

Hybrids

Subtitle

Hybrids

Project Pitch - Max 1000 signs including spaces.
Stick to the basics (what, who, where, and how) i.e.
interactions. Be specific in your choice of words.

Our project intends to immerse visitors in the evolution of playing cards by offering a unique, interactive experience centered on card hybridization.

Visitors will journey through centuries of history and diverse card games, controlling their selection and discovery using a potentiometer (knob). They will have the opportunity to select three distinct cards to digitally merge them.

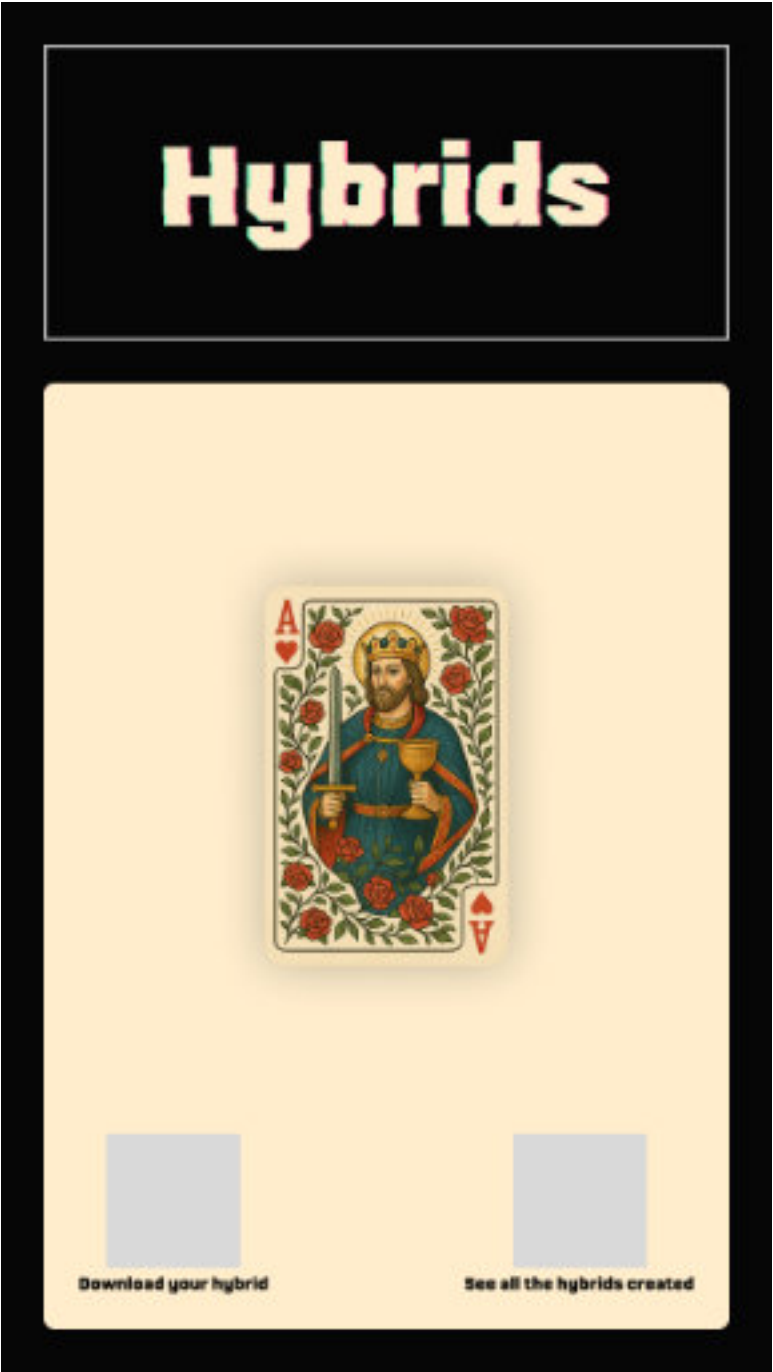
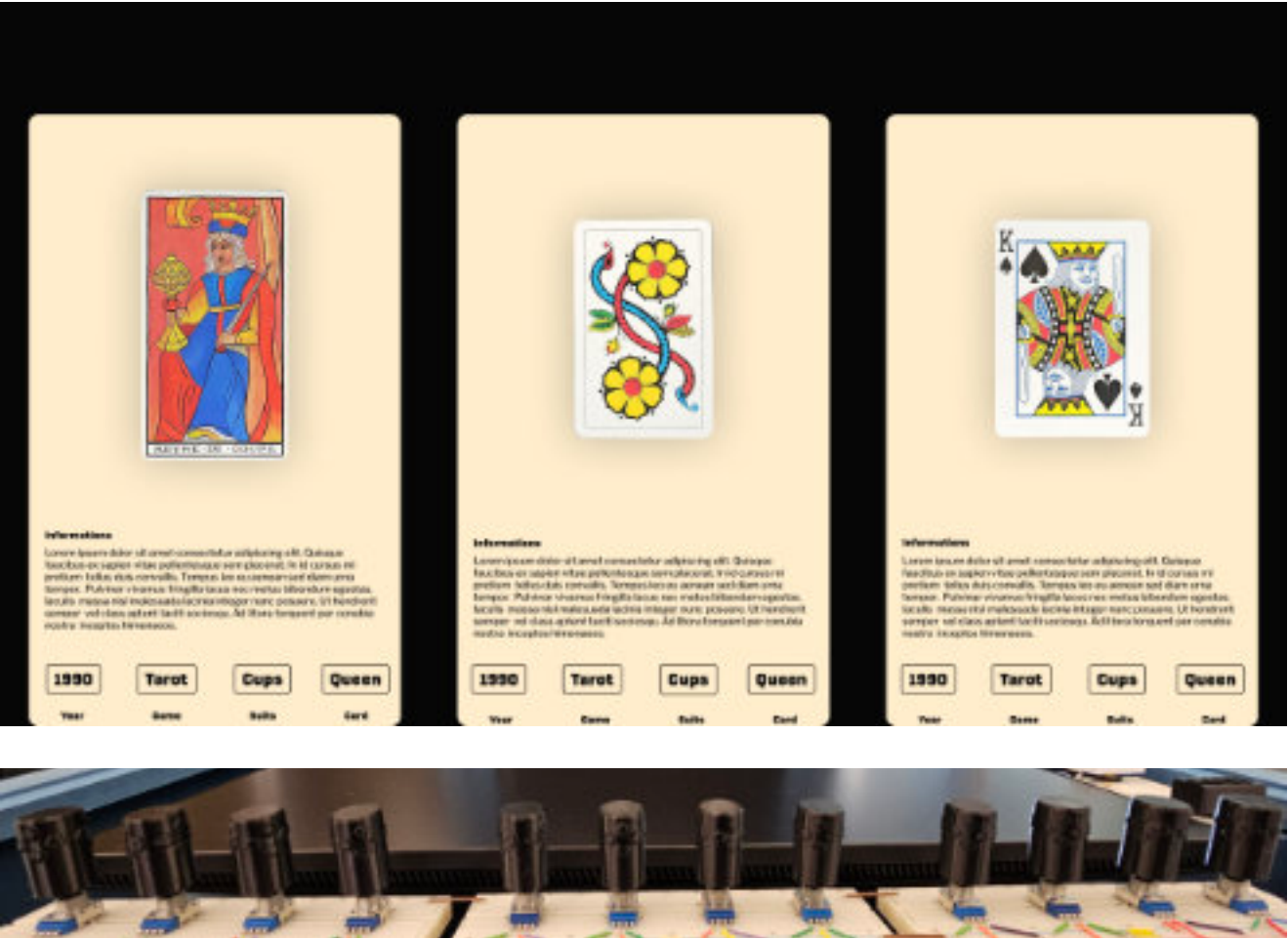
Upon completing their creation, each visitor will receive a souvenir ticket containing all the necessary information to easily retrieve their unique hybrid card online, allowing them to review the specific historical details and context of the three individual cards they selected.



