

PORTFOLIO

Shijie Yuan
袁世杰

Book design
书籍设计

Interactive Design
交互设计

Interface Design
界面设计

Generative Art Design
数字生成艺术

Wayfinding Design
导视设计

Other Work
其他作品



project #04

Digital Labor

INSPIRATION



网络“受众”的劳工化：传播政治经济学
视角下网络“受众”的产业地位研究

关键词

摘要

从传播与劳动的互动关系出发，我们发现，互联网生产的劳动强度依赖网民的“参与”，并因此形成了以网民为核心的新型产业链模式；通过传播技术的结构设计与推送信息对用户的筛选，形成对网民基本权利的剥夺劳动；由此完成网民时间的标准化与社会应用的工厂化。从“受众商品”到“数字劳动”的机制转换有利于论据传播政治经济学批判视角下的微观文化生产、阐释与斗争实践，以及中规的劳动剥削批判，呈现了更为丰富和多元的形态传播实践。

关键词

受众商品、数字劳动、劳工、互联网产业、工厂化

作者简介

吴晓铭，福建师范大学传播学院讲师，博士，邮箱：1034506005@fjnu.edu.cn。

Laborization of Internet Audience:On Status of Internet Audience in Media Industry from the Perspective of Political Economy of Communication

The development of the Internet industry is highly dependent on the participation of Internet users, whose behaviour is unconsciously transformed into digital labour, thus completing the colonisation of Internet users' time and the factorisation of social space.

RESEARCH

Too many people have numb ideas about the labor of online audiences

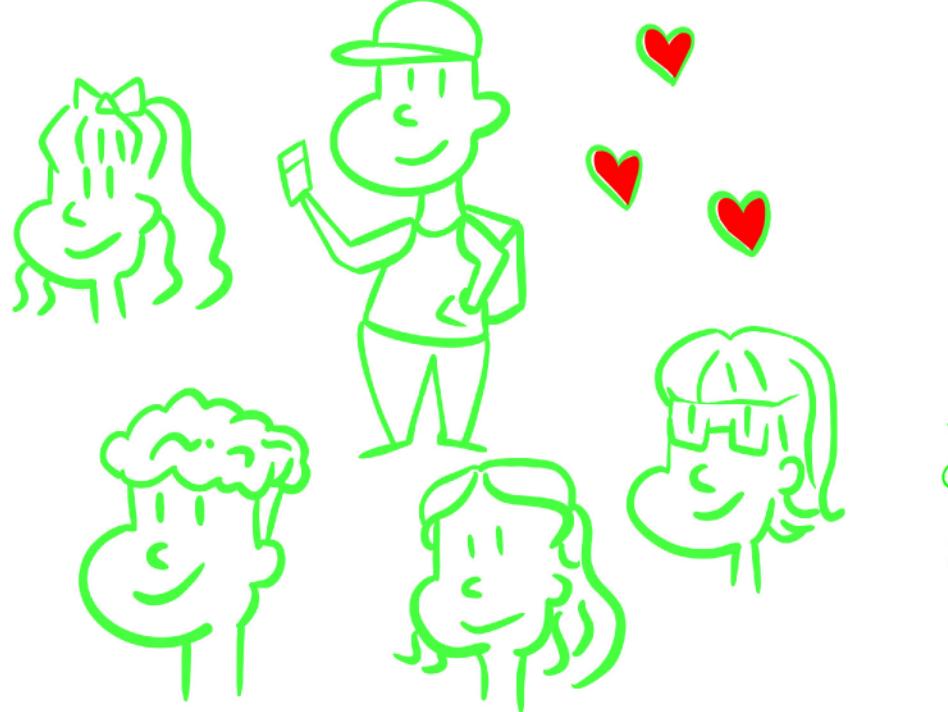


Average time 8 hours per day

EMPATHY MAP

WHO

The largest audience of online users today



SAY

Enjoy watching a lot of pointless and funny videos on the internet.

HEAR

The internet creates useless hotspots by exposing other people's private lives. We don't know who was the first to achieve academic success, but we do know whose personal life is in disarray.

SEE

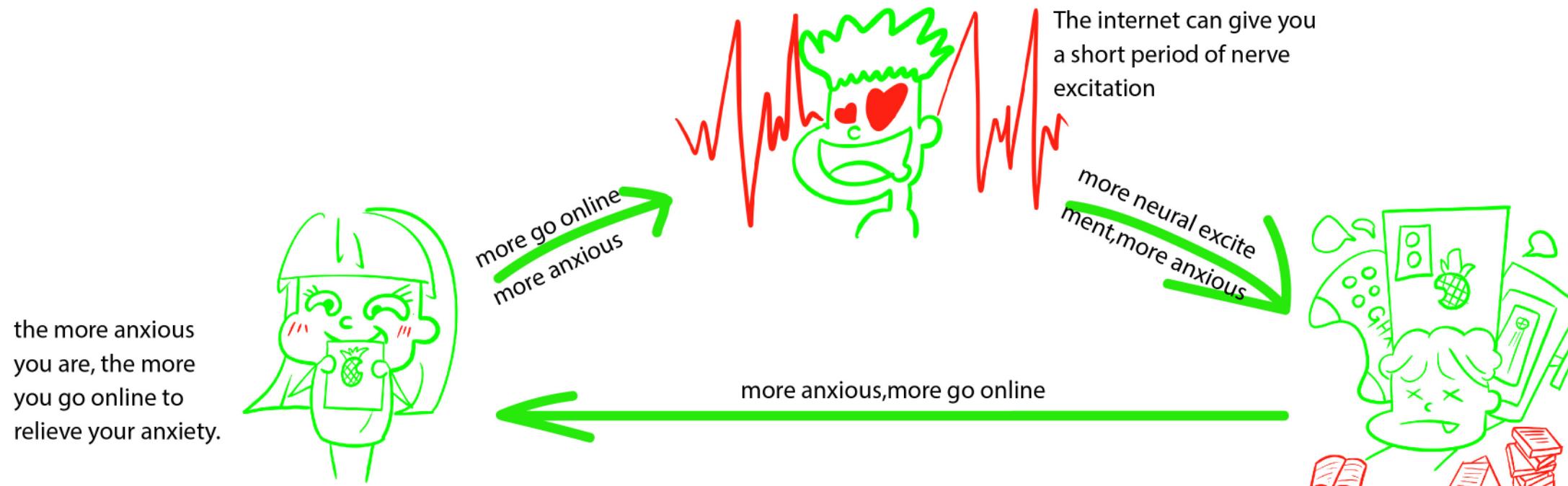
The online environment squeezes the audience uncontrollably for a large amount of time or even affects the rest

THINK

The average number of hours a person looks at their mobile phone is equivalent to a day at work, and everyone becomes a phubber, a worker.

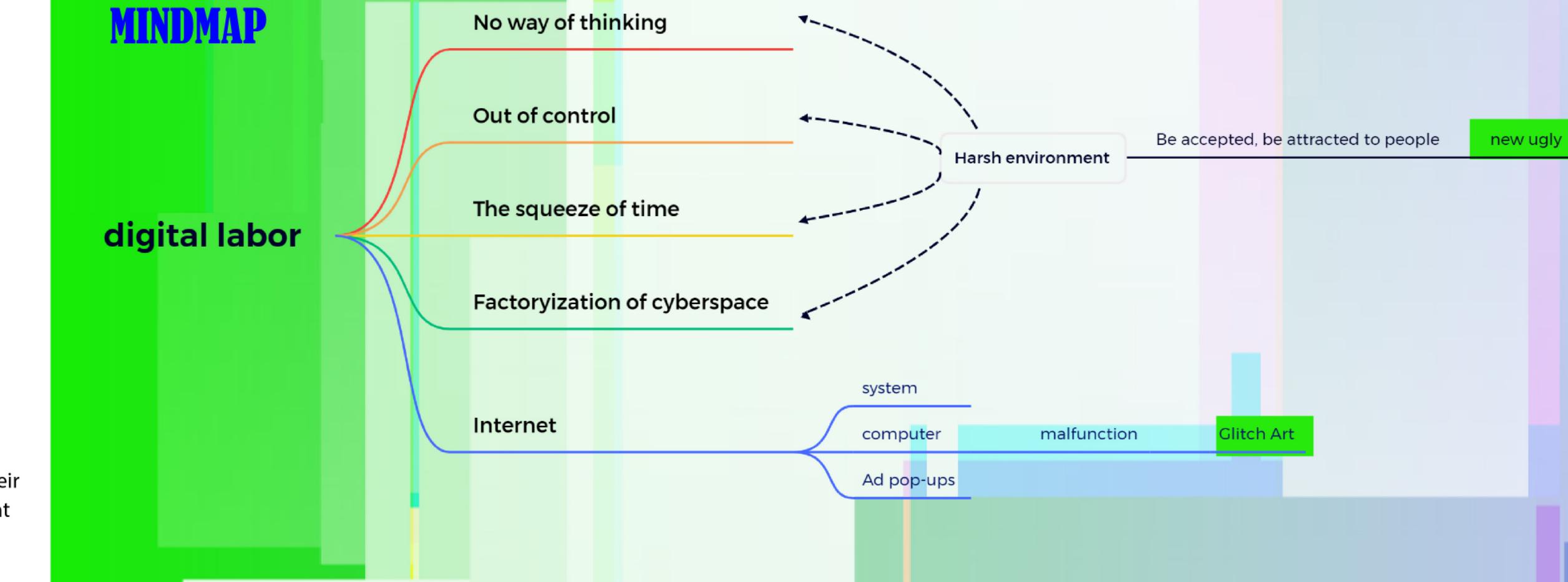
Why humans are willing to be squeezed so much time by the network?

Because it can give you relaxation, but it's a short-term nervous excitement



MINDMAP

digital labor



VISUAL MOODBOARDS



This project is exposing the ugliness of the Internet, but the Internet is a new product of the new era, using the unique perspective of the new ugliness to resonate

The biggest feature of the new ugly style is that it does not refer to a design rule

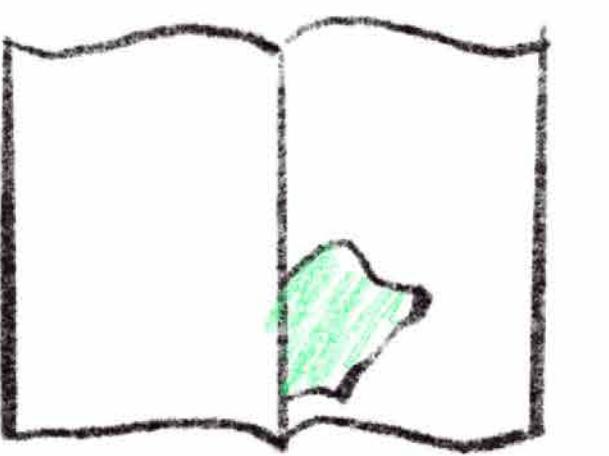
EXPERIMENTATION

keyword

Useless labor
Undetected

Time passes
Real network environment

In the project, I will show the network environment on the inner page and the rest of the keywords in the interaction



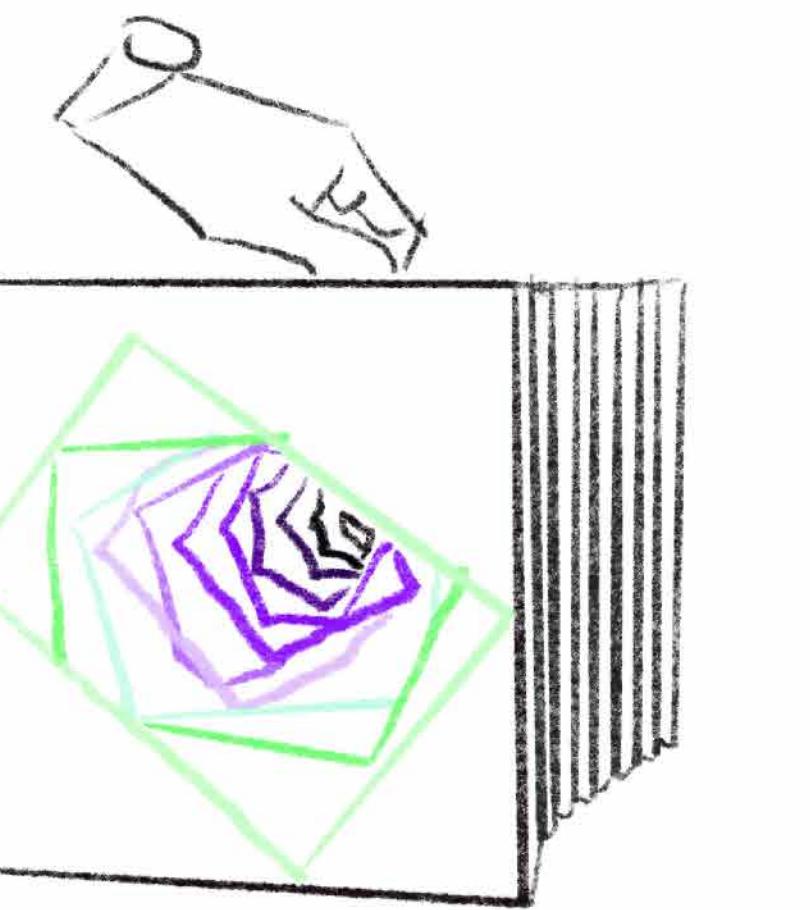
Plan A

Makes a magazine with lots of scraps stuck inside. When the reader finishes reading the magazine, the papers can be pieced together to create a poster.

Plan B

Creates a three-dimensional book where the reader has to insert the inner pages themselves. There is a tunnel in the middle of the book, with the colours going from light to dark to indicate the passage of time.

Plan B was ultimately chosen because the work of the diorama book better reflected the labour carried out unknowingly. Besides, Plan B was more comprehensive.



FINAL WORK



Secondary creation display



The purpose of the inner pages is to reflect the current web environment through the new ugly style. After several revisions, I finally decided to place the theme of each page in the middle to mimic the effect of the hour hand.



1

2

3

4

5

6

7

8

9

Personal summary

In the 21st century, the internet is prevalent, and almost everyone cannot live without it. Therefore, many people take advantage of the internet and exploit others unconsciously, creating a bad online environment. I hope this work will alert readers that we can utilise it to do something meaningful instead of immersing ourselves in the internet.



