



# SIYING XU

Bachelor of Arts in Product Design  
China Academy of Art



## Tunnel Rescue Rail System

The combination of physical infrastructure and service management enables the rapid transfer of both the rescuer and the injured after an accident.



## Bright Bridge

Promote social interaction between visually impaired and sighted children in outdoor spaces through service and interaction design.



## CHAOTIC ECHOES

Combining Touch Designer concept programming and sound experimental design, this installation explores the fragmentation of information in an era of digital overload



## P·Y·R·E

Combining installations and digital media to explore speculative design for audience interaction, reflecting on the extremes of the independent female image.

# UltraCapsule

## Tunnel Rescue Rail System

This project focuses on the challenge of tackling China's long tunnels accidents, particularly fires, where narrow roads and traffic congestion significantly hinder timely rescue responses. Therefore, I designed a solution through system design, combining industrial and interactive approaches to enhance the efficiency of rescue operations. The solution enables effective navigation around traffic congestion, rapid implementation of firefighting and rescue efforts, and timely transfer of casualties to hospitals, aiming to reduce mortality rates in tunnel fire incidents.



Remote  
mountainous  
areas



Difficult to  
detect and  
locate



Closed  
environment



Narrow  
space



Low  
visibility



Far from  
water source

### Characteristics of motorway tunnel



### Accident Types of motorway tunnel



## BACKGROUND

### Motorway accidents in China

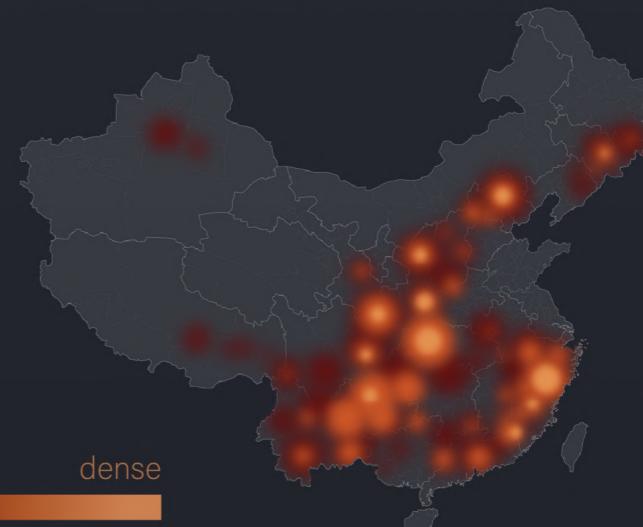


The fatality rate is 3.3%

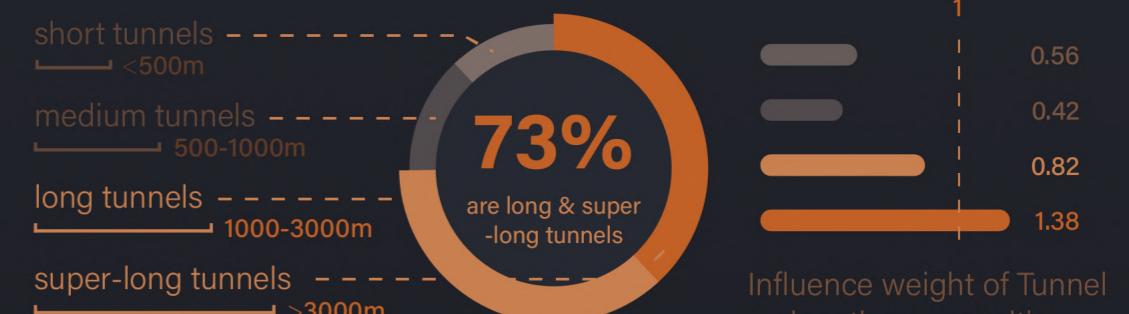
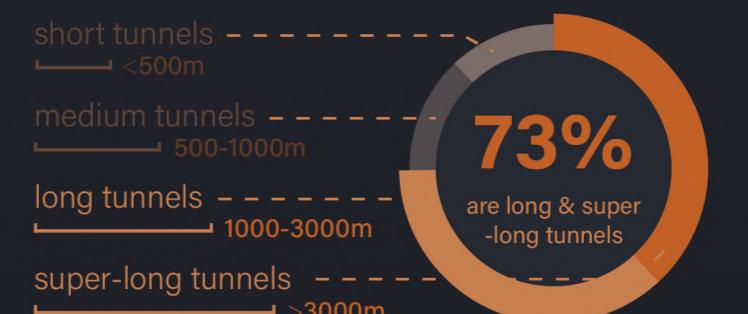


The fatality rate is 8.2%

### Motorway tunnels in China



As of 2023, China has a total of 24,850 motorway tunnels with a combined length of 26,784.3 km.



Influence weight of Tunnel length on casualties

The characteristics of the tunnel contribute directly to the **difficulty of the rescue**.