Additional project visuals - optional

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The Interface - Key visuals

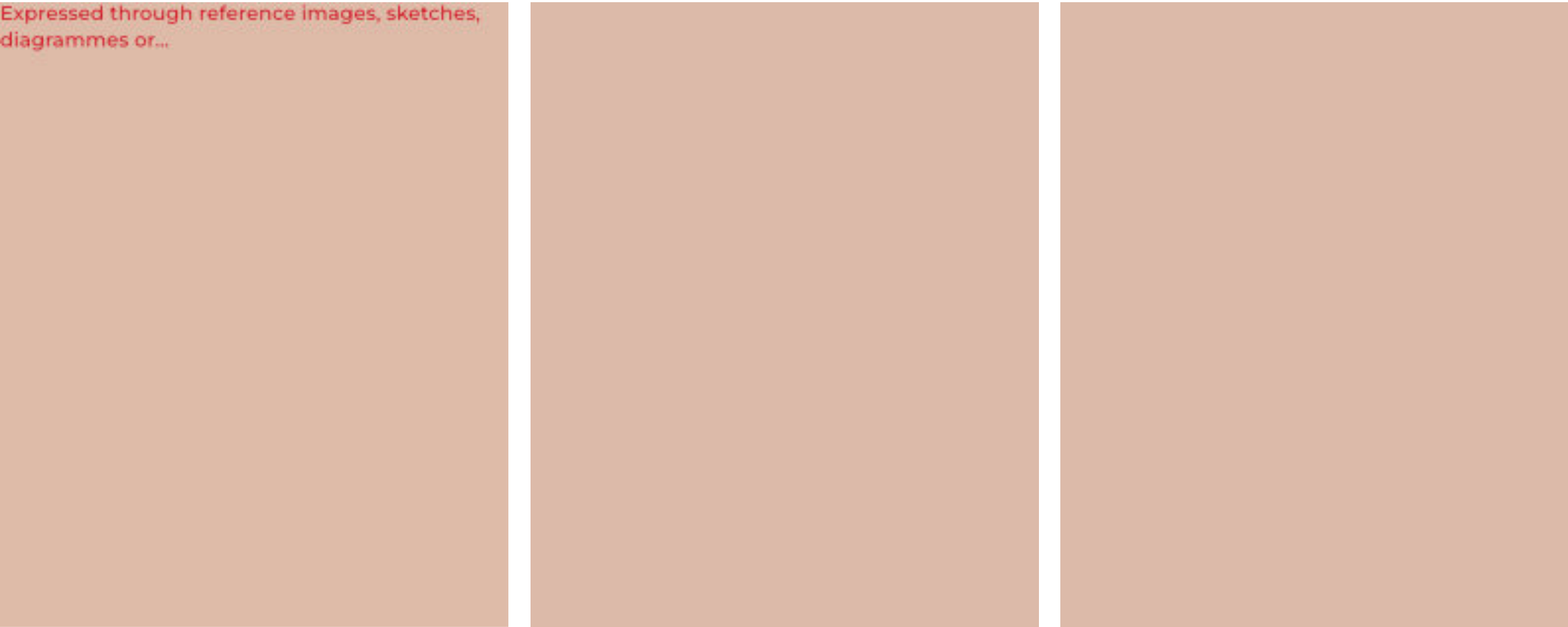


User Journey

User journey showing the key interaction.
Think from start to finish, show the whole experience.

Beetroot water spinach okra water chestnut ricebean
pea catsear courgette summer purslane. Water
spinach arugula pea tatsoi aubergine spring onion
bush tomato kale radicchio turnip chicory salsify pea
sprouts fava bean. Dandelion zucchini burdock yarrow
chickpea dandelion sorrel courgette turnip greens
tigernut soybean radish artichoke wattle seed endive
groundnut broccoli arugula.