1

2

3

4

5

6

7

8

9

10



11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120

121

122

123

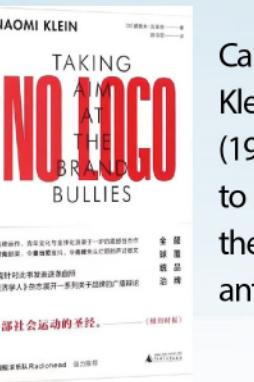
124

125

There are cases that call to stop the excessive direction of brands, such as

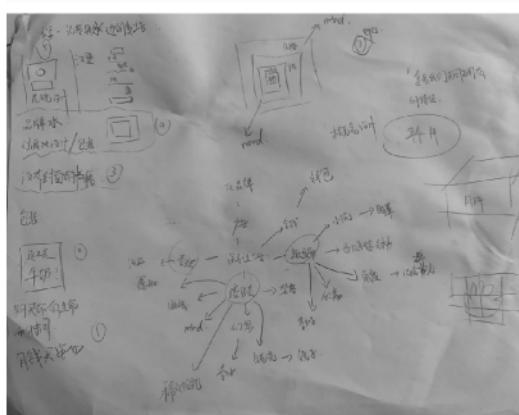
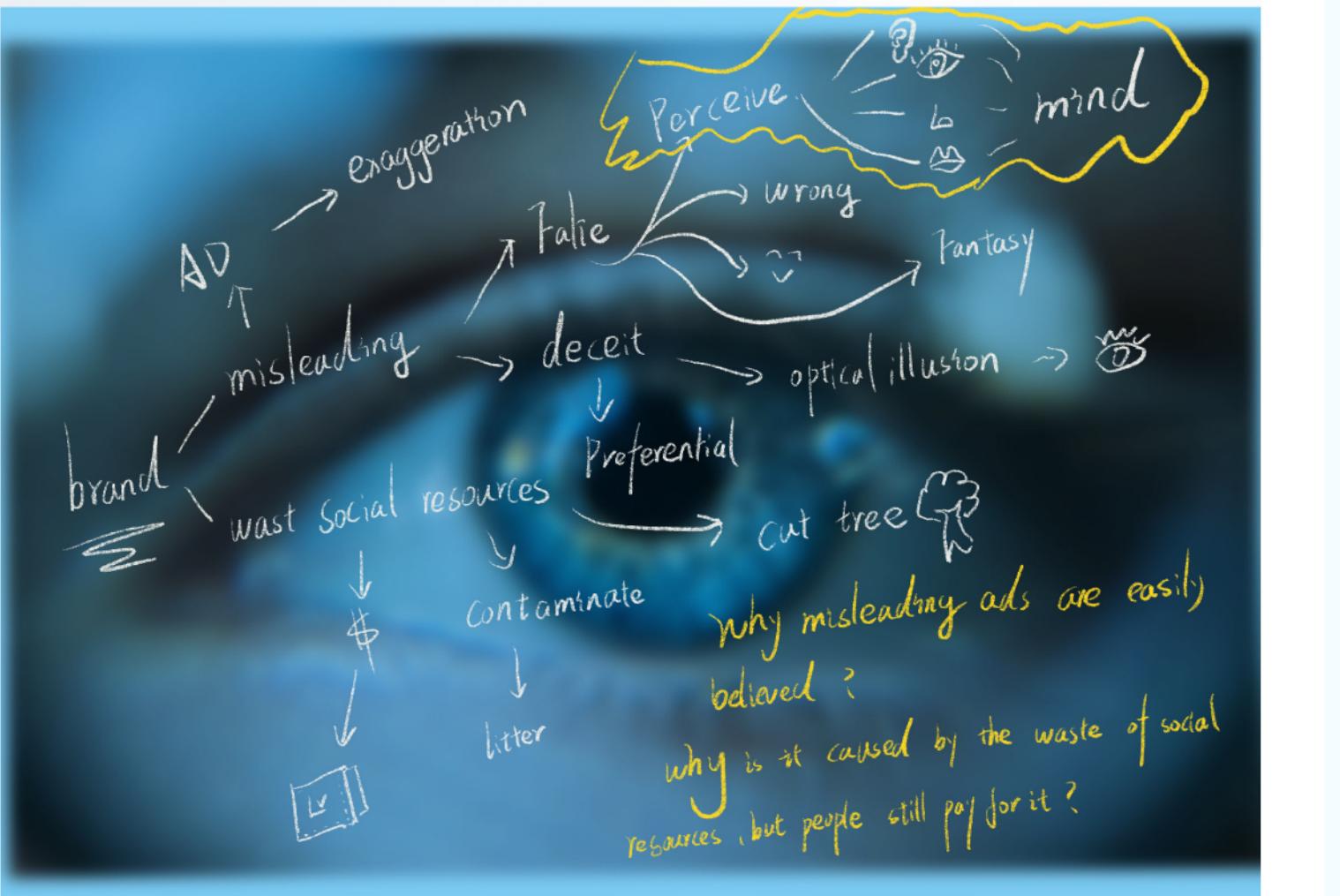


MUJI advocates not minimalism but rather the simplicity of objects, thus avoiding a series of adverse effects such as the waste of social resources and bundled sales.



Canadian author Naomi Klein's book No Logo (1999) is considered by many to have been the genesis of the antiglobalization, anti-branding movement.

Experimentation



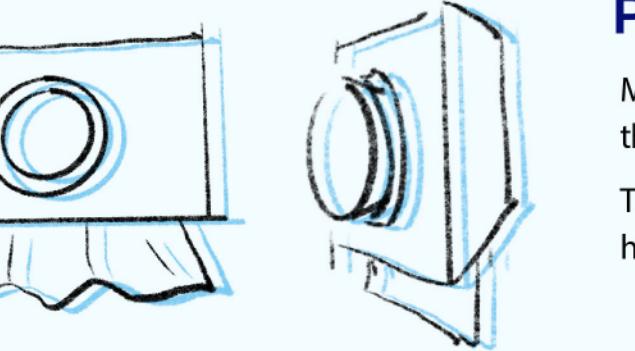
Why is it so easy for people to believe misleading advertising?

Why do people still pay for wasting social resources?

I plan to use visuals as the primary point of contact, telling people that the brand goes straight from the eyes to the brain and controls the mind.

VISUAL DECEPTION CONTROLS PEOPLE'S MINDS

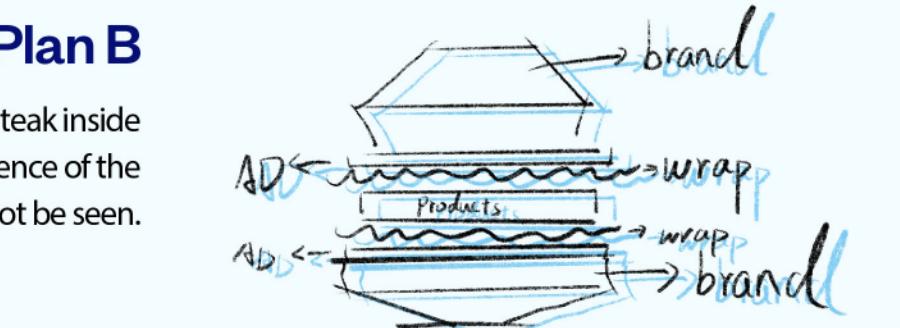
Plan A



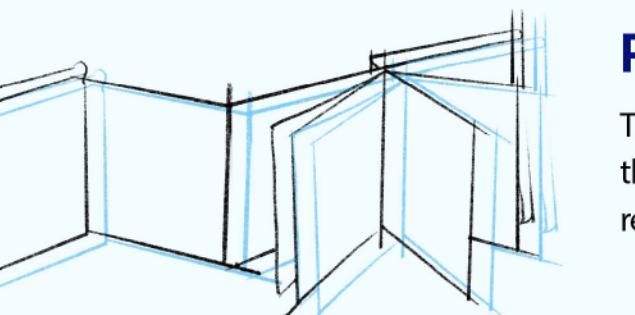
Make a camera-shaped tissue box and advertise common themes on the tissues, such as posters in lifts, ads on walls, etc.

The goal is to warn people that the ubiquitous brands in their lives have invisibly changed the crowd's minds.

Plan B

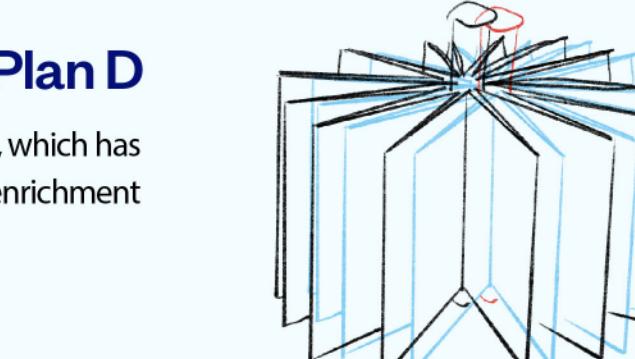


Make a burger and compare the product with the steak inside while layering the exterior to show that the essence of the product is heavily wrapped and its true form cannot be seen.



Plan C

The same product is presented in different forms in a book to show the seriousness of over-design and thus suggest a waste of social resources.



Plan D

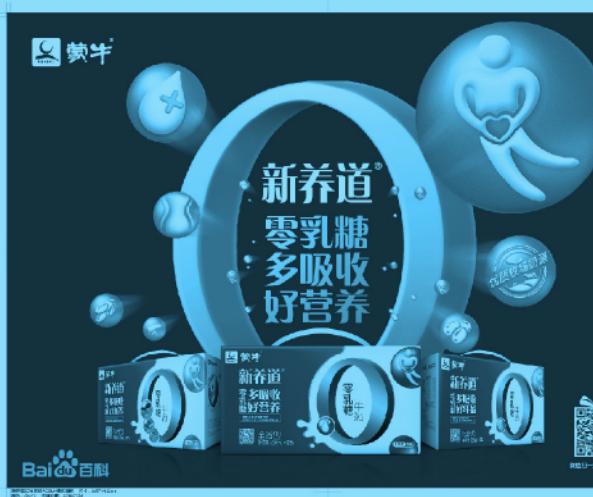
Putting a glass of water in the centre of the book, which has various forms of water under multiple brands of enrichment



Plan E

The book is designed in layers of packaging to reflect the essence of life, with layers stacked on each other to suggest over-packaging and the waste of social resources. The inside pages use the utopian promotion of the brand

This sub-work is about brands controlling people's minds through what they see. So I need to know what they do to achieve the effect.



FIRST OF ALL, THEY WILL HAVE BRAND IP TO ATTRACT ATTENTION



Some products are also over-processed by brands, even if they lose their effectiveness

Many brands will make up a piece of the past for the sake of the product

Rethinking of my design direction

BEFORE



Since I was not satisfied with the previous plan, I began to investigate the visual elements for a whole week, and I found that each work was looking for a pattern that resonated.

The visual regularity I was pursuing before focused more on elemental graphics, but now I find it lacking internal regularity, e.g. ...

AFTER



For example, I would associate a rose with its visual elements of red, dew, and thorns, but I never studied why it was wrapped in layers or its growth rhythm.

I should use some inner rhythm to make the reader perceive my work and form associations.

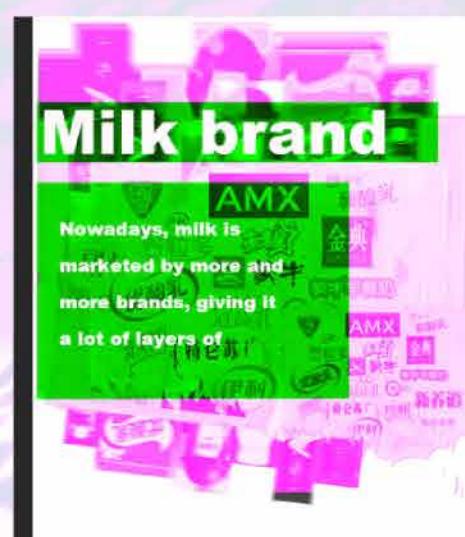
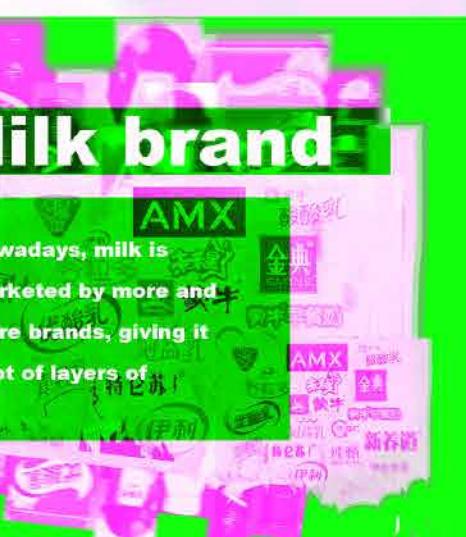


Therefore, my association changed from the eye to the pupil. The pupil is characterised by its concentration and spherical shape.

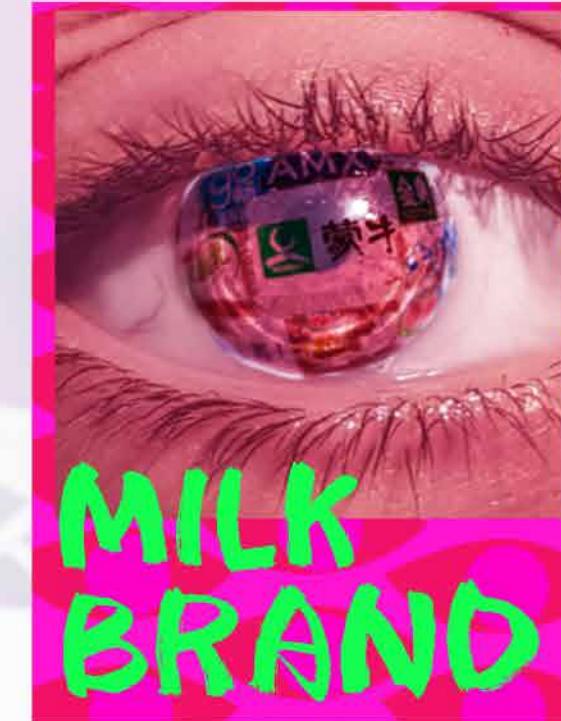
Visual outcome-ersion 1



I collected the milk brand and advertising, and then added elements of street graffiti to make it more close to life



So I unified the overall effect. After the revision, I felt that the visuals were indeed satisfying, but I felt that my original ideas and expressions were deviated



MILK BRAND

The figure on the left is too straightforward to monetize



The changes are too direct but lack concentration



Finally, I combine the spherical character with the fragmented message, a metaphor for the fragmented message we receive from brands in our lives. The brand-obscured eye triggers the suggestion that because all we see is over-packaged products, we have come to think of irrational phenomena as reasonable and common.



