**"Information Collection Championship": A Theoretical Game Art Installation Highlighting Privacy Vulnerabilities in the Digital World**

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In response to Metaverse's privacy policy, I will design a theoretical game art installation called "Information Collection Championship". This installation will showcase the vulnerability of identity and privacy in the digital world, highlighting the terror of information leakage. It will consist of the following components:

A VR virtual game showroom that requires users to wear corresponding tools to enter, including VR glasses and VR controllers.

The exhibition space is filled with randomly distributed binary numbers, representing diverse information from users in the digital world.

Users can only enter the game after agreeing to the privacy terms and policy statements in the virtual world.

Users can use VR controllers, represented by various social media icons, to collect scattered information numbers on the screen to earn points.

At the same time, an information bar is generated around the user. When multiple users are in the same game space, they will compete with each other, able to see each other's information reserves (GAME POINTS).

A projection screen will be set up at a certain location in the exhibition space. The screen will show visitors' recent behavioural data in the digital world, demonstrating how our behavioural data is being scrutinized and collected in the real world.

This theoretical art game installation aims to let visitors understand the impact of their various behaviours in the information world on personal privacy, and to understand Metaverse's privacy policy in a metaphorical way. Through this experience, visitors will be able to gain a clearer understanding of the importance of enhancing their awareness of personal privacy protection.