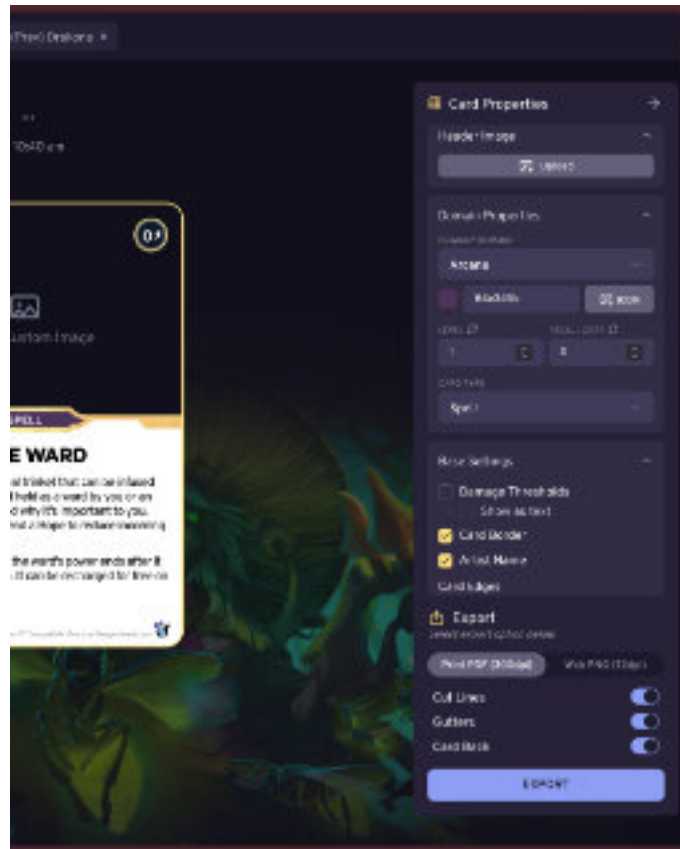
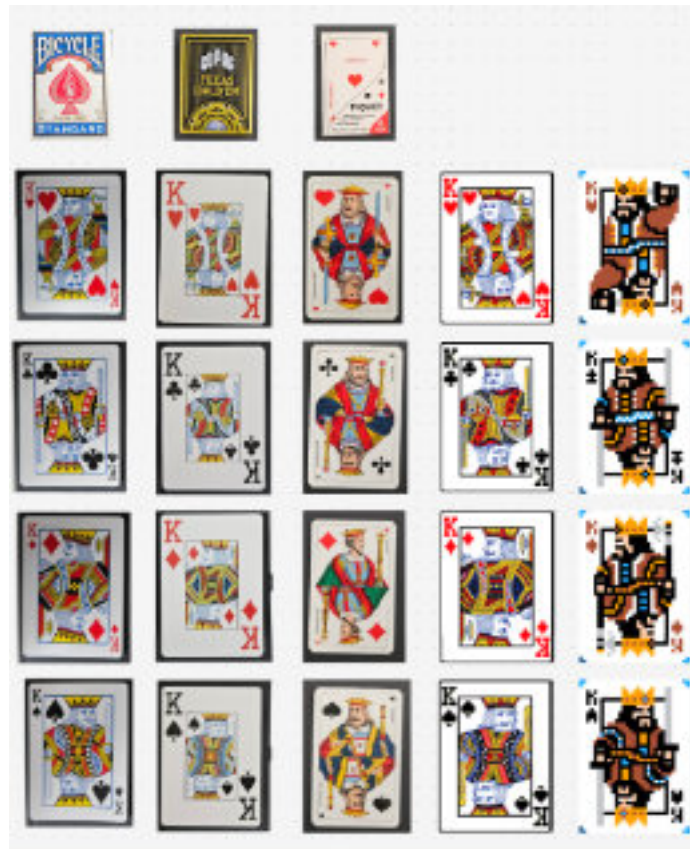
Expressed through reference images, sketches,
diagrammes or...



Field observations

What are you basing your project on? Don't just show other artists references, we want to see you own field research.

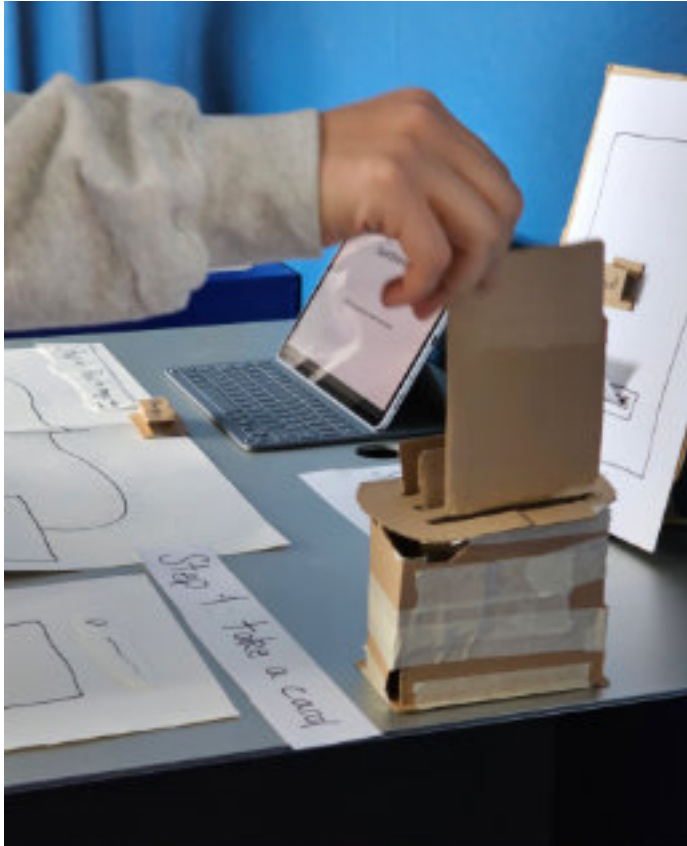
Our research focused on the evolution of playing card design and the existence of customization applications. We observed that historically, card designs have evolved and generally simplified over time. However, contemporary trends indicate a shift where modern designs often leverage minimalist foundations to introduce more sophisticated and detailed customizations. This suggests a return to complexity, but informed by the clarity of modern minimal aesthetics.