In motorway tunnel traffic accidents, the frequency of incidents rises with the length of the tunnel. Accidents in long and super-long tunnels are more likely to result in casualties.

## PERSONA

### WHAT PROBLEMS DID HE ENCOUNTER?

- "Ambulance and fire trucks were unable to arrive at the scene **timely** due to the tunnel congestion."
- "It took too much **time** to evacuate people and vehicles in a long tunnel."
- "**Delayed** the golden rescue period for the injured."
- "It is difficult to store enough water in tunnels to meet the required volume and pressure for fire extinguishing."



**Mr. Zhan**

### WHAT DID HE DO WHEN ACCIDENT HAPPENED?



33

Rescuer

Over 10 years of work experience

## USER DEMAND



Flexibility



Transportability



Guidance



Real-time Information



Pre-Fire suppression

27

Over 6 years of work experience

Surveillance Operator

WHAT DID SHE DO?

WHAT PROBLEMS DID SHE ENCOUNTER?

- "Monitors can only provide limited information."
- "I can't take action until the reconnaissance team arrives at the tunnel and confirms the situation at the scene."

Ms. Li

53

Typically enters tunnels 10 times per week

Office clerk

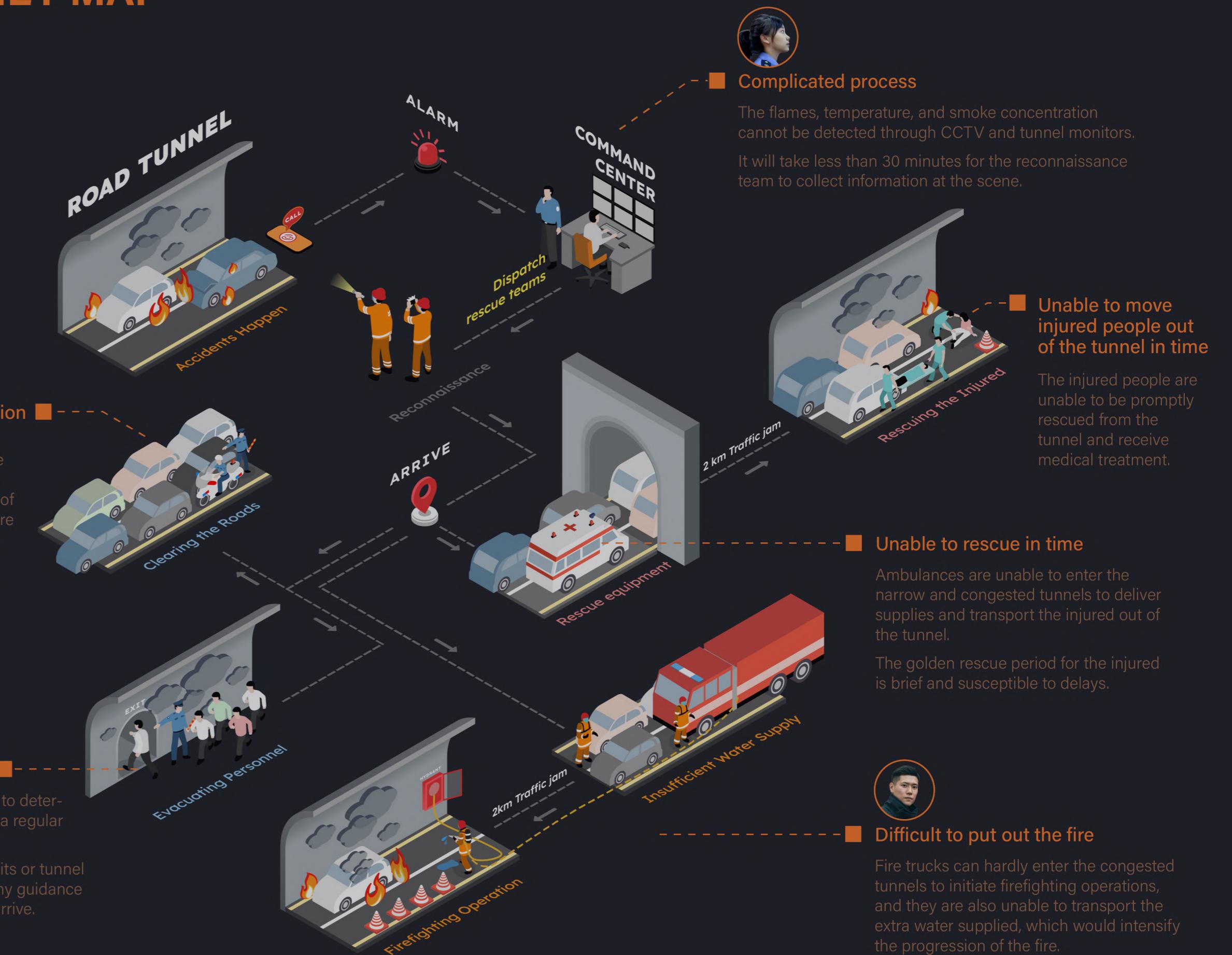
WHAT DID HE DO?

