

Screaming Windmills



Our Team

Suzy - Strength: Front End Development, Weakness: writing

Aizel - Strength: Project management, Weakness: construction/form-design

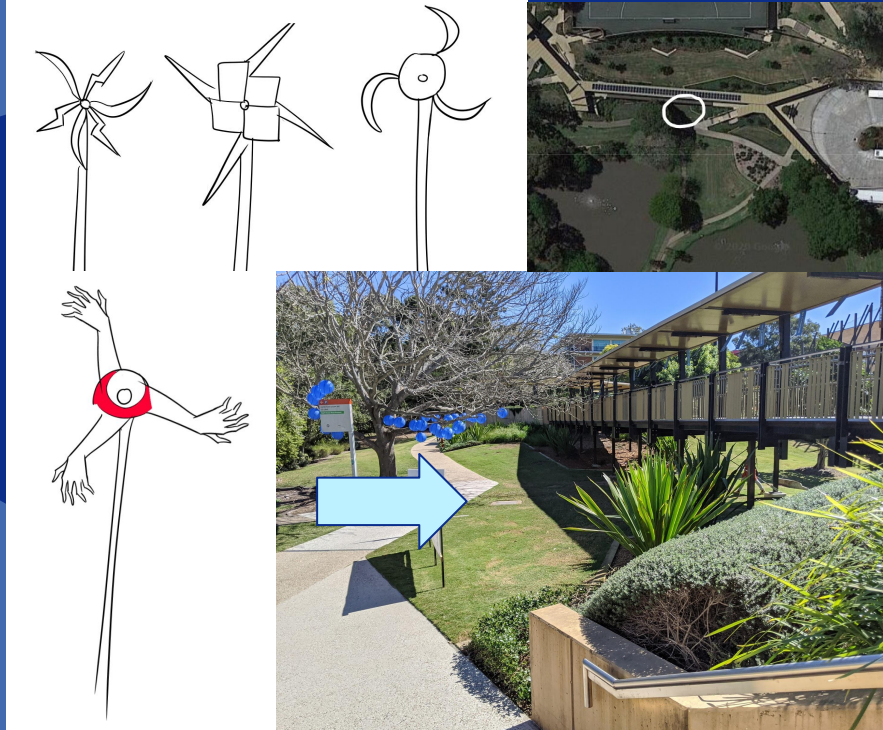
Lance - Strength: UX/UI Design, Weakness: Coding

Amraj - Strength: illustration / audio design, Weakness: Decisions



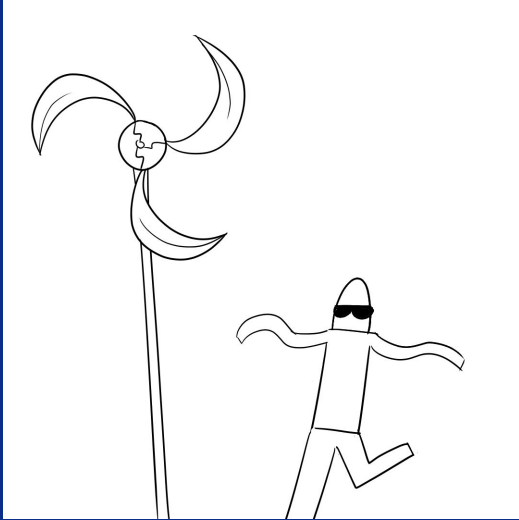


Our Concept - Form



- 3 windmills, uniquely shaped blades corresponding to specific dances
- Maximum size of 2m tall x 2m wide
- Acrylic Blades (Advantages)
 - LED edge-lighting
 - Possibly using LEDs for text-display
 - Wood or metal supporting frame
- A focus on reusing materials before getting new stuff
- Tentative size limit, around 2m by 2m (fits through doors of workshop)

Our Concept – Interaction



- Each windmill starts out motionless
- Large, attention grabbing movements to activate
- Each windmill has their own dance
 - Lightning shapes - quick movements
 - Square shapes - blocky, robotic movements
 - Curved shapes - Wiggly, loose movements
- Participants use movements to generate 'wind'
- As participants continue, blades spin and windmills 'scream', three stages
 - Low, sustained notes (single, held note)
 - Multiple short notes (somewhat like a song)
 - Natural sentences tones run through distortion

Our Concept – Experience

Our expectation:

People should feel surprised and a little creeped out.

