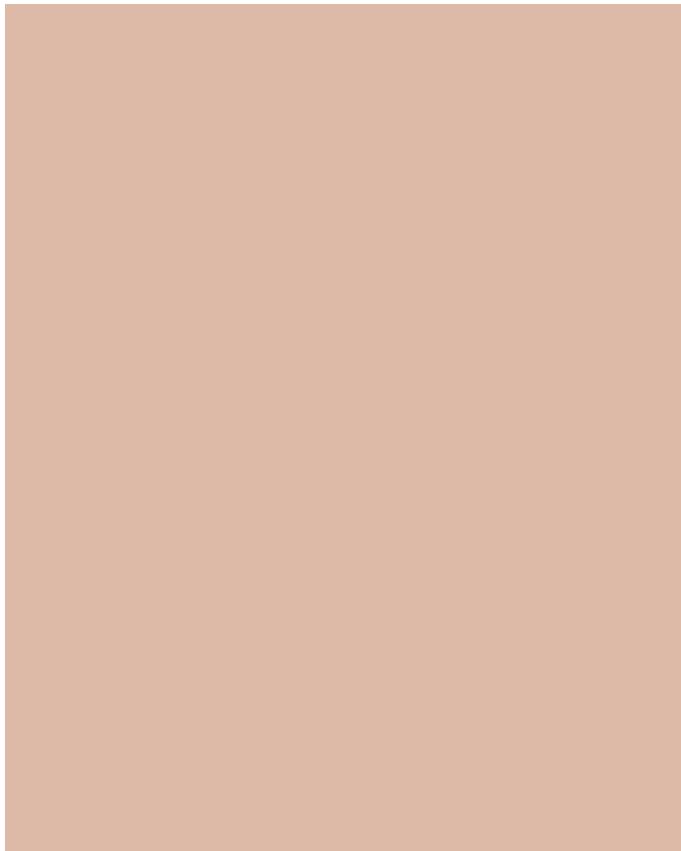
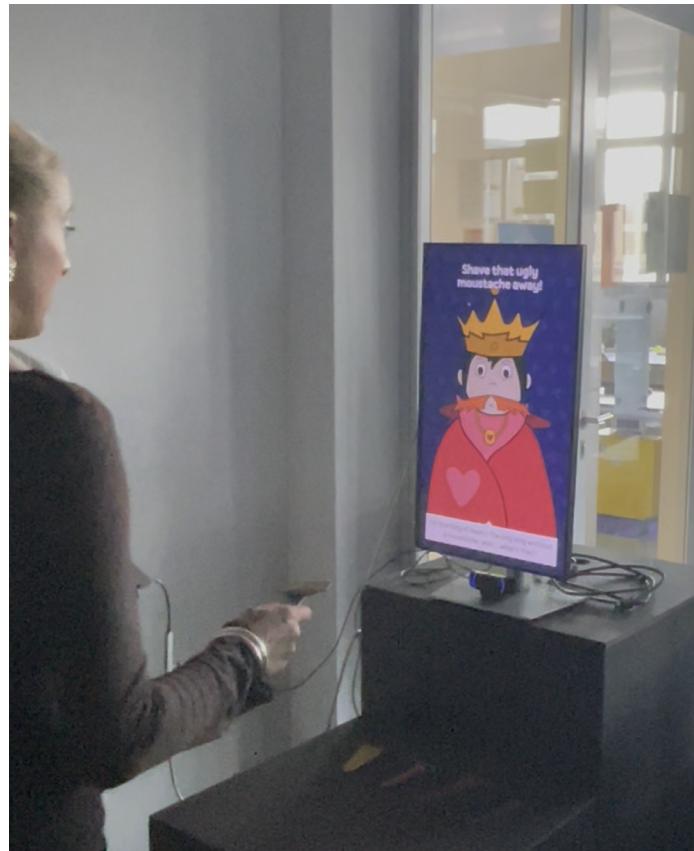
We also researched storytelling approaches used in museum and researched methods for creating interactive storytelling installations.