WHAT PROBLEMS DID HE ENCOUNTER?

- "I wasn't aware of a fire ahead when the tunnel was jammed."
- "I couldn't find the tunnel shelter."
- "I couldn't see clearly through the smoky road."

Mr. Yu

## JOURNEY MAP



## CASE STUDY

### Track Inspection Robot



This monitor moves, lifts, and rotates freely. Equipped with built-in sensors, it detects the operational status of objects.

Pros: Comprehensive monitoring  
Cons: Difficulty adapting to new situations

### RSW UNICAR



This narrow UNICAR can smoothly and quickly transport up to six people on the track.

Pros: Transport efficiently and smoothly  
Cons: Inconvenient for getting on and off

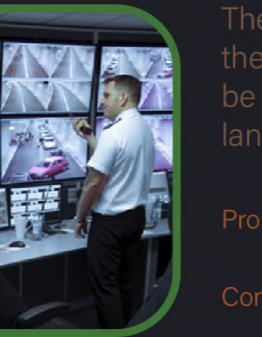
### Colorful Signage System



Large-area, brightly colored signage systems enable people to obtain useful information more quickly.

Pros: It can enhance visibility  
Cons: May lead to visual confusion

### Tunnel Surveillance



The image and data from the motorway tunnels can be displayed on the surveillance screen in real-time.

Pros: It can provide instant information  
Cons: Less interactive functionality

## SWOT Analysis

### S

The **flexible track mode** enables movement, lifting, and rotation that are free, efficient, and smooth.

### W

The **limited interaction** and controls will be difficult to cope with emergency situations.

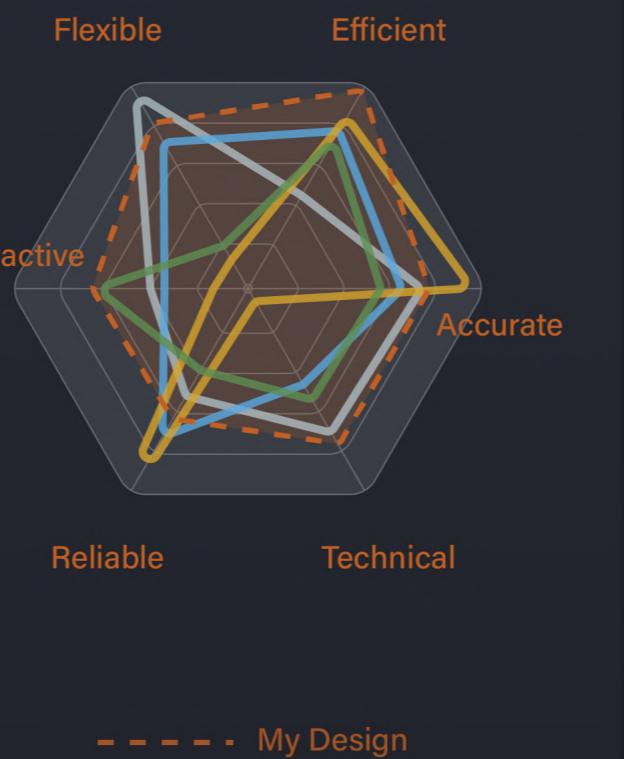
### O

Monitoring combines **sensors** and technology to efficiently and accurately **convey information**.

### T

The **space** inside the tunnel is **small and narrow**, thus limiting the available measures.