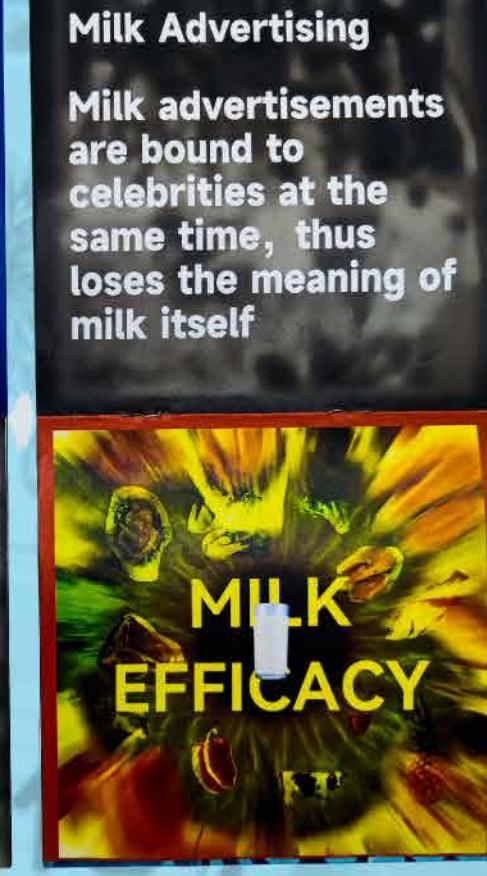
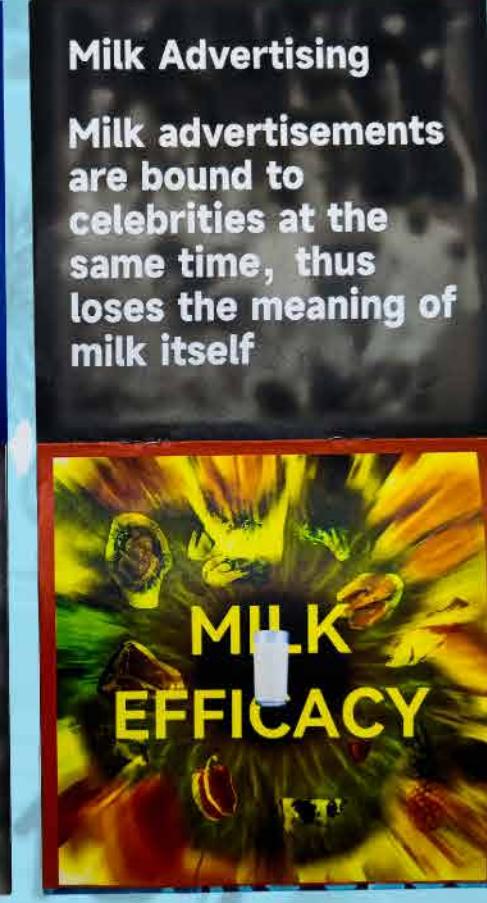
Visual outcome-final work

"It's not milk" is the title of the work. The whole book is about milk, but after layers and layers, it's no longer milk. There is also a card with "it's just milk" written on it inside. The core of the work is using milk as an example to demonstrate that to obtain maximum profit, many brands today exaggerate consumer demand while misleading the public with false propaganda and wasting social resources. After sophisticated packing, the milk is no longer what it used to be but is shaped by the brand. It is the ideal utopian milk in people's minds. The inner pages of this book are a metaphor for people's spiritual need for milk. The audience wants not milk but spiritual satisfaction, and I hope the brand will not blind us because "it is just milk".

It's not milk
It's just a milk



"It's not milk" is the title of the work. The whole book is about milk, but after layers and layers, it's no longer milk. There is also a card with "it's just milk" written on it inside. The core of the work is using milk as an example to demonstrate that to obtain maximum profit, many brands today exaggerate consumer demand while misleading the public with false propaganda and wasting social resources. After sophisticated packing, the milk is no longer what it used to be but is shaped by the brand. It is the ideal utopian milk in people's minds. The inner pages of this book are a metaphor for people's spiritual need for milk. The audience wants not milk but spiritual satisfaction, and I hope the brand will not blind us because "it is just milk".



project #02

Dissipata Art

Personal Status diary



Why am I so anxious...



Creation Background



This year, I have faced a lot of pressure from employment, academics, life and society. And I have felt physically and mentally exhausted by the constant self-exertion before each action, called "mental exhaustion"

But I'm sure I'm not the only one with mental exhaustion

Do you know how stressful contemporary college students are?

Reason one: competitive pressure

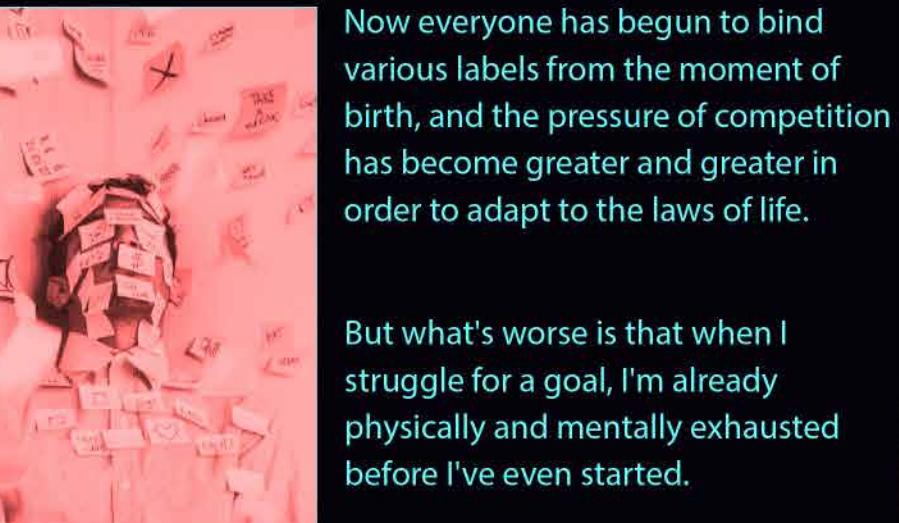


The number of applicants for master's degrees has grown exponentially, with increasing saturation of enrolments in recent years.



In 2020, the employment rate reached 90 percent, but in 2022, it will not even be 30 percent

Reason two: Information overload



Now everyone has begun to bind various labels from the moment of birth, and the pressure of competition has become greater and greater in order to adapt to the laws of life.

But what's worse is that when I struggle for a goal, I'm already physically and mentally exhausted before I've even started.

- ^ Jones, B. (1995). "An Age of Discontinuity". *Technology and the Future of Work* (3rd ed.). Melbourne: Oxford University Press. pp. 11–45. ISBN 978-0195557567.
- ^ Furedi, Frank (17 December 2015). "Information Overload: on a Search for Meaning" *in: The American Interest*. Retrieved 21 August 2018.
- ^ Farhoomand, Ali F.; Drury, Den H. (2002). "Managerial Information Overload". *Communications of the ACM*. 45 (10): 127–131. doi:10.1145/570907.570904. S2CID 32077993.
- ^ Al Asay, Matt (13 January 2008). "Shiny: Problem Is Not Failure, Not Info Overload" *in: Retreived 3 June 2016*.
- ^ Kovach, Bill (2010). *Blur: How To Know What's True in the Age of Information Overload*. New York: Bloomsbury. ISBN 9781608193011.
- ^ Reaney, Patricia. "U.S. Workers Spend 8.3 Hours a Day Checking Email Survey" *in: The Huffington Post*. Retrieved 15 June 2010
- ^ Lohr, Steve (20 December 2007). "Is Information Overload a \$350 Billion Drag on the Economy?" *in: New York Times*. Retrieved 5 May 2010.
- ^ Stross, Randall (20 April 2008). "Struggling to Evade the Email Tsunami" *in: New York Times*. Retrieved 5 May 2010.
- ^ Tahnincioğlu, Evi (24 January 2011). "It's Time to Deal With That

Research has shown that widespread psychological problems are linked to information overload.

2011 New York Times
article. From the
research results of
Dr. Geoffrey

Too Much Information About ‘Information’?

BY JENNIFER SCHUESSLER MARCH 23, 2011 5:15 PM ■ 5

Information seems to be everywhere these days, bombarding us via Twitter, Facebook and the Web, not to mention the creakier delivery systems of newspapers and other “legacy media.” It has even made it onto the [best-seller list](#), thanks to the success of James Gleick’s latest scientific doorstopper, [“The Information: A History, a Theory, a Flood.”](#)

In his [review](#) of “The Information” in last Sunday’s Book Review, the linguist Geoffrey Nunberg says that the new entry “makes a hash” of the history of this especially slippery word. Most important, he elaborated in an e-mail, the revised O.E.D. entry neglects a meaning of the word that is crucial to our growing sense of “information overload,” “information glut,” and “information fatigue.”

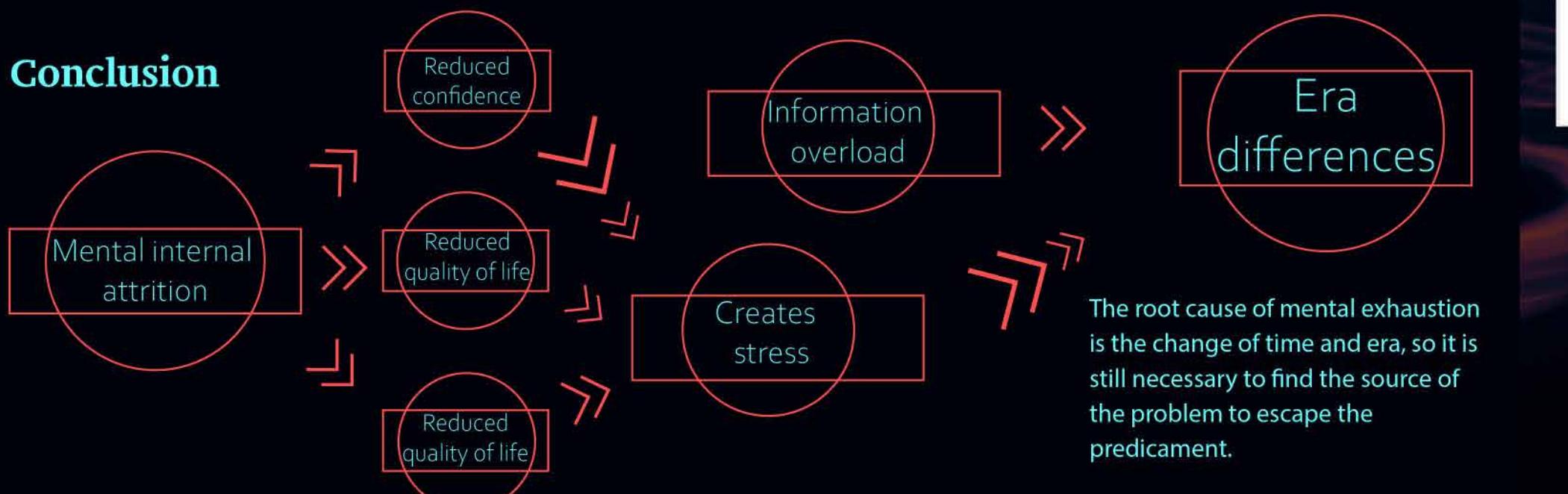
“That’s the sense of information that enables people to claim that a [copy of the daily New York Times contains more information than](#) the average 17th-century Englishman encountered in a lifetime,” Nunberg said.

A New York Times
contains more
information than a
17th-century person
can do in a lifetime

"That's the sense of information that enables people to claim that a copy of the daily *New York Times* contains more information than the average 17th-century Englishman encountered in a lifetime," Nurnberg said.

Sometimes even though the competition is fierce, you may not be anxious if you don't know the exact situation. Although the news is filled with war, epidemics and other current social issues, most have little to do with you. Still, many people bring themselves into the situation

Conclusion



quent task switching reduces efficiency and negatively affects energy and concentration, leading to fatigue, sluggishness and, eventually, mental implosion.



The diagram illustrates the relationship between three concepts. On the left, two circles represent 'Information overload' and 'Creates stress', each connected by a line to a rectangular box. A double-headed arrow between these boxes indicates a relationship. An arrow points from the top box to a larger circle on the right labeled 'Era differences'. Below this circle is a block of text.

Information overload

Creates stress

Era differences

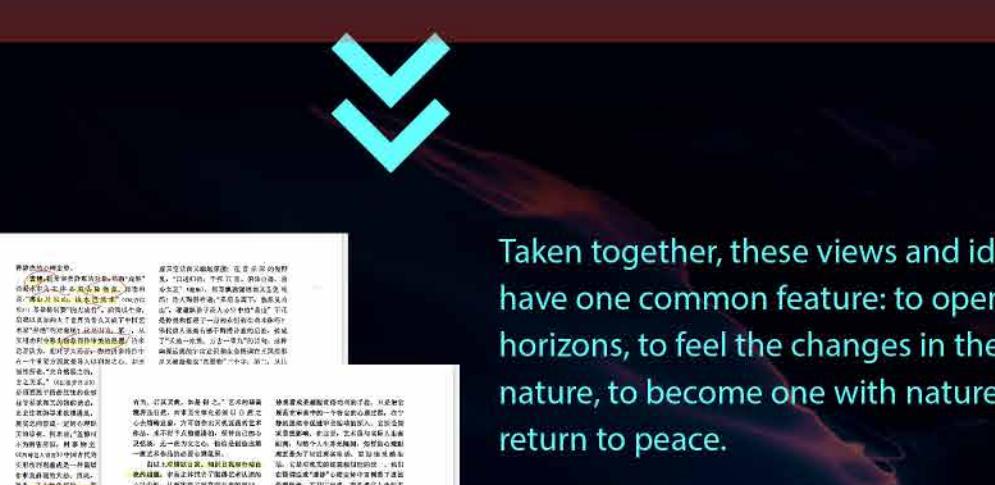
The root cause of mental exhaustion is the change of time and era, so it is still necessary to find the source of the problem to escape the predicament.

Project Research

Philosophical ideas about anxiety and confusion have been mentioned in China for a long time.



Huangzi once said in his A Happy Excursion that there is nothing to be done but to travel to infinity, meaning that things are not good or bad in themselves, but the choice lies in oneself. One should aim to be free from dependence on things and become one with nature.



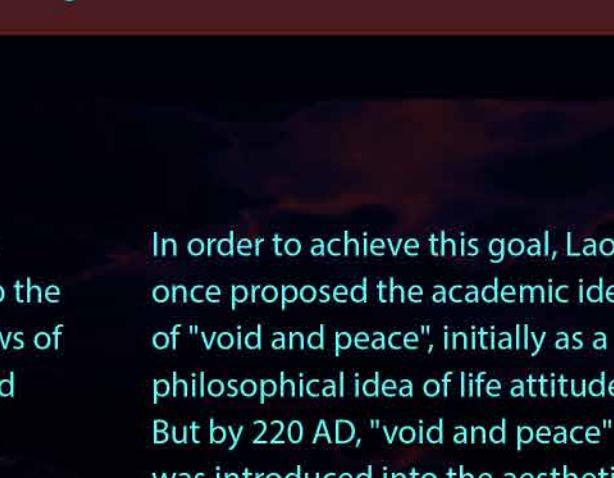
Taken together, these views and ideas have one common feature: to open up horizons, to feel the changes in the nature, to become one with nature and return to peace.