The quality of this experience:

Should be a combination of joyful and empathetic, and it depends on the stage of interaction.

Human connections we are building:

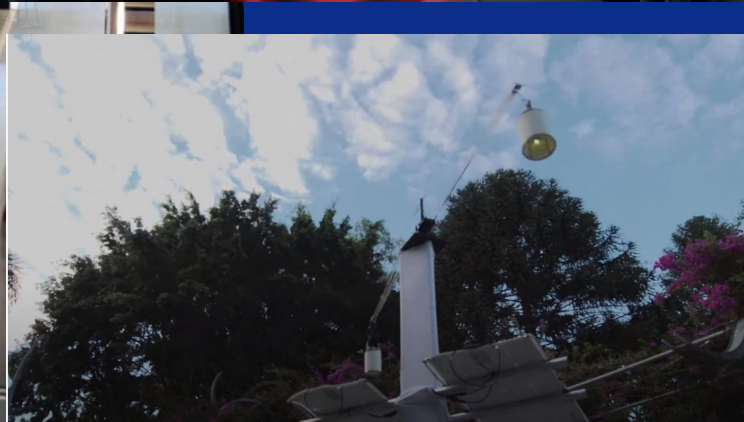
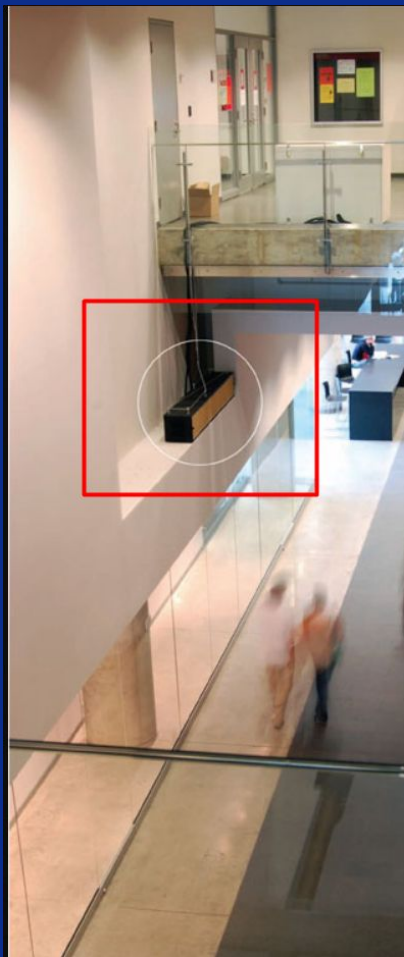
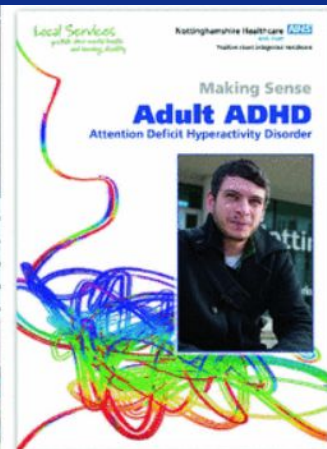
- ★ Shared trauma
- ★ The sensation of collectively being engulfed in despair
- ★ Helping each other learn how to overcome the scary machine
- ★ Sharing embarrassment



Related Works

How it should sound:

- Subtle creepy background sounds: <https://asoftmurmur.com>
- Craven et al - Screens in the Wild- Raising attention for ADHD
- Hu et. al. - Large scale public art installations'
- Gauthier et. al - Distributing sound through a public space
- Singing Turrets - Portal 2



Q&A

- What's a time you've felt pure horror while at UQ?
- What kinds of sounds make you feel like this isn't a place you should be at?
- When was the last time you interacted with a public display?

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, and infographics & images by **Freepik**