## Cases Analysis



## BRAINSTORM



### My Design

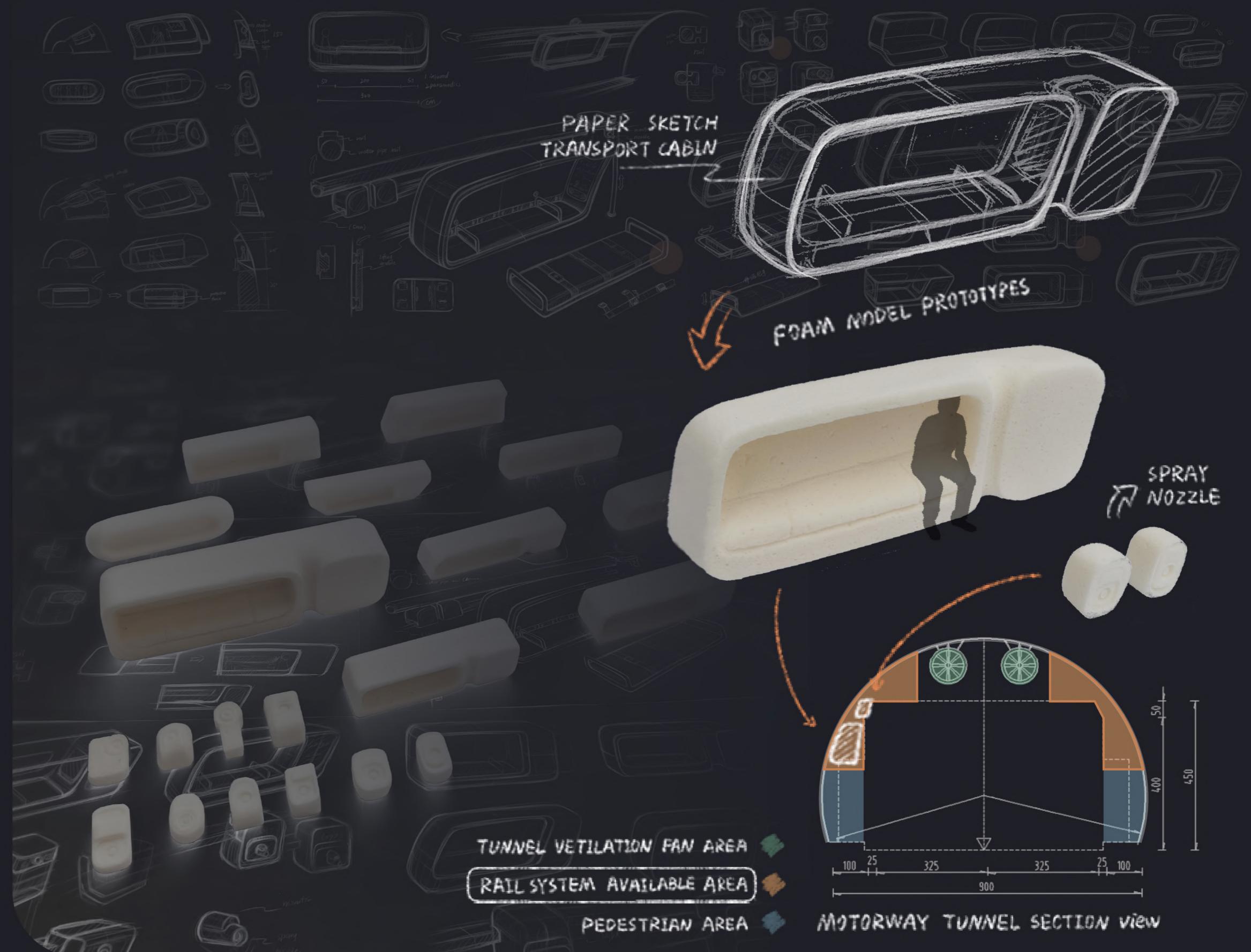
I hope my solutions can provide efficient rescue operations, improve flexibility in movement, make more accurate detection data, guide people in evacuations efficiently, and enhance interactive monitoring.



## SYSTEM MAP INSIGHT



## SKETCH & PROTOTYPE



# TRANSPORT CABIN DETAILS

## Fire Hydrant System

Connected to the rail's water pipes and supplies water to the Spray Nozzle.

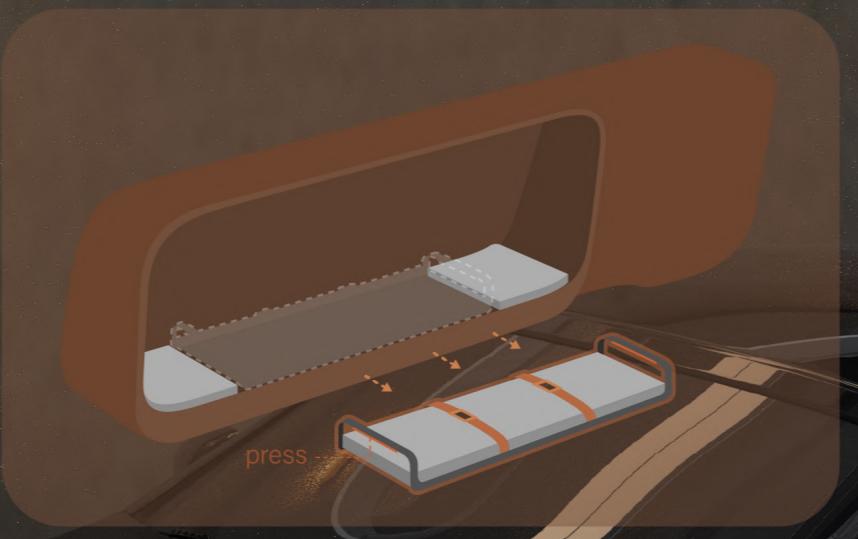
## Liftable Safety Barrier

When the cabin is ready to depart, the safety barrier will come down to ensure the safety of the passengers.