But by 220 AD, "void and peace" was introduced into the aesthetic vision and then permeated the practice of artistic creation, at which point the idea of "void and peace" was not only a necessary mental state before creation but also permeated all aspects of artistic creation.



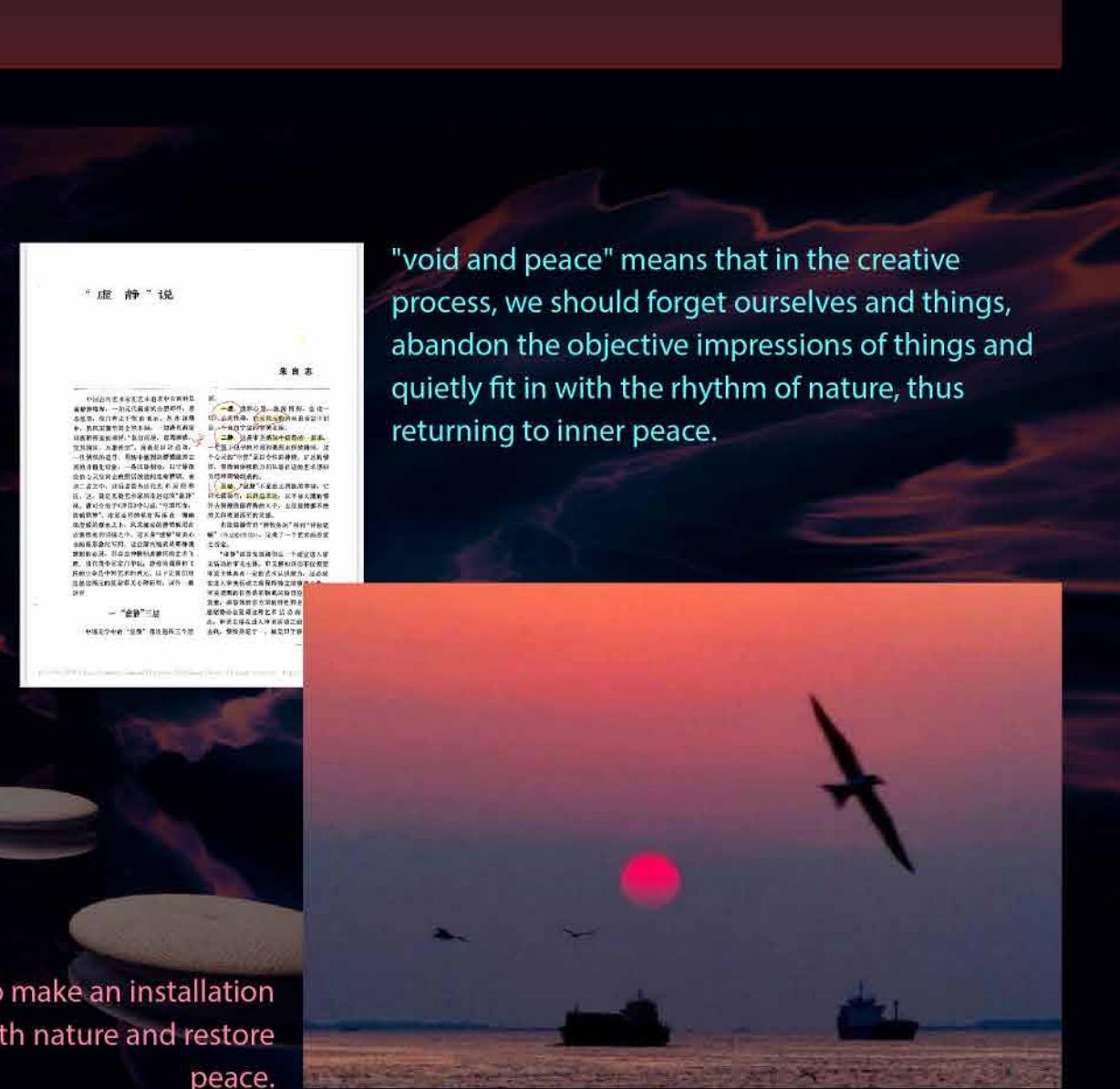
In the *Equity of Things*, Zhuangzi once said: "Heaven and earth are with me, and all things are with me," which means that we should follow nature and be free from the distinction between heaven and earth and things.



But by 220 AD, "void and peace" was introduced into the aesthetic vision and then permeated the practice of artistic creation, at which point the idea of "void and peace" was not only a necessary mental state before creation but also permeated all aspects of artistic creation.



Lao Tzu's view of the unity of heaven and man originally meant that we should follow the laws of nature by working at sunrise and resting at sunset so that we can merge with heaven and earth and thus bring peace to ourselves.



"void and peace" means that in the creative process, we should forget ourselves and things, abandon the objective impressions of things and quietly fit in with the rhythm of nature, thus returning to inner peace.

Interview



When I mention blending into the environment, I think of the rain. I love the fresh air and the cool temperature after the rain. The sound of the rain is also very cathartic.



As I climb up the mountain, I listen to the birds, smell the flowers and look into the distance as if I were part of the mountain.



As I lay on the beach listening to the sound of the waves, I also felt like a fish in the sea.



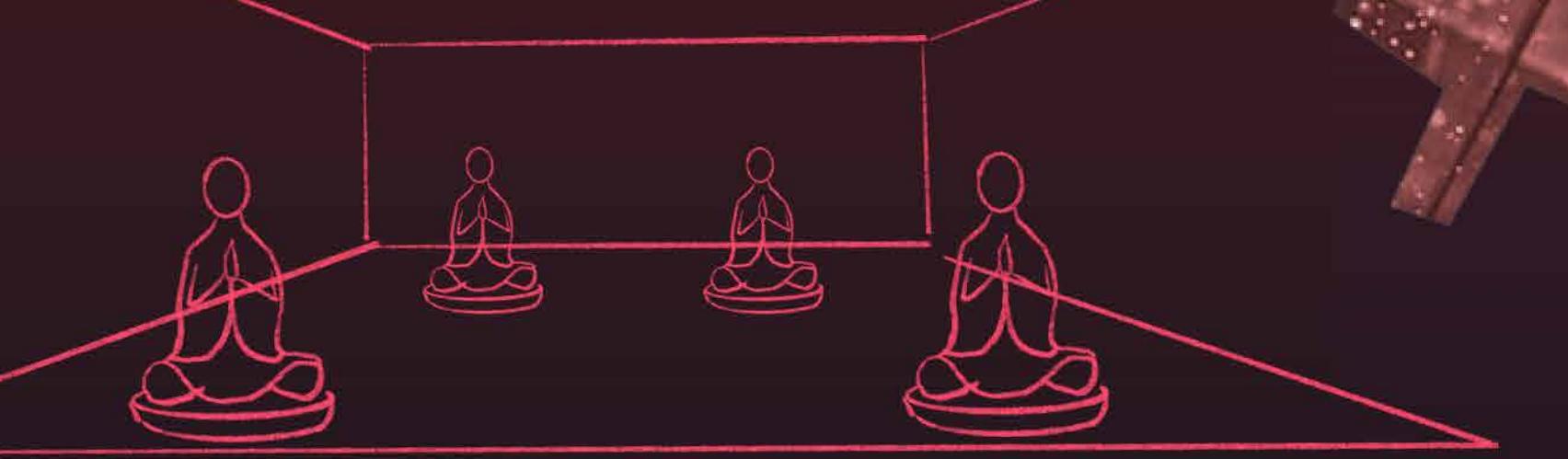
They all feel the sounds of nature in a comfortable and relaxing environment, achieving inner peace and naturalness.



In order to achieve a comfortable environment, I borrowed Taoist and Buddhist meditation postures, and also used the sound of singing bowl



Experimentation



Project title

Inheriting the concept of voidness and aiming to remove mental internal friction, I named this project Dissipate Art



The experience of Turrell's art require a degree of surrender: surrender of your preconceived notions and certitudes.

Achieving a comfortable state in a confined space does not require superfluous decorations



The space is surrounded by screens, and sitting in the space will forget yourself, forget things and feel calm

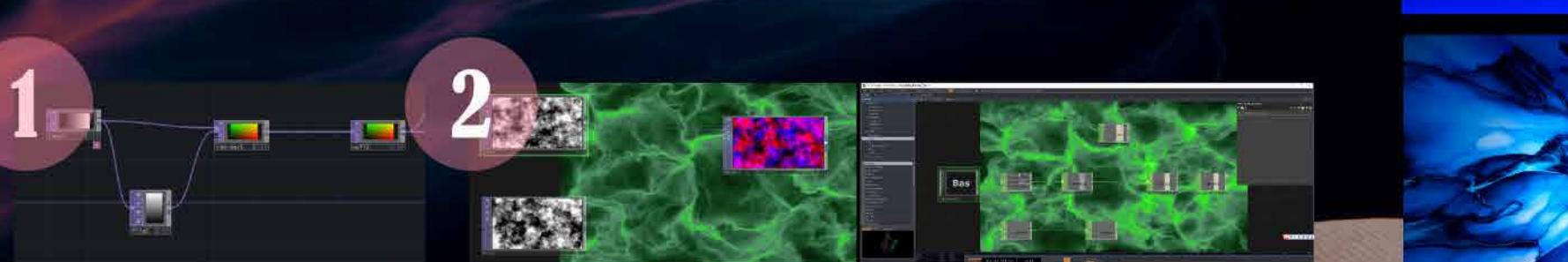
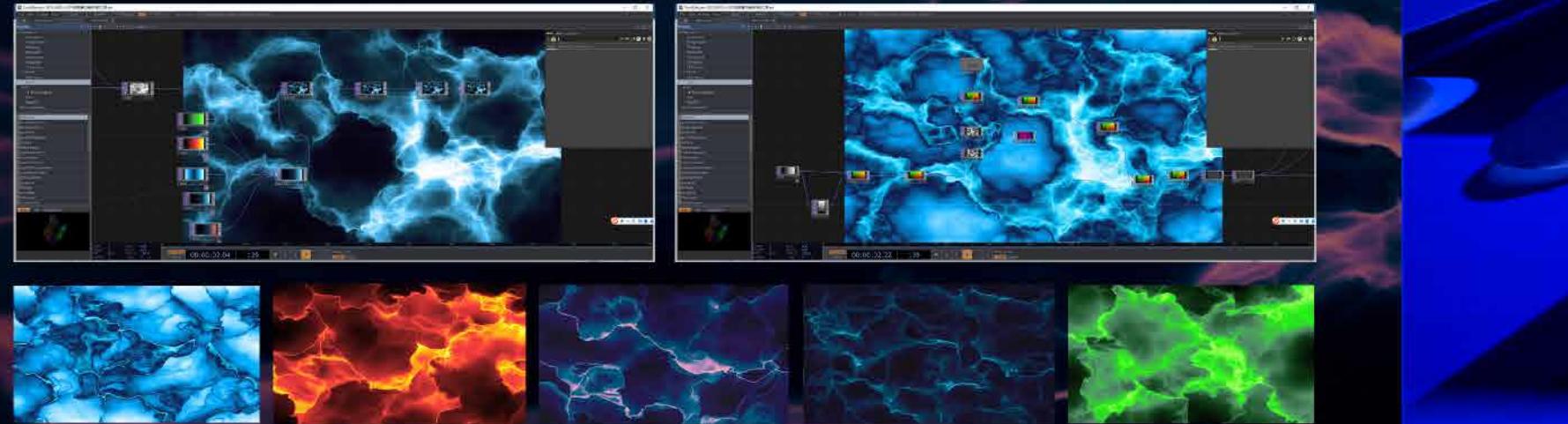


Each person experiences the imagery of nature in a confined space, thus achieving a fusion between man and nature.



Technical Graphic Design

For this work, I used Touch designer to visualize sound



Final Work



<https://vimeo.com/776088469>



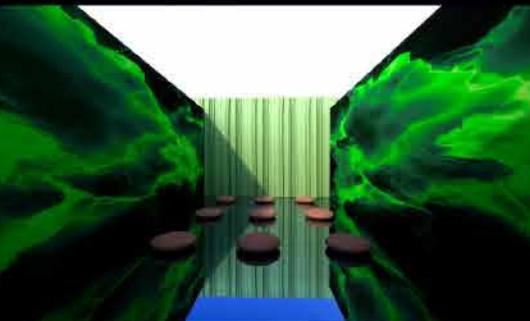
Final Work



Personal and Professional Development



With the advent of the 5G era and the maturation of AR and VR, videos can also be projected in virtual spaces, allowing people to adjust and return to peace in their daily lives.



The artwork can also be placed in jungles, mountains and waterfalls to blend in with the environment.

project #03

Tingle Linkle

Inspiration



The project was inspired by Sanxingdui - the most talked about ancient site of the year. The documentary I watched, 'Sanxingdui: Rediscovering a Lost Civilisation', revealed that the Sanxingdui civilisation, although strange, was related to many other civilisations.

Research

Language

- does not fully express emotions and scenes*
- is also false and concealed*
- brings limitations to thinking*
- is bound by space*

Language is the intermediary for people to express emotions, expound the truth of things, and exchange ideas.

But language also has many limitations

Mask

The large bronze mask features large leaf-like eyes, high nose bridge, and large eyes that closely resemble Sumerian stone carvings

Tree

The dragon under the bird on the bronze tree is very similar to the breeding grass of the Sumerian civilization



Similar location



Similar belief



Similar way of communicate with the gods



All three civilizations are located at 30° N

Why are these civilizations so similar and all reaching the pinnacle of their respective eras?
How did these three ancient cultures "communicate"?