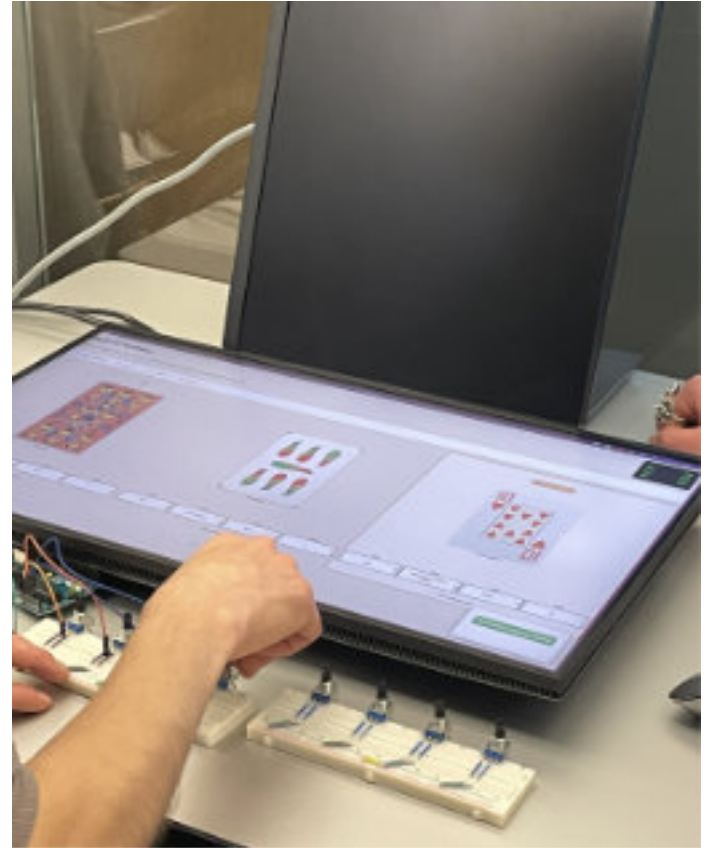
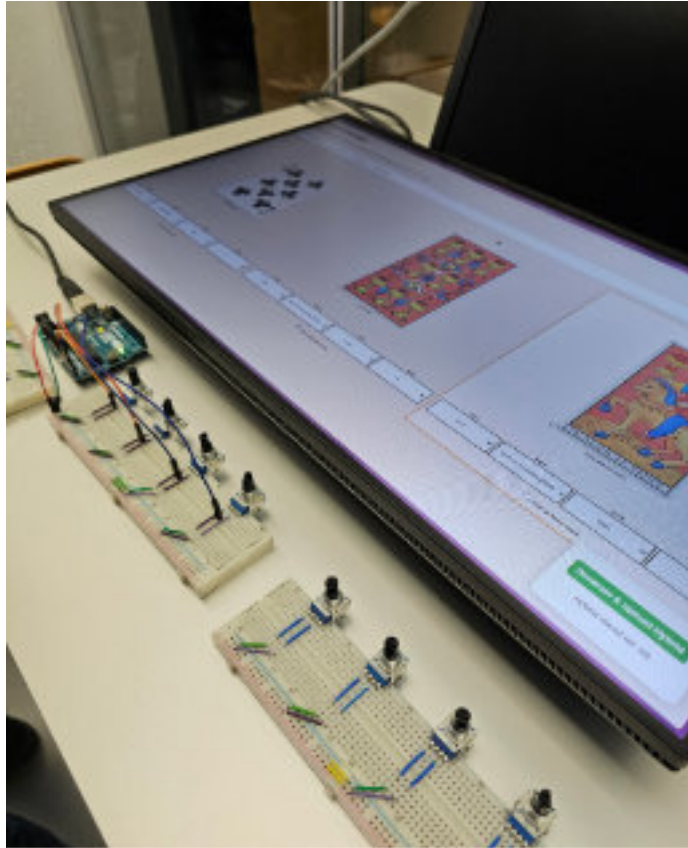