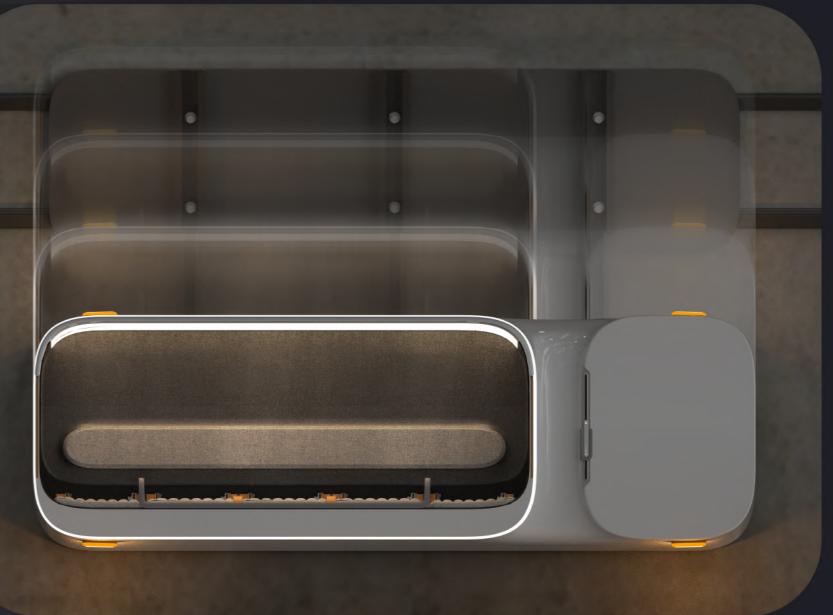


## Modular Stretcher

Can be used like a seat when it is not being removed. Rescuers press the orange part of the handle to disassemble the stretcher.

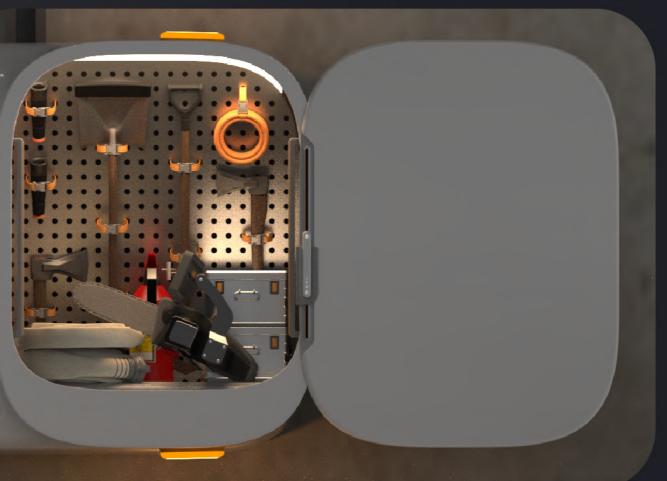


→ **Liftable Cabin**  
The transport cabin is liftable, making it convenient for people to board.



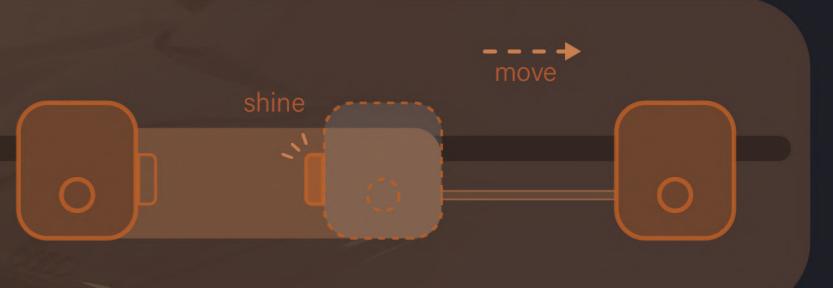
## Trunk

Installed with medical and firefighting equipment such as Fire water gun. Additionally, there is ample space for rescuers to place specialized equipment.