TEXT
speechless

PICTURE

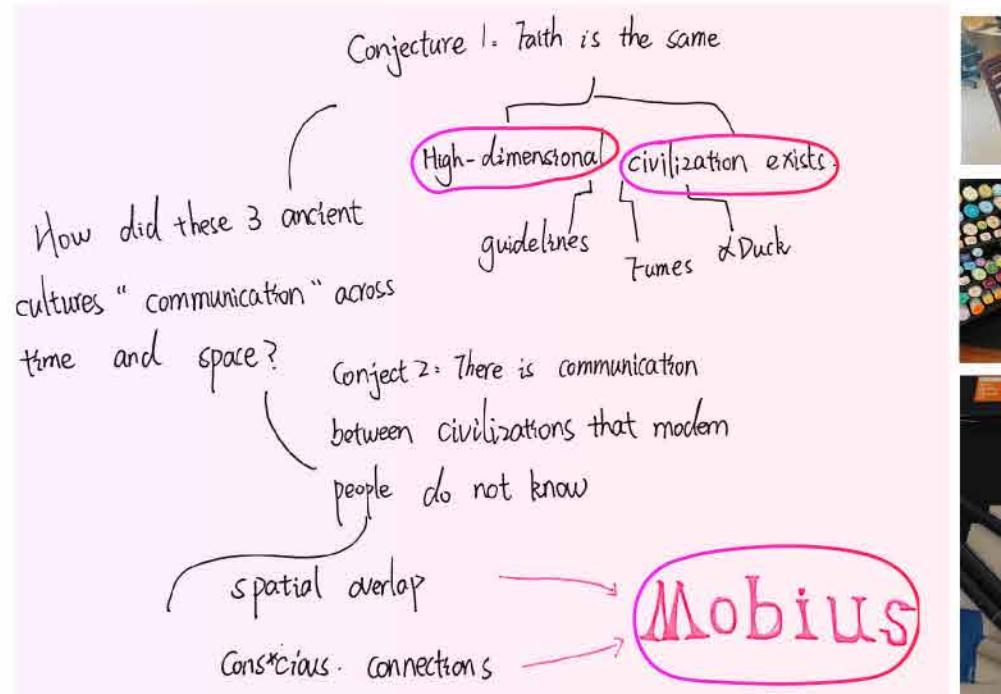


VIDEO



Which way of communication do you think is more appropriate?

Experiment



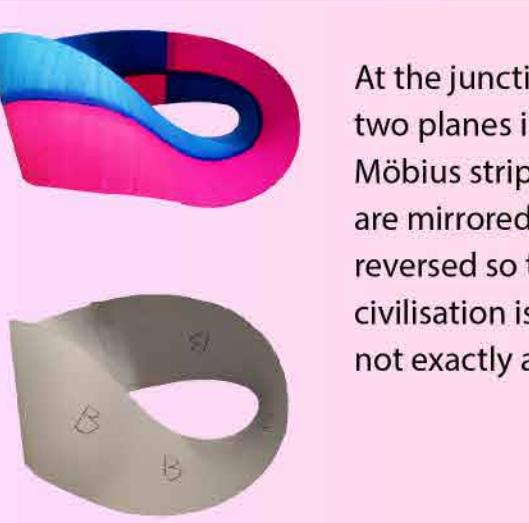
Through the mind map I thought of three possibilities, namely high latitude civilizations, alien civilizations and Möbius rings, whereby I began a series of experiments

Feature one
Double-sided to one-sided



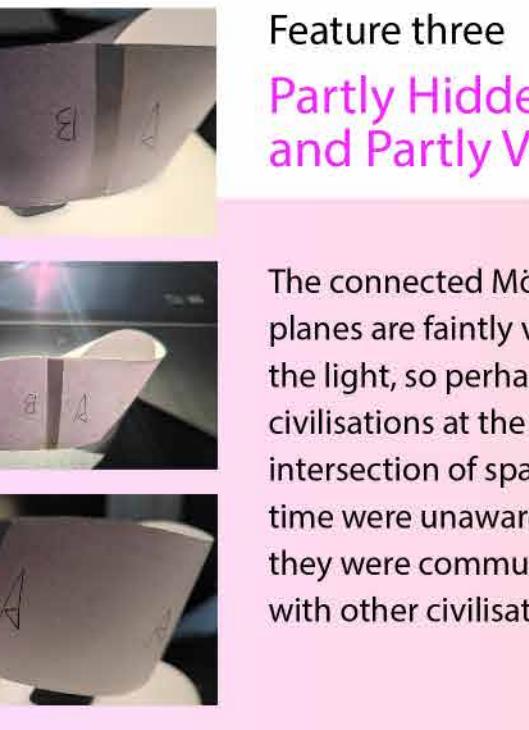
Each civilisation is not on the same plane, but they are very similar as if the two sides of the Möbius strip had become one, thus making these civilisations intertwined in time and space.

Feature two
Mirror Image Reversal



At the junction of the two planes in the Möbius strip, the planes are mirrored and reversed so that each civilisation is similar but not exactly alike.

Feature three
Partly Hidden and Partly Visible



The connected Möbius strip planes are faintly visible in the light, so perhaps the civilisations at the intersection of space and time were unaware that they were communicating with other civilisations.

Conclusion

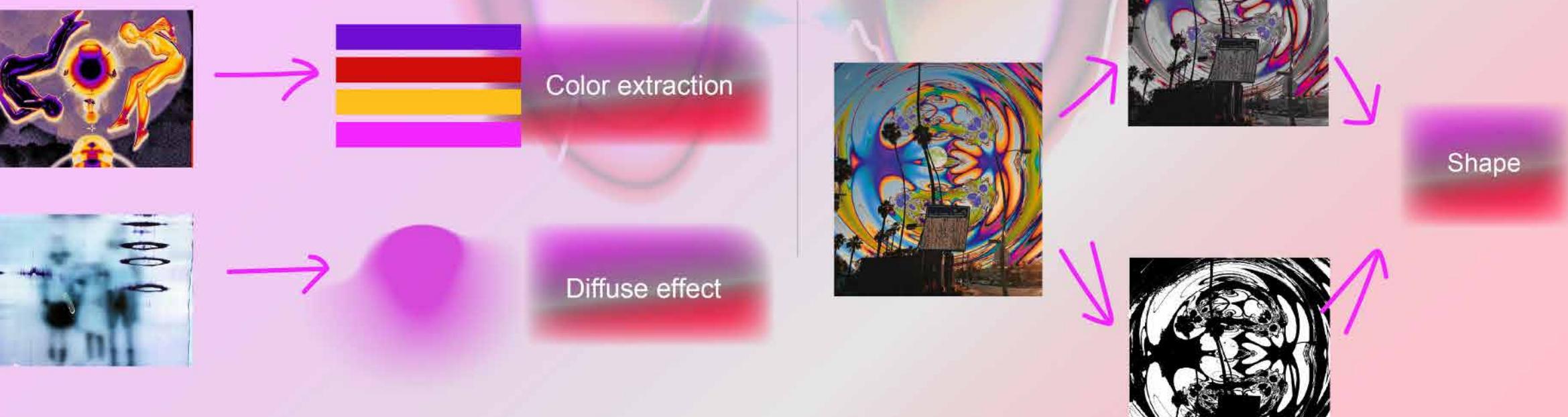
The three experiments proved that the Möbius strip could fully realise my conjecture that people in today's societies have always communicated linearly with language and that Sanxingdui, which left no written clues, has similarities with many civilisations. A more intuitive, comprehensive and realistic way of communicating between civilisations is probably possible.

Design Development

I think that based on the idea that the Möbius ring can break the rules of space-time and break the linear communication, to make a non-verbal, intuitive communication device.



visual moodboards

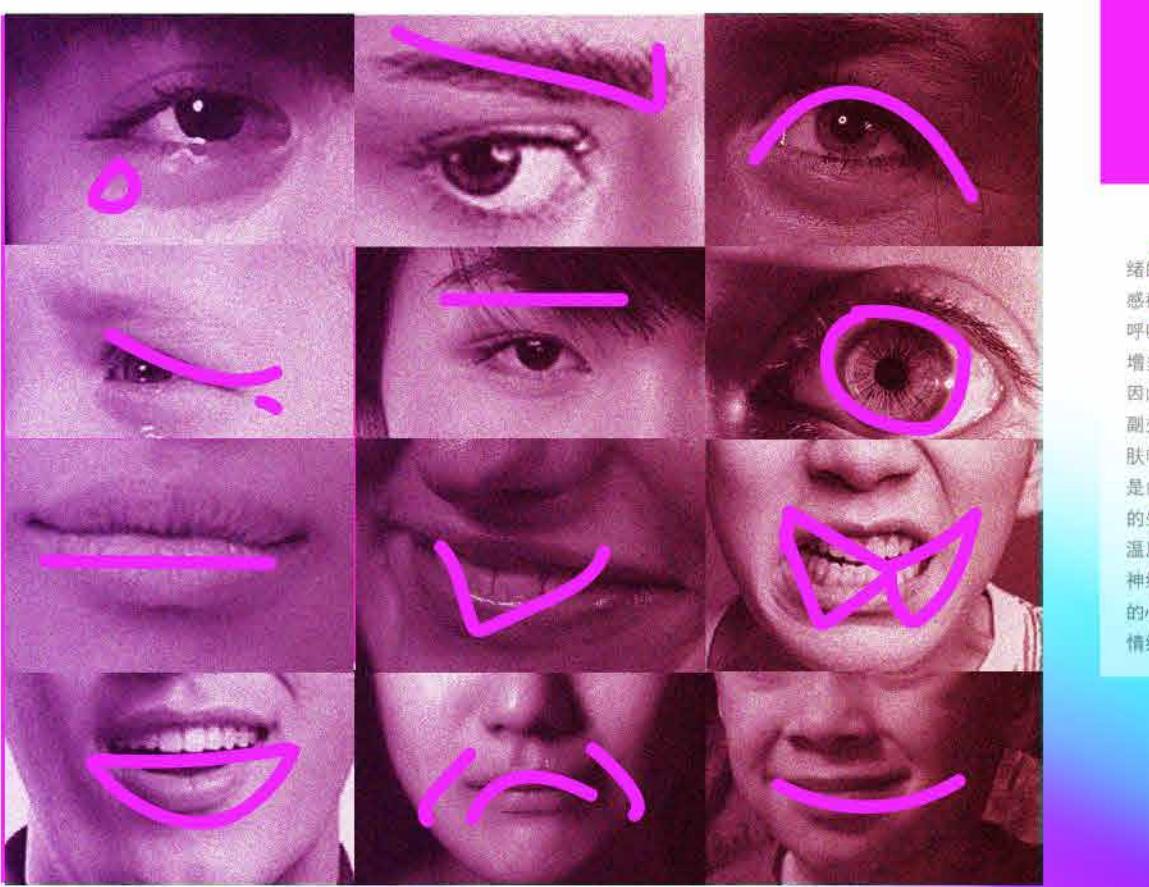


Final work plan

Research that captures real human emotions



Input Research



In daily life, people often express real emotions through expressions, but these emotions are often accompanied by difficult to observe and false performances

For the convenience and immediacy of the data I chose heart rate and level of skin conductance two sets of data

Heart rate

The state of the heart rate is reflected on the ECG. In a healthy individual, the ECG varies according to mood swings per minute in response to different stimuli.

Levels of skin conductivity (SCL)

There are individual differences in the basic levels of skin conductivity (SCL), which are related to personality traits: the higher the basic level, the more inclined one is to be introverted, nervous, anxious, emotionally unstable and over-sensitive; the lower the basic level, the more inclined one is to be cheerful and outgoing, more balanced and confident, and more psychologically well-adjusted.

I was wondering, what way I could feel emotions more directly and realistically?

当我们产生情绪时，身体反应常常表现为心跳、呼吸加快、血压变化。有研究者认为，情绪的产生与自主神经系统活动有明显的联系。自主神经系统有两个分支系统，交感神经和副交感神经系统。当两个分支系统活动的生理指标包括心率、皮肤电反应、呼吸率、血压、皮温等。情绪激动时交感神经兴奋，使肾上腺素和甲状腺素释放增多，使体温略有升高，心率加快，呼吸频率由交感神经系统和副交感神经系统共同支配，因此心率的变化取决于自主神经系统这两个分支系统和相互作用。交感神经活动，心率加速，副交感神经活跃，心率则减慢。因此，心率可以作为情绪调节能力的一个指标。皮肤电由交感神经系统支配，它的大小与情绪的性质无关，只反映情绪强度的变化，呼吸频率也是由交感神经系统引起的呼吸频率。幅度各不相同。情绪的生理反应一般通过生理多导仪测得心率、心血管系统交感神经、皮肤电、呼吸、皮肤温度、心电图、运动等。自主神经系统活动的强度往往更多地受副交感神经的影响。被认为是可以通过反映迷走神经特点的心跳区间的变异性是反映情绪调节程度的最佳指标，而且，心跳区间的变异性越大，情绪调节能力越强。^[4]。研究者们