User Tests

Pictures and/or videos of the rapid prototypes and user tests. Eventual explanation of the process.

Our development process began with paper prototypes and culminated in a final, usable prototype. Along this journey, we learned a crucial lesson: while clear steps are important, the most effective approach is to design an installation that is intuitive and understandable with minimal or no instruction at all. Through continuous user reviews and feedback, our prototype was iteratively improved, resulting in a significantly enhanced final version.





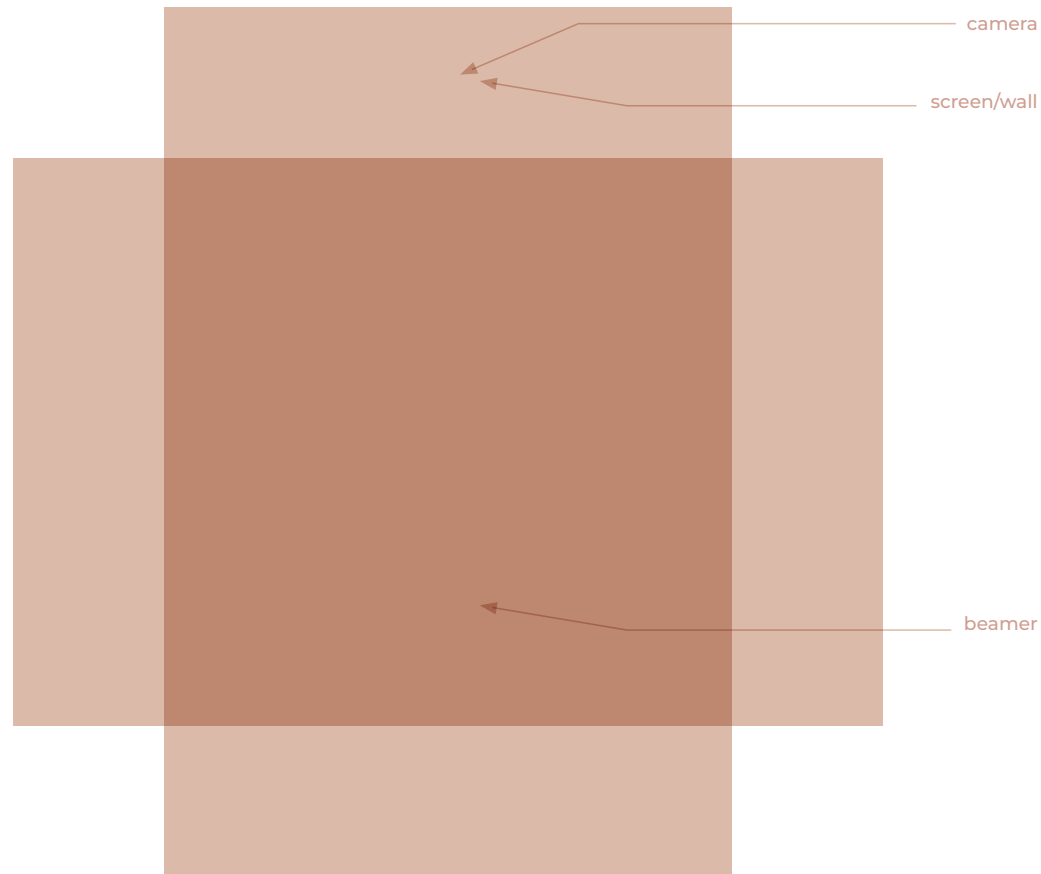
Scenography

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)