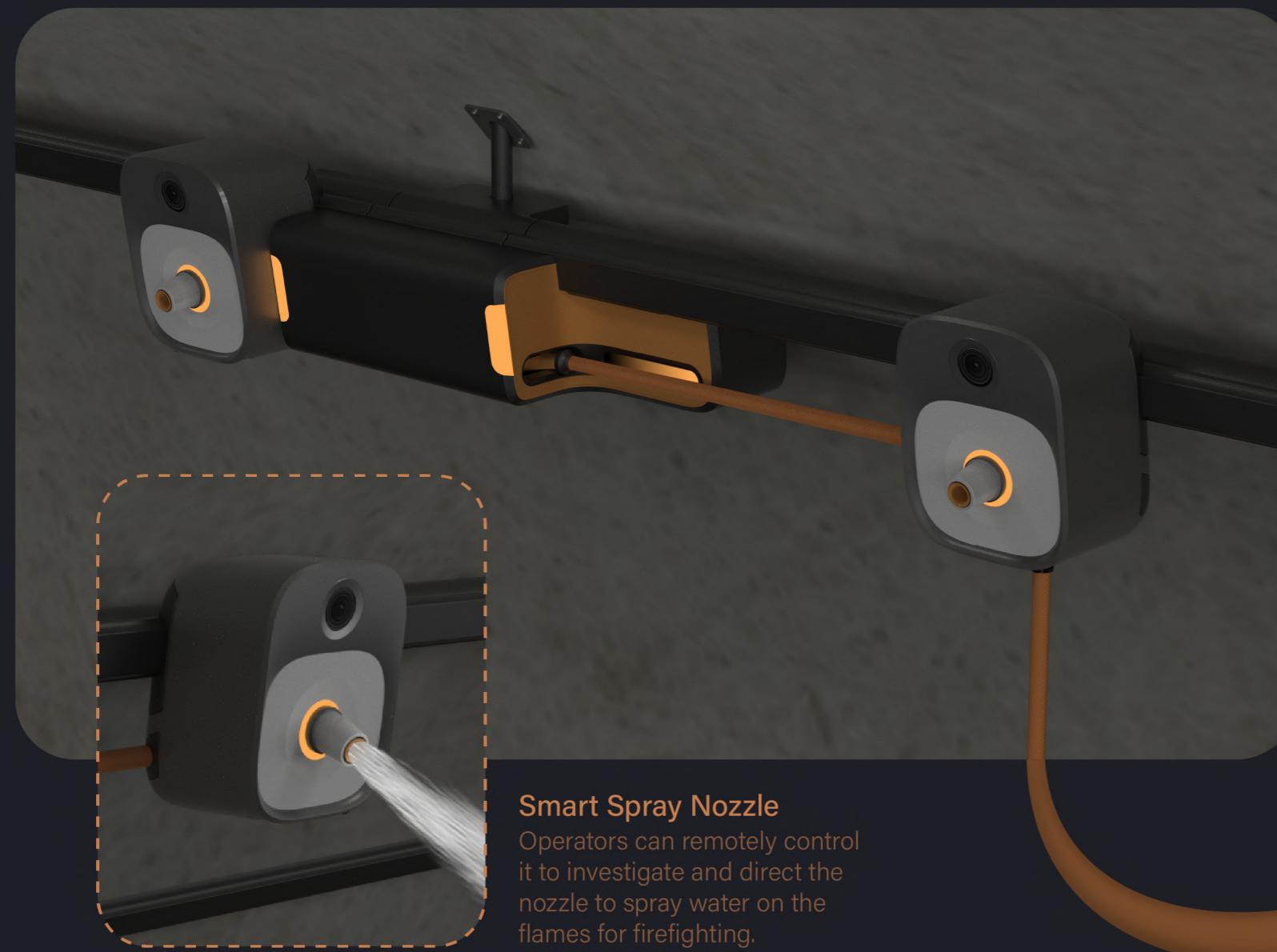


## Calling Nozzle

Rescuers can use the central control panel to call the spray nozzles. The nozzles will then move along the rail to reach directly above the transport cabin.