Heart rate

Epinephrine

Blood pressure

Fingertip temperature

Skin conductance level

Respiration

ANS

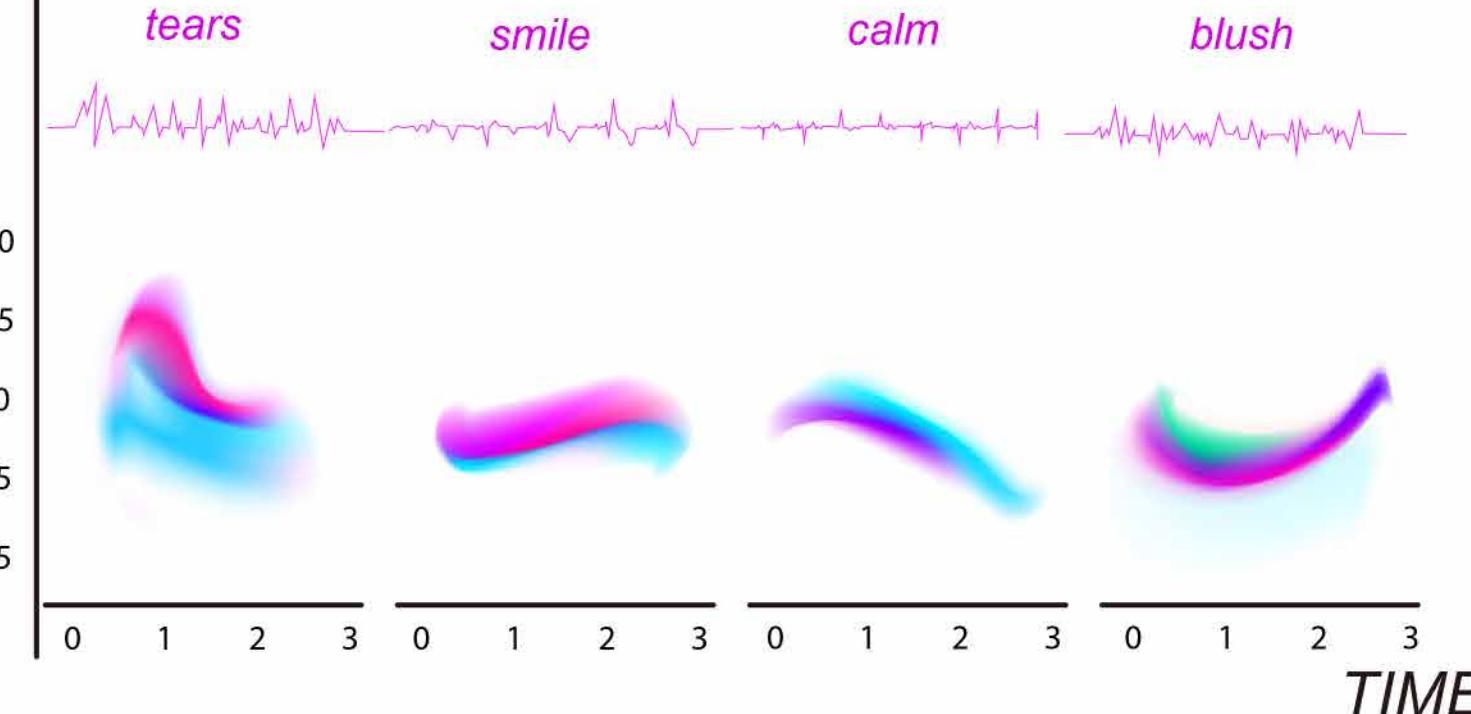
Autonomic Nervous System



Emotional experiments

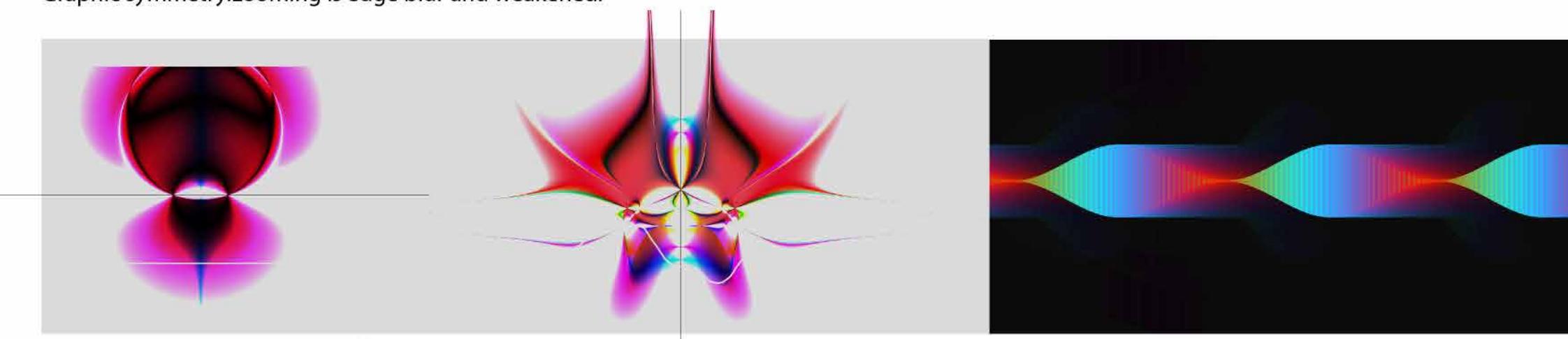
In a study reported in the Proceedings of the National Academy of Sciences (PNAS), researchers recruited 701 volunteers to test the effects of emotions on the body, asked them to imagine how they felt when they experienced an emotion, and then marked which emotions were marked on the blank outline of the body.

SCL



Visual Development

Visual graphics meet the following characteristics. Double-sided to one-sided that graphics are connected. Double-sided mirroring is reversed that Graphic symmetry. Looming is edge blur and weakened.



Processing Code

```
float dx, dy;
float xoff, yoff;
float[] ias, ibs;
float ic, id, ie;
int[][] unicord;
int type;
boolean somethingChanged = true;
float initial = width / 2;
float offset = 0;

void setup() {
    size(1920, 1080);
    background(255);
}

dy = 6;
dx = dy * width / height;
yoff = -dy/2;
xoff = -dx/2;

ias = new float[height];
ibs = new float[width];

for (int y = 0; y < height; y++) {
    ias[y] = yoff + y * dy / height;
}

for (int x = 0; x < width; x++) {
    ibs[x] = xoff + x * dx / width;
}

unicord = new int[width][height];
int pixel = 0;
for (int y = 0; y < height; y++) {
    for (int x = 0; x < width; x++) {
        unicord[x][y] = pixel++;
    }
}

loadPixels();
}

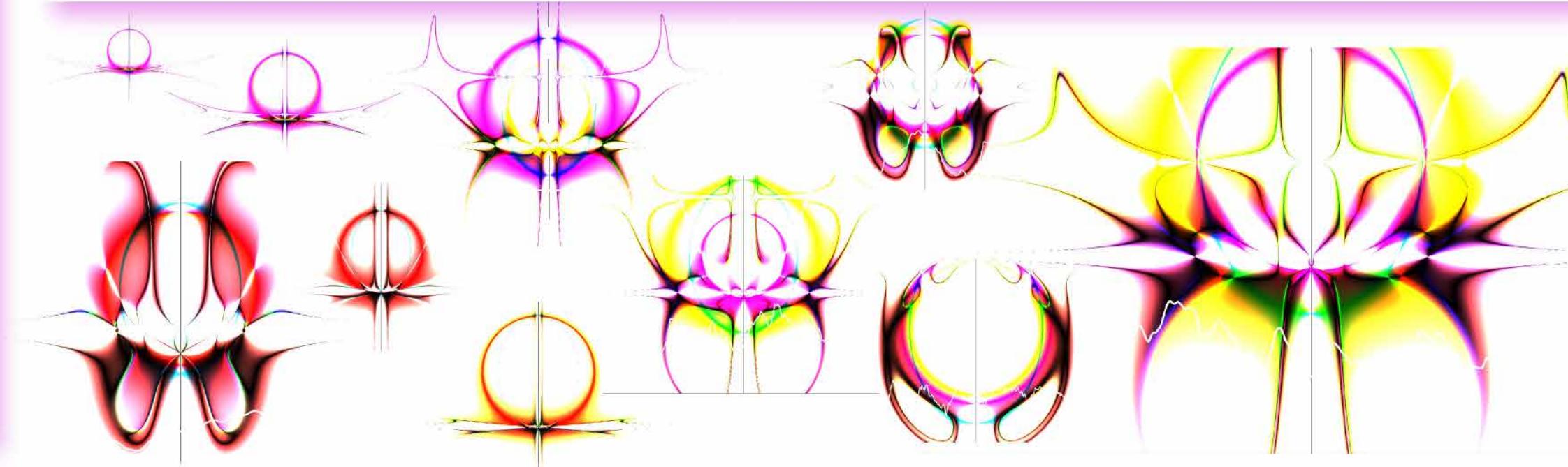
void draw() {
    if (somethingChanged) {
        somethingChanged = false;
        fractal();
        updatePixels();
        ECGLine();
    }
}

void mouseMoved() {
    ic = map(mouseX, 0, width, -2, 2);
    id = map(mouseY, 0, height, -2, 2);
    ie = abs(mouseX - width / 2) / 150;
    somethingChanged = true;
}

void fractal() {
    for (int x = 0; x < width; x++) {
        for (int y = 0; y < height; y++) {
            float ia = ias[y];
            float ib = ibs[x];
            float tc = a*c+ic;
            float td = a/d+id;
            a = ta;
            b = tb;
            c = tc;
            d = td;
            pixels[unicord[x][y]] = color(abs(b-ib)*256, abs(c-ic)*64, abs(d-id)*64);
        }
    }
}

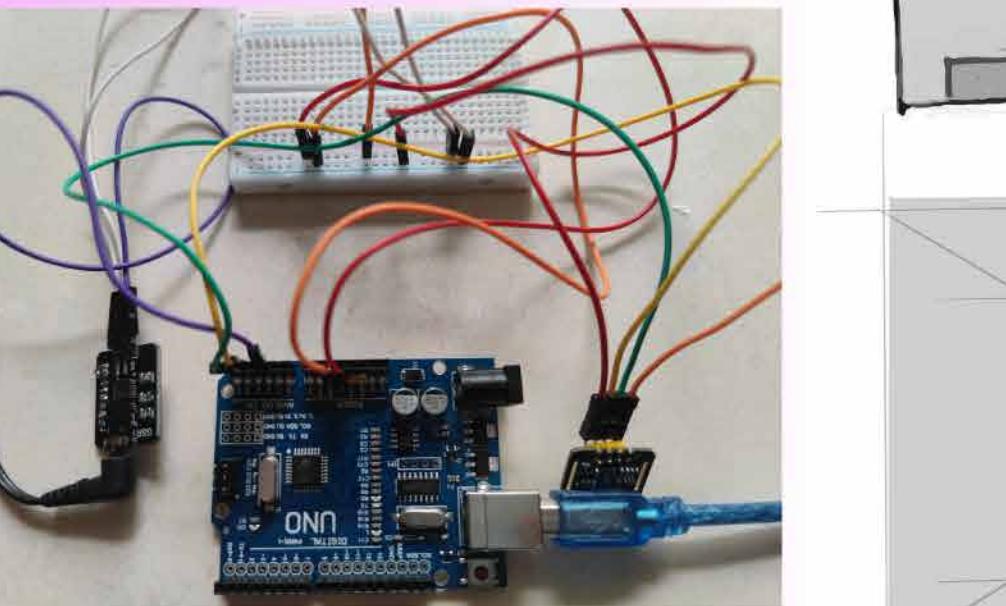
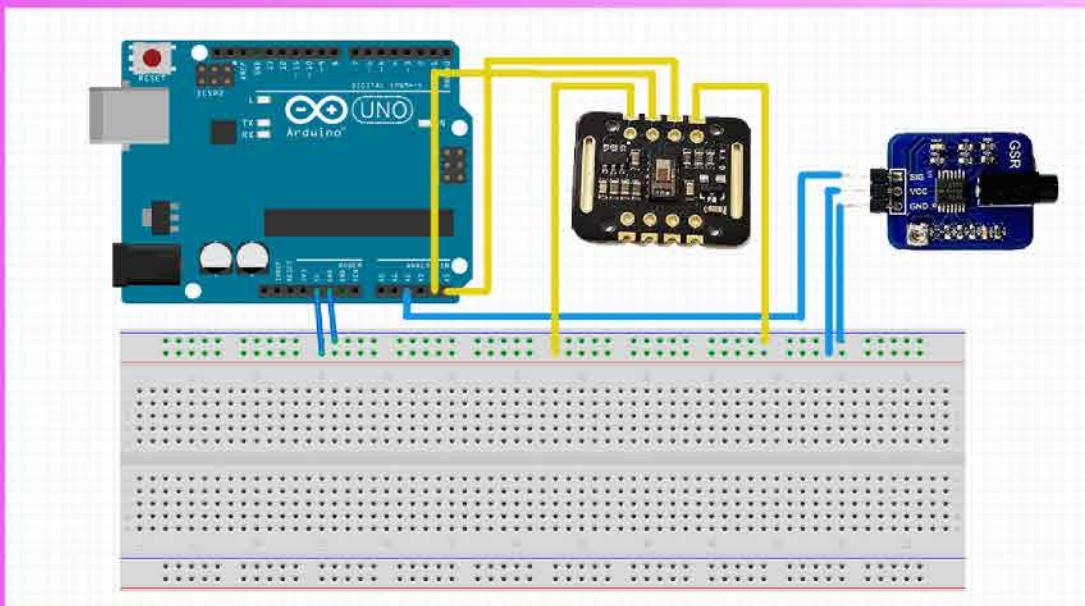
void ECGLine() {
    stroke(255);
    strokeWeight(5);
    noFill();
}

beginShape();
for (int i = 0; i < width / 2; i++) {
    curveVertex(i * 2, height / 3 * (1.5 + noise(initial + offset)));
}
endShape();
initial += ie / 100;
offset = 0;
}
```



