

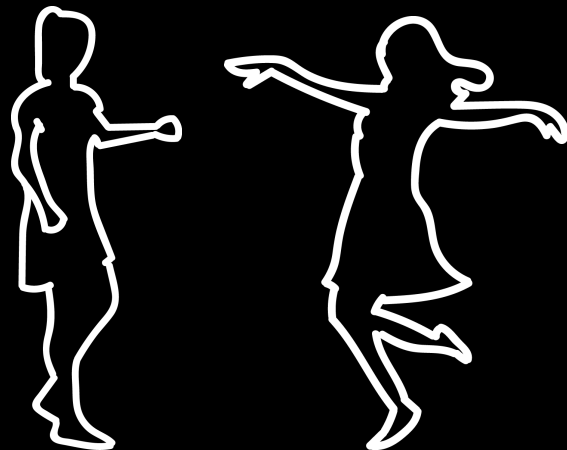
Inter-Dimensional Souls

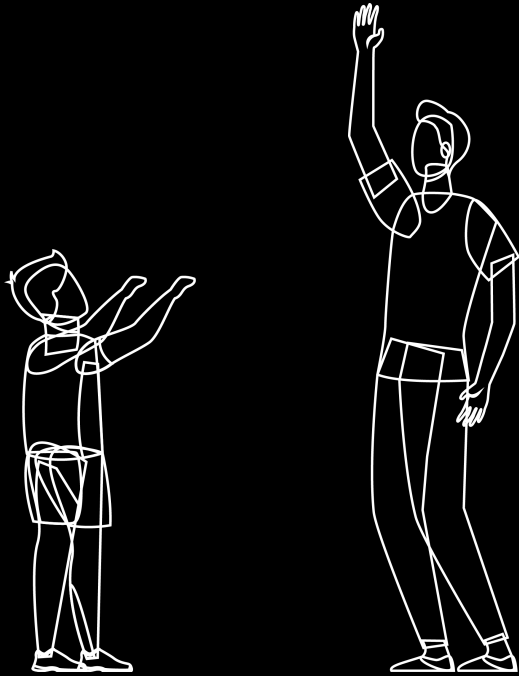
a social interaction project



Why?

- to transmit a sense of collaboration;
- importance of communication through body language and observation of surroundings;
- atmosphere of trust and companionship;
- empathy, teamwork and co-creation;
- connections by a common goal;





Who?

- Cross-generation;
- Age gap 10-59;
- Especially young adults and adults;

How?

- two participants
- dark room
- shadows cast by projector & kinect
- participants will not see each other until the objective is finished because they are separated by a wall



UX

- two-person installation
- anonymous participation
- strangers collaborate to unveil a code
- code unlocks window which reveals each other's identity