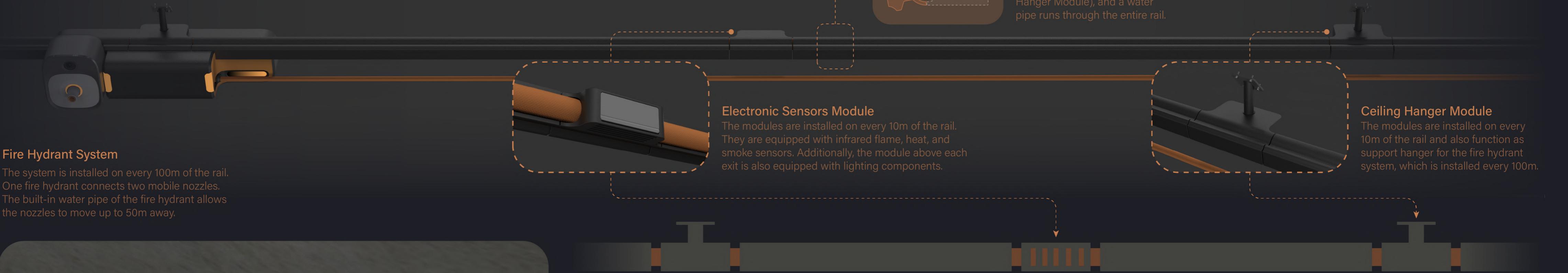


# SMART SPRAY NOZZLE DETAILS

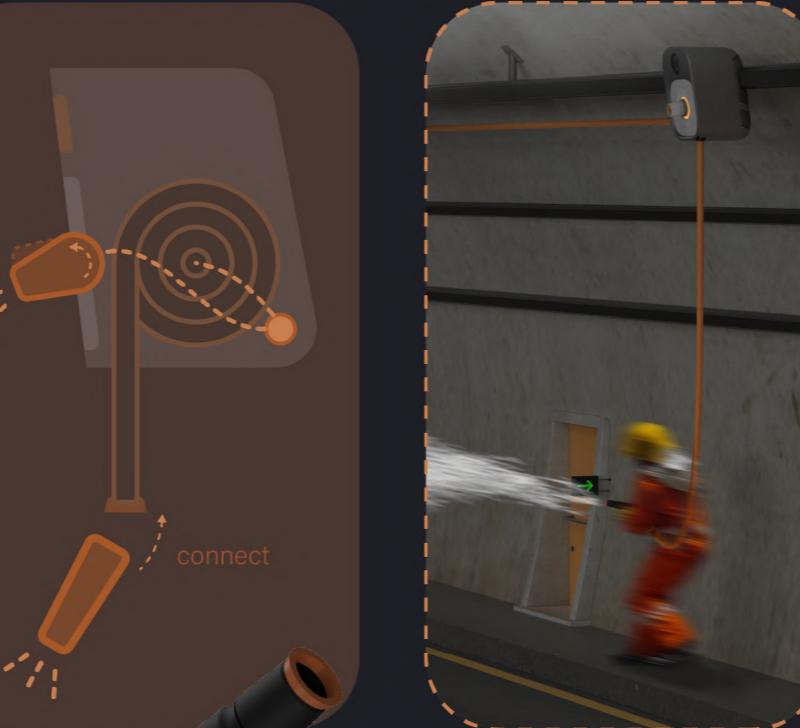


## Fire Hydrant System

The system is installed on every 100m of the rail. One fire hydrant connects two mobile nozzles. The built-in water pipe of the fire hydrant allows the nozzles to move up to 50m away.



## Fire Hose Structure



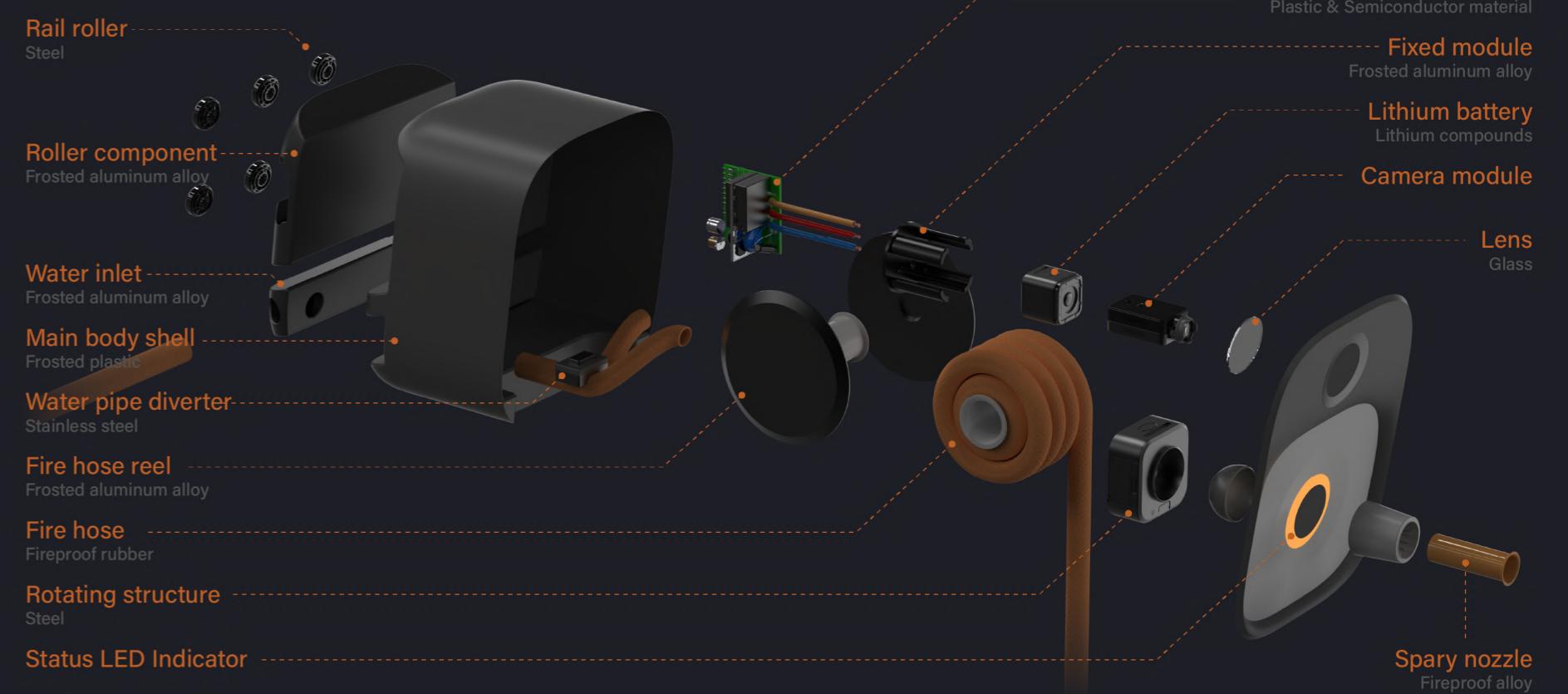
## Smart Spray Nozzle

Operators can remotely control it to investigate and direct the nozzle to spray water on the flames for firefighting.

