
Our symbiotic life

Prototyping is always the best tangible solution to get in touch with your idea. See it and feel it in your hand that make it possible for you to interact with. But before this step, it is also important to imagine what our project could become in various situation. Storyboarding let you the opportunity to get creative, but also to let give a purpose and a meaning to your idea (1). When we receive a brief, we often stick to it due to the amount of time we spend on elaborating it. But what if we keep this idea and put it in different scenarios with specific subjects? As a result, we will have our main idea, but with a more powerful purpose. It is sure we need to produce something meaningful, but how could we bring it to another level? It is a know fact that art as a big impact on our society. Art is a representation of our life, but we don't realize it until we face it or view it (2). It is important, when we are about to create something, to think of meaning it is going to have. We already have so many useless objects or creation around us. We don't need to add one more. I think what is interesting about this project is that the different scenarios study the different possible relationships between the user and the different version of the object. We can't stop the intrusion of technology into our day to day life, but we can break the cycle. Taking the time to put our idea into scenarios will let us the chance to rethink our way to interact with technology and then give it a new purpose (3). You don't want the user to give out our object after a few uses. You want it to be there for the long run and for this to happen, you need to have a meaning behind it. With this in mind, I believe that we should take more time in the creation process to focus on the impact our creation is going to have on the users. We often shot for the best looking and most ambitious project because we think it is going to impress everyone. Sometime, simplicity is the key and we should embrace it. A project that as the ability to reach on an emotional level or create a relation with its user is more empowering than the most technology advance machine that is only there to impress others.

(1) <https://brandlitic.com/importance-of-storyboarding/>

(2) <https://www.theoryofknowledge.net/areas-of-knowledge/the-arts/what-is-the-relationship-between-art-and-society/>

(3) <https://nosidebar.com/relationship-with-technology/>

The tilting bowl

When it comes to designing a project, or creating our next piece, we have to keep in mind one thing : as an artist, our mind works differently. We don't go for the easy solution. We don't go to point A to point B in a linear path. We always go for the one that will allow us to figure out unknown field. Even though it is a good thing, it can also be our biggest problem. If we don't establish specifics barriers at the beginning, we will probably get lost in the process. The team of researchers from the tilting project explained clearly how they manage to respect their goal. They knew what they wanted to accomplish so this way, they were able to challenge themselves by having four guidelines to respect their main goal. It comes more clear why it is important to create a tangible prototype that is more than mid fidelity because you can share with others your idea. From discussion can come new ideas that will bring your project to the next step (1) After reading this research and comparing it to the one « why do we prototype », I have a better understanding of the importance of prototyping. During their developments, the researchers really invested themselves into the project. For example, they brought the project to their home to fully tested it. This way, they were able to discover problems they would never have without this action. Prototyping gives you the opportunity to sit down with a relatively good final product that will give you insights for the future developments. Before getting into a project at the point of no returns, it is important to make sure everything works (2) Furthermore, the importance of developing multiple prototype in parallel is well explained. You can solve many problems at the same time. Also, those trials and errors give you the opportunity to refine your first idea. (3) I think, as student, with the notion of time, we always try to go for the easy solution or just skip steps to go faster, but if we would organize our time and take the time at the beginning of the project to plan and schedule our creation process, we would be able to do more or do less errors to finally attend a much better final result.

(1) <https://www.theatlantic.com/magazine/archive/1945/07/as-we-may-think/303881/>

(2) <https://www.moldmakingtechnology.com/articles/why-is-prototyping-important>

(3) <https://www.meee-services.com/how-important-is-a-prototype/>

Sensing Kirigami

With the emergence of technology from the past decades, every sphere of our world needs to rethink their goal and meaning. How can an analog object can still be relevant in this sea of interactive objects that surround us(1). As human, we are always interested to the best new things, for example, all the new product from Apple that goes out every year. But even though, we still want to go back to our analog roots : paper. When we want to write a note, or we want to write or thoughts and all, we always reach for a piece of paper. Why? Because paper has a strength that no laptops or tablets will be able to compete with. Paper doesn't require cables, knowledge to use it or anything complicated (2). Paper is simple. Paper is sentimental. Just like the text mentioned, we are attracted to this medium for its abilities to tangible interaction. In an art gallery, people will be more interested to touch or interact with a paper art installation than a big rocky concrete installation for example. Furthermore, there is something special about the fact that we can touch paper, we can relate to it. There is nothing more satisfying then smelling and holding a new book or going back through the page of your old notebook. Paper as a medium bring back emotions and users can easily relate to it. The idea of making Kirigami sensors is the best way to keep everything sentimental about paper and keeping it relevant in our technological world today. For sure, it is more interesting to have small sensor that hides well into the structure, but this way, more senses are implicated into the object. Technology becomes more ubiquitous and let us appreciate the little joy of the world with the advantage of having it interactive.(3)

(1) <https://www.tate.org.uk/research/publications/tate-papers/02/new-media-art-and-the-gallery-in-the-digital-age>

(2) <https://www.quora.com/Is-paper-as-a-medium-obsolete>

(3) <https://pubs.acs.org/doi/full/10.1021/acssensors.8b00276>