Interactive Installation Design

Arduino wiring



Code

```

#include <Wire.h>
#include "MAX30105.h"

MAX30105 particleSensor;

const int LED=13;
const int GSR=A2;
int threshold=0;
int sensorValue;

void setup()
{
  Serial.begin(115200);
  Serial.println("Initializing...");
  
  // Initialize sensor
  if (!particleSensor.begin(Wire, I2C_SPEED_FAST)) //Use default I2C port, 400kHz speed
  {
    Serial.println("MAX30105 was not found. Please check wiring/power.");
    while (1);
  }
  
  //Setup to sense a nice looking saw tooth on the plotter
  byte ledBrightness = 0x1F; //Options: 0=Off to 255=50mA
  byte sampleAverage = 8; //Options: 1, 2, 4, 8, 16, 32
  byte ledMode = 3; //Options: 1 = Red only, 2 = Red + IR, 3 = Red + IR + Green
  int sampleRate = 100; //Options: 50, 100, 200, 400, 800, 1000, 1600, 3200
  int pulseWidth = 411; //Options: 69, 118, 215, 411
  int adcRange = 4096; //Options: 2048, 4096, 8192, 16384

  particleSensor.setup(ledBrightness, sampleAverage, ledMode, sampleRate, pulseWidth, adcRange);
}

int temp;
sensorValue=analogRead(GSR);
Serial.print("sensorValue=");
Serial.println(sensorValue);
temp = threshold - sensorValue;
if(abs(temp)>60)
{
  sensorValue=analogRead(GSR);
  temp = threshold - sensorValue;
  if(abs(temp)>60)
  {
    digitalWrite(LED,HIGH);
    Serial.println("Emotion Changes Detected!");
    delay(3000);
    digitalWrite(LED,LOW);
    delay(1000);
  }
}

const byte avgAmount = 64;
long baseValue = 0;
for (byte x = 0 ; x < avgAmount ; x++)
{
  baseValue += particleSensor.getIR(); /\
}
baseValue /= avgAmount;

//Pre-populate the plotter so that the Y
for (int x = 0 ; x < 500 ; x++)
  Serial.println(baseValue);

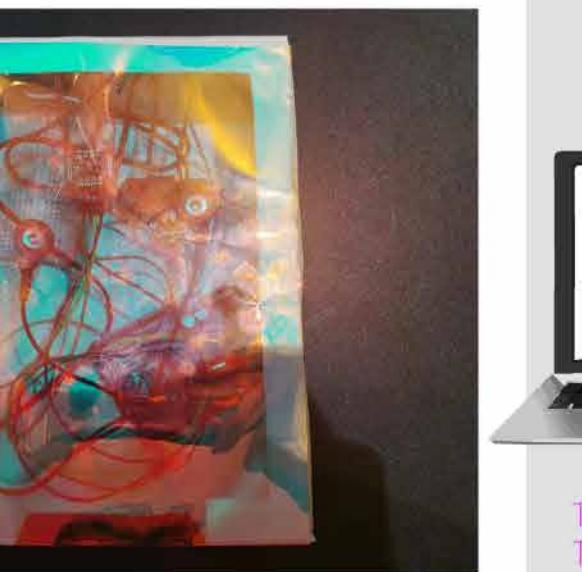
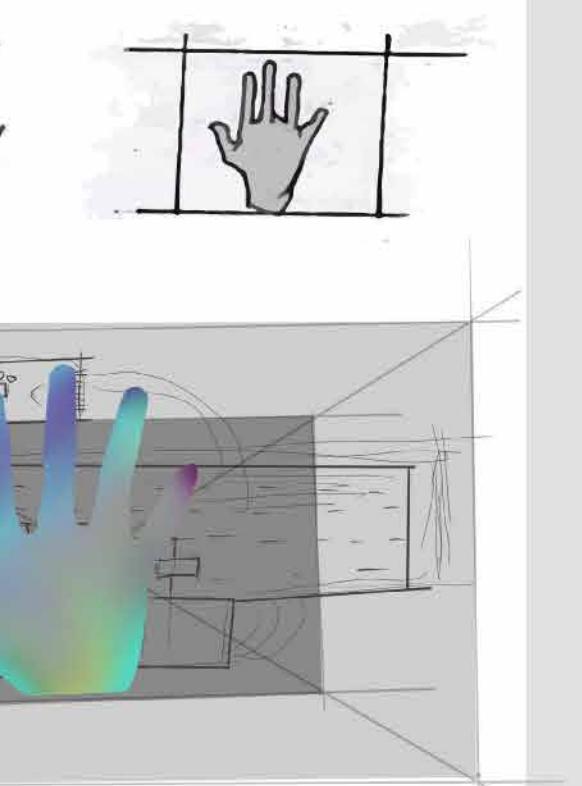
long sum=0;
Serial.begin(9600);
pinMode(LED,OUTPUT);
digitalWrite(LED,LOW);
delay(1000);

for(int i=0;i<500;i++)
{
  sensorValue=analogRead(GSR);
  sum += sensorValue;
  delay(5);
}
threshold = sum/500;
Serial.print("threshold =");
Serial.println(threshold);
}

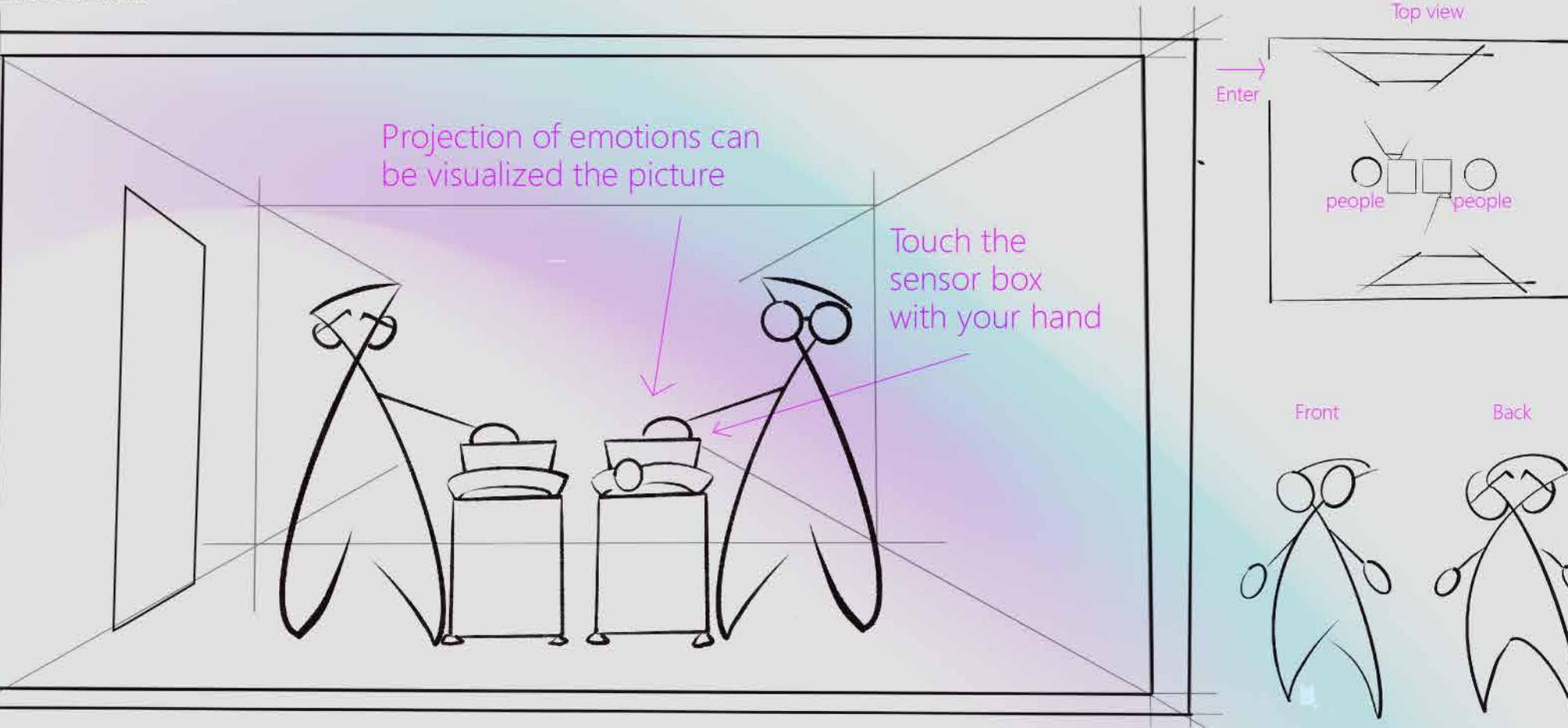
void loop()
{
  Serial.println(particleSensor.getIR());
}

```

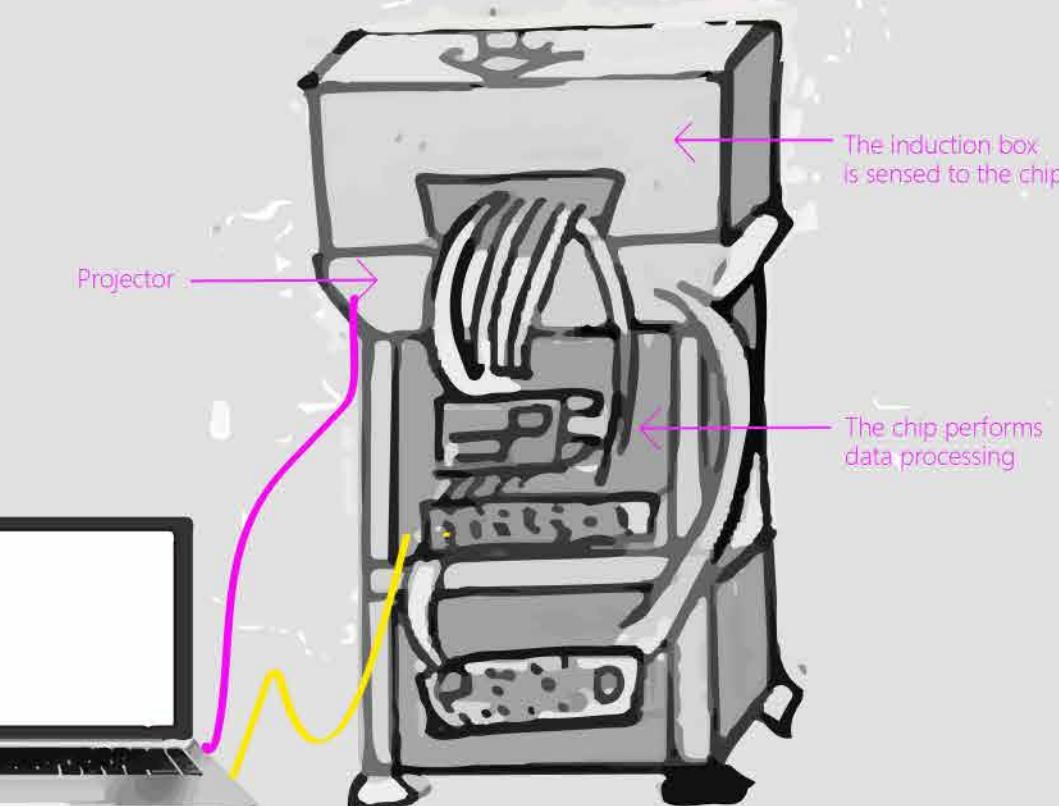
Touch Box



Scheme Sketch



Scene diagram



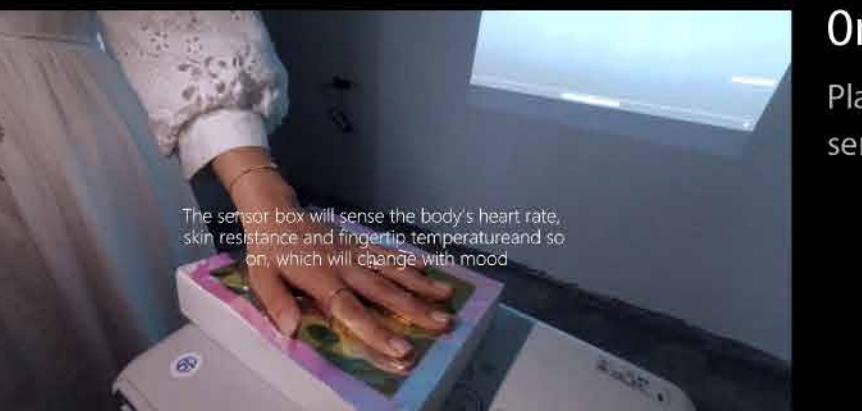
The yellow line represents the transmission of chip data to the computer
The red line represents the computer visualization transmitted to the projector

Exhibition

Tingle Linkle

Through this design, I held a small exhibition and invited a mother and daughter, a husband and wife, and a friend who had not seen each other for a long time to visit, and then transformed their mood into a visual interface in real time to interview and record their feelings and Thought, after the project ended, I found that this pair of friends had a lot of embarrassed words to say when they met each other, and they expressed it through the works, which instantly brought their relationship closer. Through this project, the mother and daughter found their daughter's fragile heart and resolved their feelings.

<https://vimeo.com/745359801>



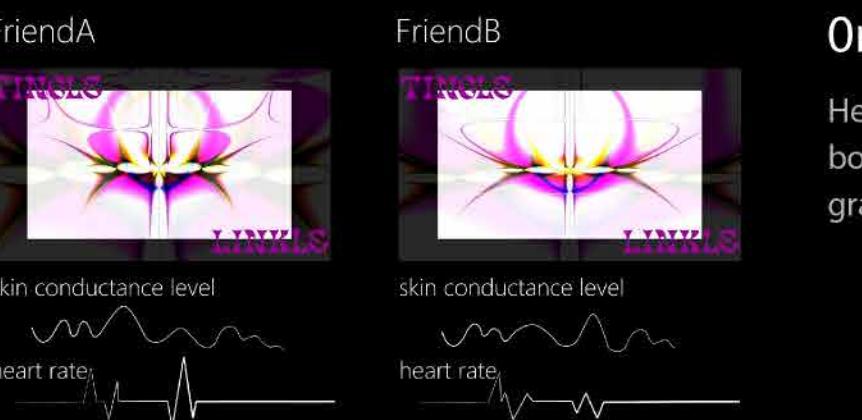
0min12s

Place your hand on the sensor to start the device



0min18s

The device requires two people to observe at the same time to take effect



0min34s

Here are the values of both sides and the graphs presented



1min55s

Here are valid data and comparisons for four groups of people



2min25s

Afterwards, some visitors were discussing the significance of the project



2min30s

Through this project, mother and daughter know each other better, and promote feelings to resolve conflicts

Further Application



Design promotional posters

This project uncovered another way of communicating with people through Sanxingdui. There is a lack of mutual understanding in this world. I hope my project will help more people understand the subtle feelings and thoughts of autistic or depressive individuals and assist them in getting rid of their illnesses. It shall also promote contact and resolve conflicts between different people.

In the medical side
In the life

It can find delicate feelings and thoughts about autism, social phobia.
It can promote people-to-people understanding and resolve contradictions.



Alex Wheeler

persona role

Alex Wheeler is a 28-year-old individual who has been using a wheelchair since a young age due to a congenital disability. Despite the physical challenges, Alex is an avid reader and a passionate advocate for accessibility. With a degree in literature, Alex works remotely as a freelance content writer, focusing on topics related to inclusivity, accessibility, and disability rights.

Hobbies and Interests

Beyond writing, Alex enjoys spending time at the leeds library, which serves as a second home. The library is not just a place for reading; it's a sanctuary for Alex, providing a sense of community and intellectual stimulation. Alex is also an advocate for universal design and regularly contributes to discussions on making public spaces more accessible.

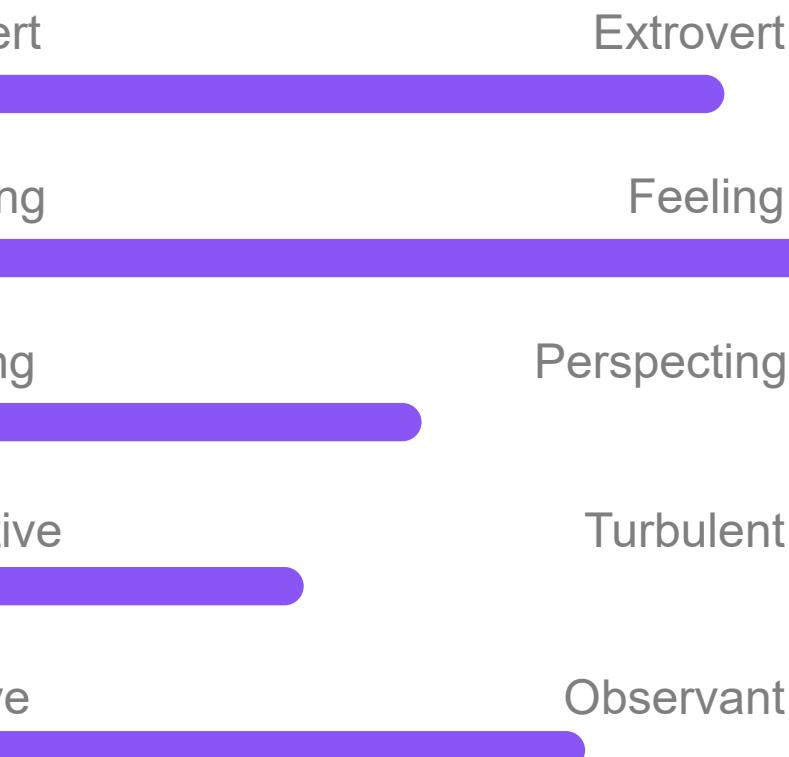
Challenge

One recurring challenge that Alex faces is the difficulty in navigating the library. Despite being a frequent visitor, the wayfinding system poses a significant barrier. Alex often finds the signage confusing, and the layout of the library can be challenging to navigate independently. While Alex doesn't shy away from seeking help, the goal is to create an environment that allows for seamless and independent exploration.