User Tests

In initial prototypes we tested two different approaches in terms of interaction (1) air shaving (2) mime a moustache on the face with hands. We got some insightful feedbacks from each one of them. Then we iterated one concept to improve the storytelling aspect by making it more understandable and for the interaction part we used MediaPipe library to detect closed hand gesture to improve the experience.





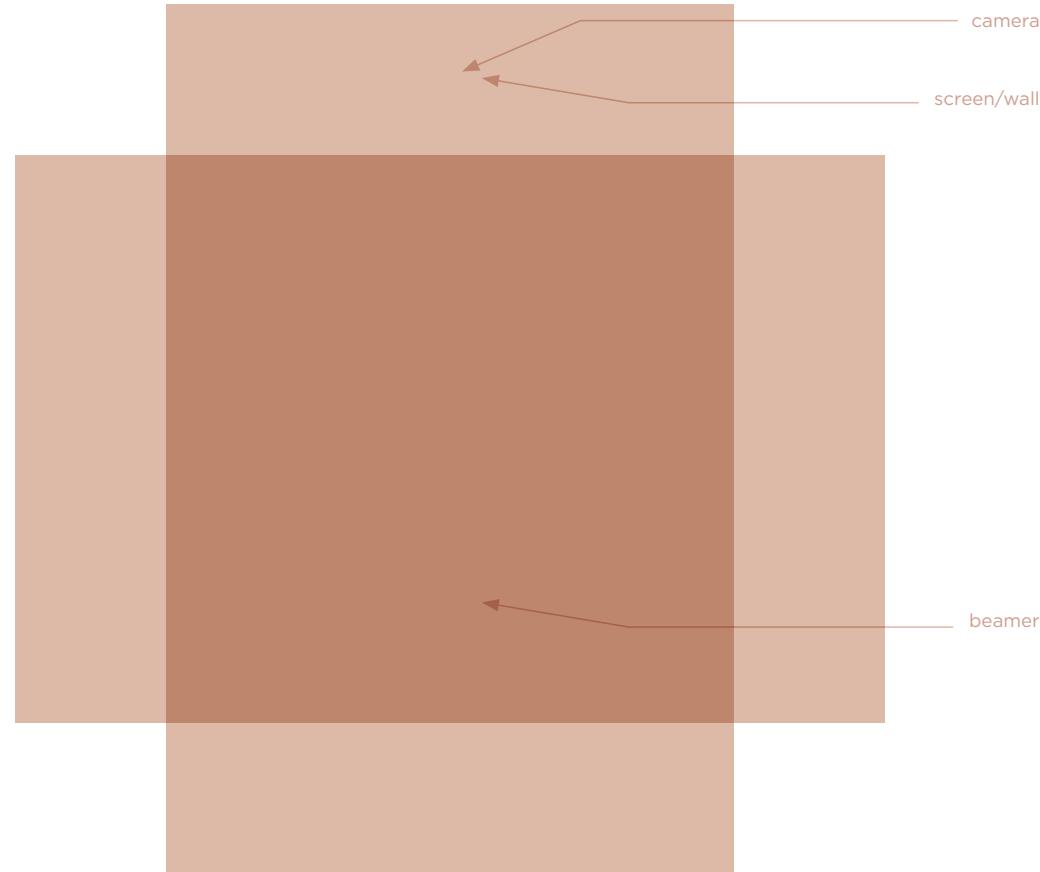
Scenography

Make a visual, sketch or high quality photo showing all elements of your installation in perspective.



Spatial diagram

Make a sketch (hand sketch or vector drawing) of the top view of your scenography in the correct scale (1:20) including a schematic visitor. This means a bird's sight of your installation, with information about the material used. Add the overall dimensions (in mm) of the space and captions naming the components.



Technical diagram

List of core components (Computer + Webcam + etc)
Lines of how each component connects to each other
(USB, HDMI, etc)