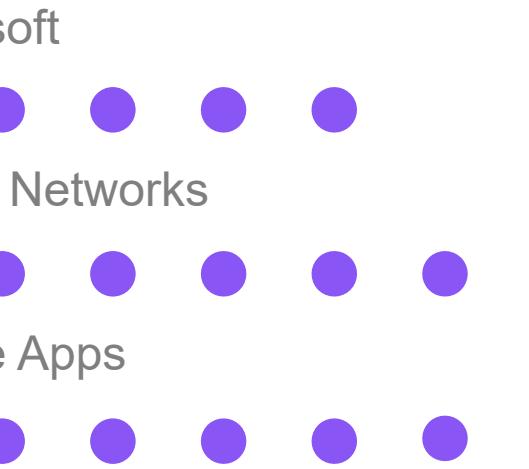
Goals

Alex is determined to work with the library staff and local authorities to improve the accessibility of the library. Beyond personal convenience, the aim is to raise awareness about the importance of inclusive design and advocate for changes that benefit the entire community.

Personality

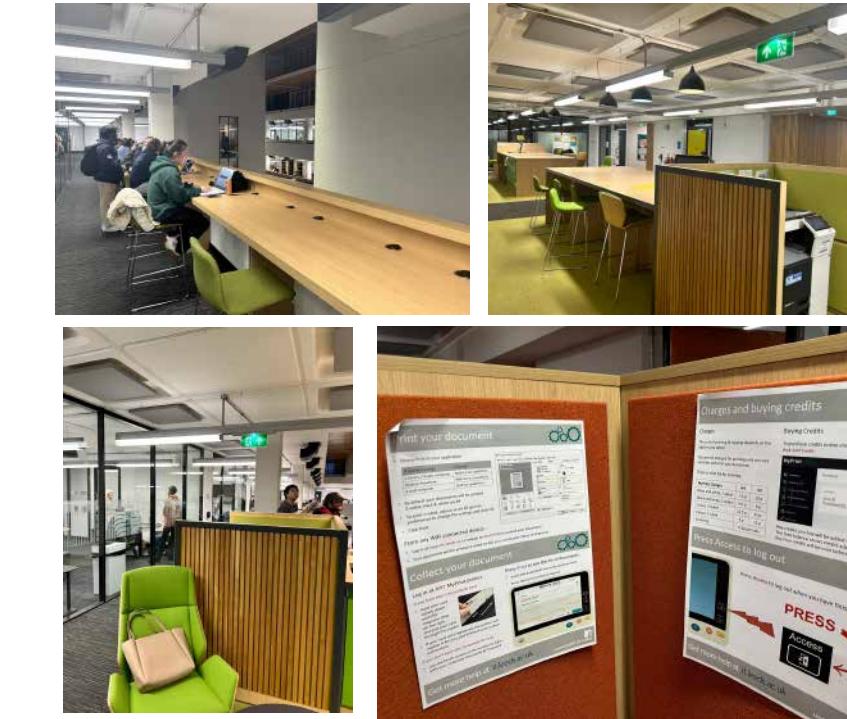


Technical Skill



Research

In order to create a good library atmosphere for students, we went to the Edward Library for field research.



During this process we discovered many problems, such as the printer operation being too complex and the aisles of the bookshelf being too narrow.



Edward Boyle Library	UNIVERSITY OF LEEDS
Research Hub (Postgraduates and Staff)	
Research Meeting Rooms	
Research Studies	
Research Group Rooms	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 13	
Social Sciences	
Silent Study	
Print Zones	
Toilets	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 12	
Science and Engineering	
Silent Study	
Print Zones	
Prayer Room	
Toilets	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 11	
Teaching Cluster	
Accessible Student Study 10.1	
Silent Study	
Print Zones	
Toilets	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 10	
Enquiries	
Teaching Cluster	
Café	
Book Issue / Return	
Laptop Loans	
MyPrint Credits and Change	
Print Zone	
Accessible Student Studies 9.1 - 9.3	
Group Booths 9.4 - 9.5	
Toilets	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 09	
Stack Collections	
Conference Room	
Group Study	
Silent Study	
Print Zone	
Group Rooms 8.1 - 8.6	
Group Booths 8.7 - 8.12	
Toilets	
Edward Boyle Library	UNIVERSITY OF LEEDS
Level 08	

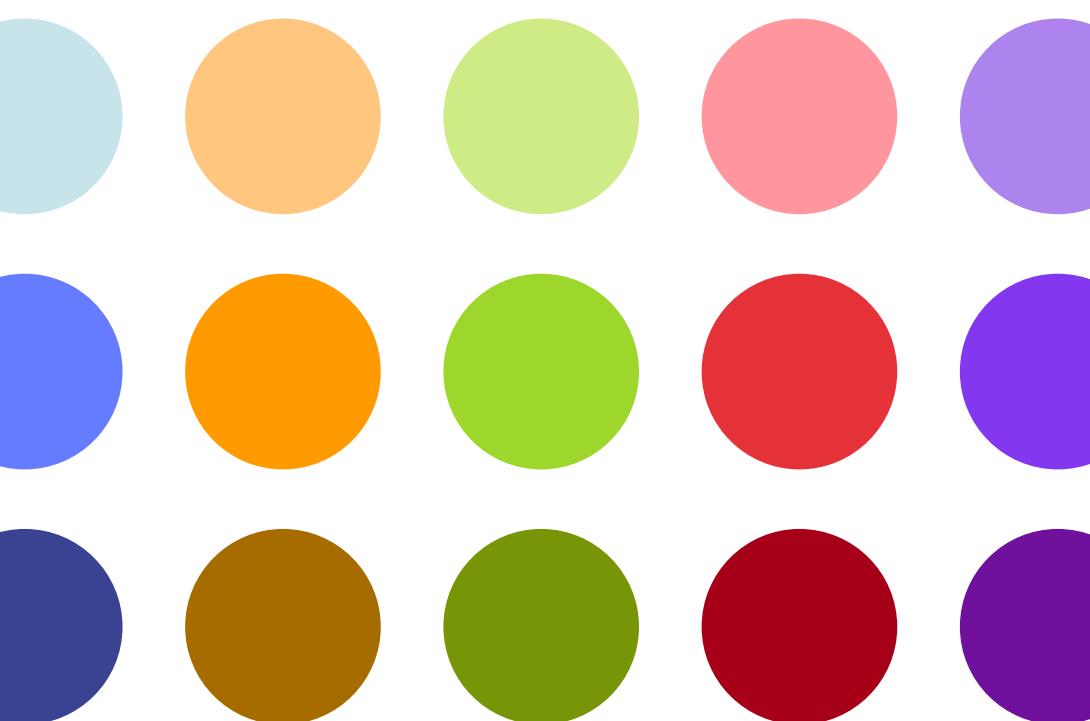
But the most important problem is that the library's wayfinding is too crude. Finding destinations through it is too complicated.

Journey map for Edward Boyle Library



- 1** Enter the lobby and see the library gathering directory. This allows users to know which floor they want to go to.
- 2** Users at the 9th floor elevator door will see signs indicating destinations on the 8th and 10th floors respectively.
- 3** When entering the elevator, you can see simple destination signs for each floor. This sign has no direction instructions. The starting destination is to remind the user to take that floor as their destination.
- 4** When users take the elevator to a high floor, they see identification signs of the user's location and see appropriate directional signs to find their destination.
- 5** When users arrive at their destination, there will be signs to remind them of the surrounding area.
- 6** When users leave their destination, they will see signs for toilets, elevators, safety exits, and drinking water outlets above.

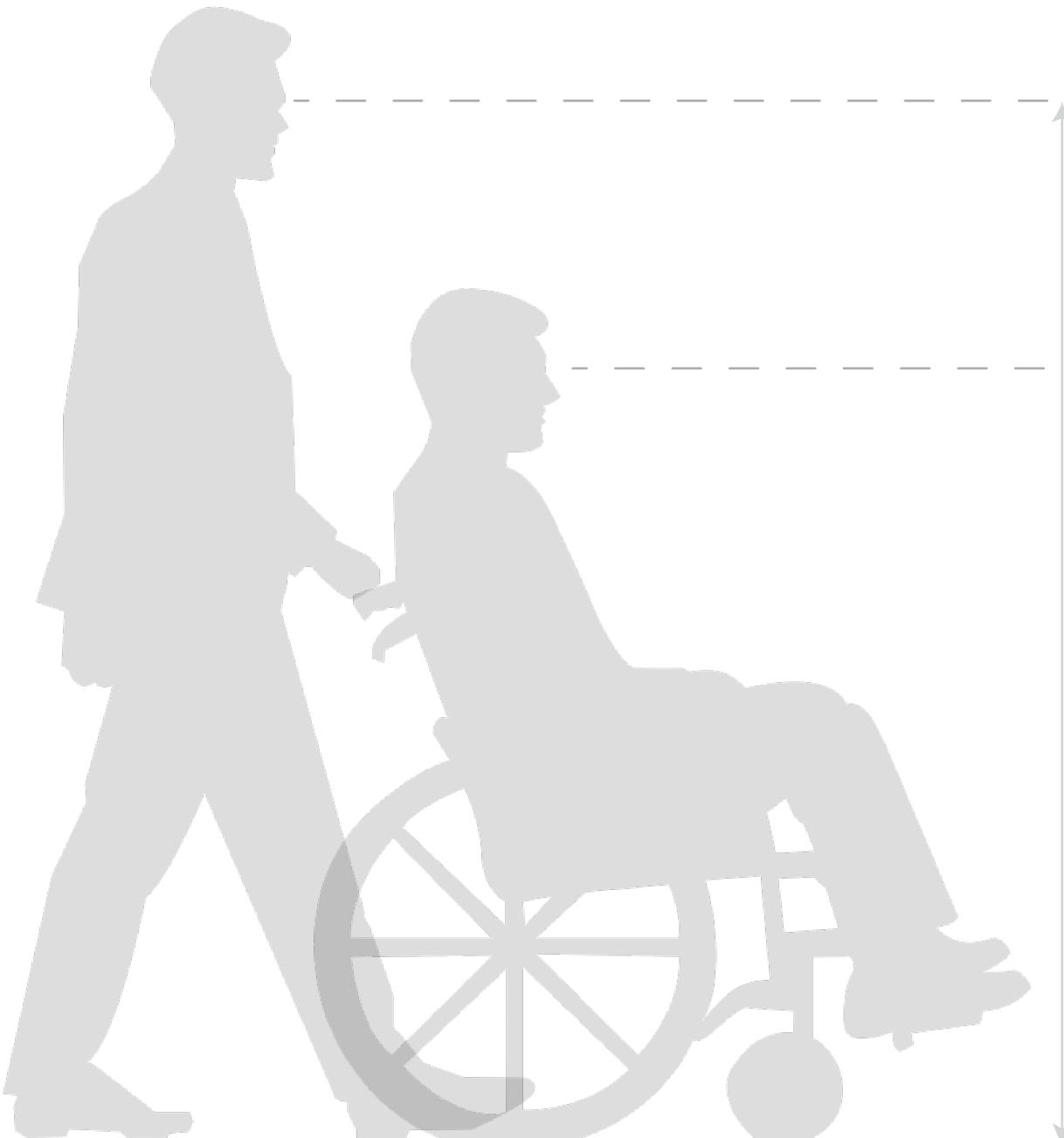
Colour system



All subsequent image colors are taken from the theme colors of the library floors.

Sign position and length

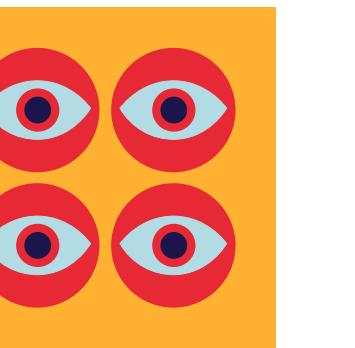
Normally the eye height of a person is 1650mm but the eye height of a person in a wheelchair is around 1175mm. The length of the sign is 475mm from the middle of their line of sight.



Design approaches

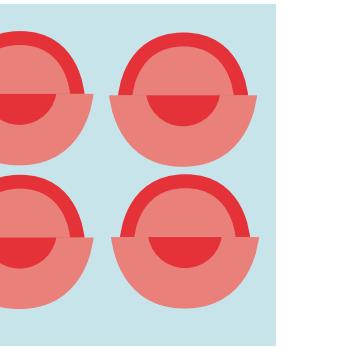
explore

Exploration reminds me of focus. Concentration I think of the eyes.



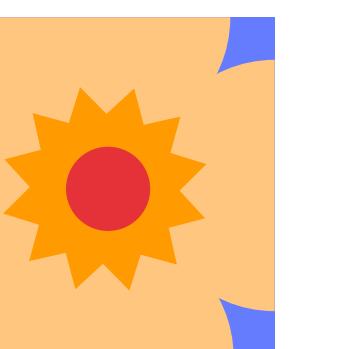
group study

I use four faces to represent group learning, because group learning is a behavior of multiple people, not just one person.



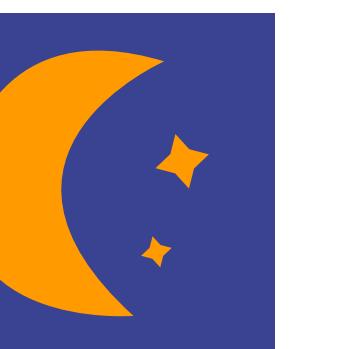
relax

Relax in the exclusive entertainment area, and I use the sun to express a good mood. The shape of petals on the outside represents ease.



silence

The moon represents night, through which silence can be associated.



collect

This pattern is modeled after the shape of fish scales to represent the neatness and interspersedness of the collection.



Finished product

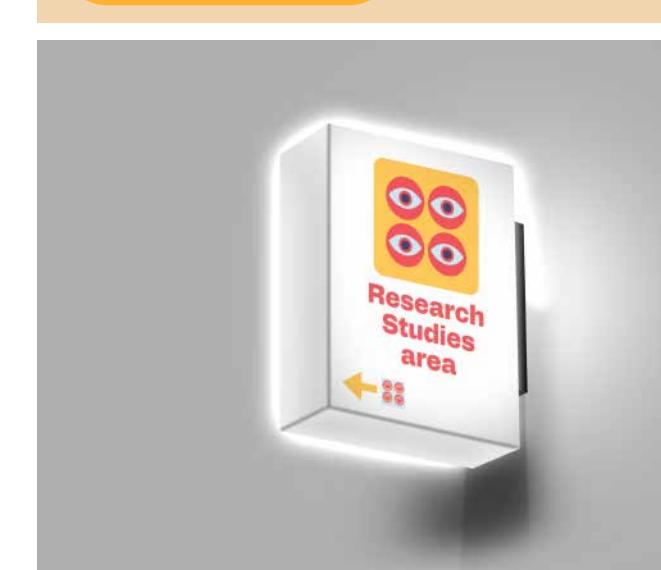


When you enter the library lobby, you can directly see all the rooms and find your direction.



Walking out of the corridor, you can see the direction of each classroom on this floor.

The elevator door will show what is upstairs and downstairs.



After you find the area you want to go to, you can see the sign for that area and at the corner of the sign you can see what the area next to it is.