## Auto Drop Fire Hose

When the firefighters arrive, the spray nozzle can drop a fire hose, allowing the firefighters to connect the fire water gun and put on the fire.

## Exploded view

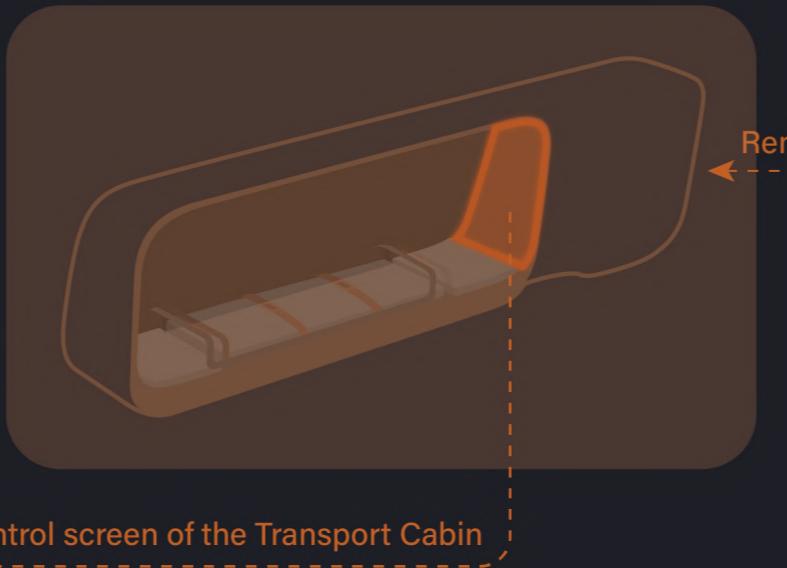


The rail is composed of 3 kinds of modules (Rail Module, Electronic Sensors Module and Ceiling Hanger Module), and a water pipe runs through the entire rail.

## Ceiling Hanger Module

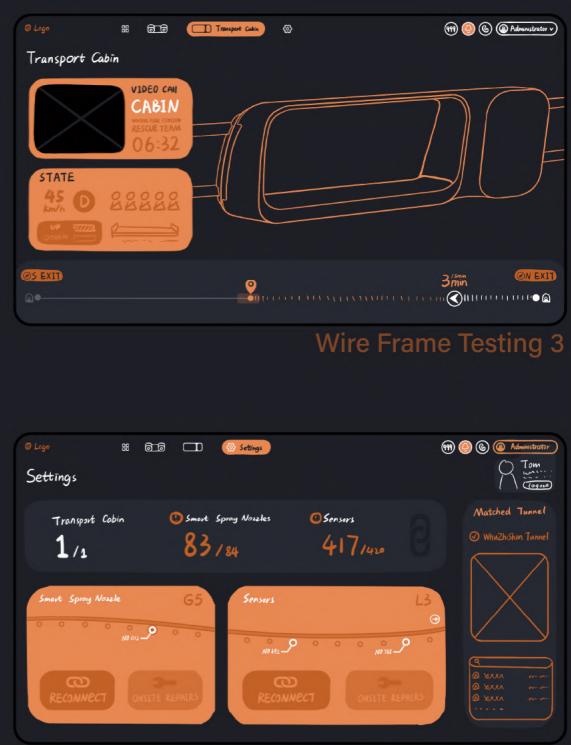
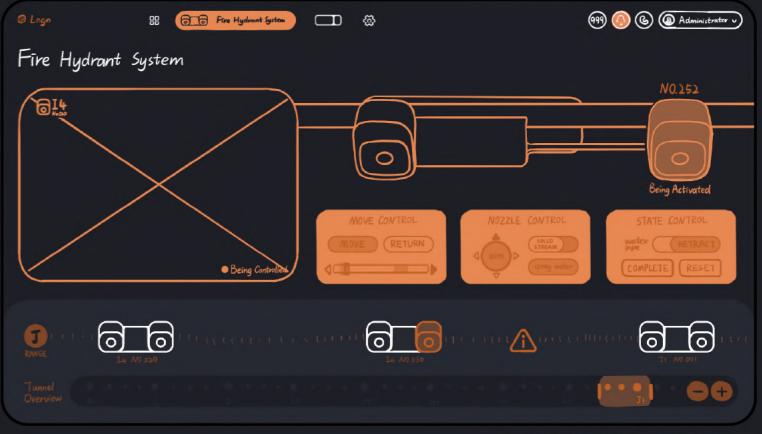
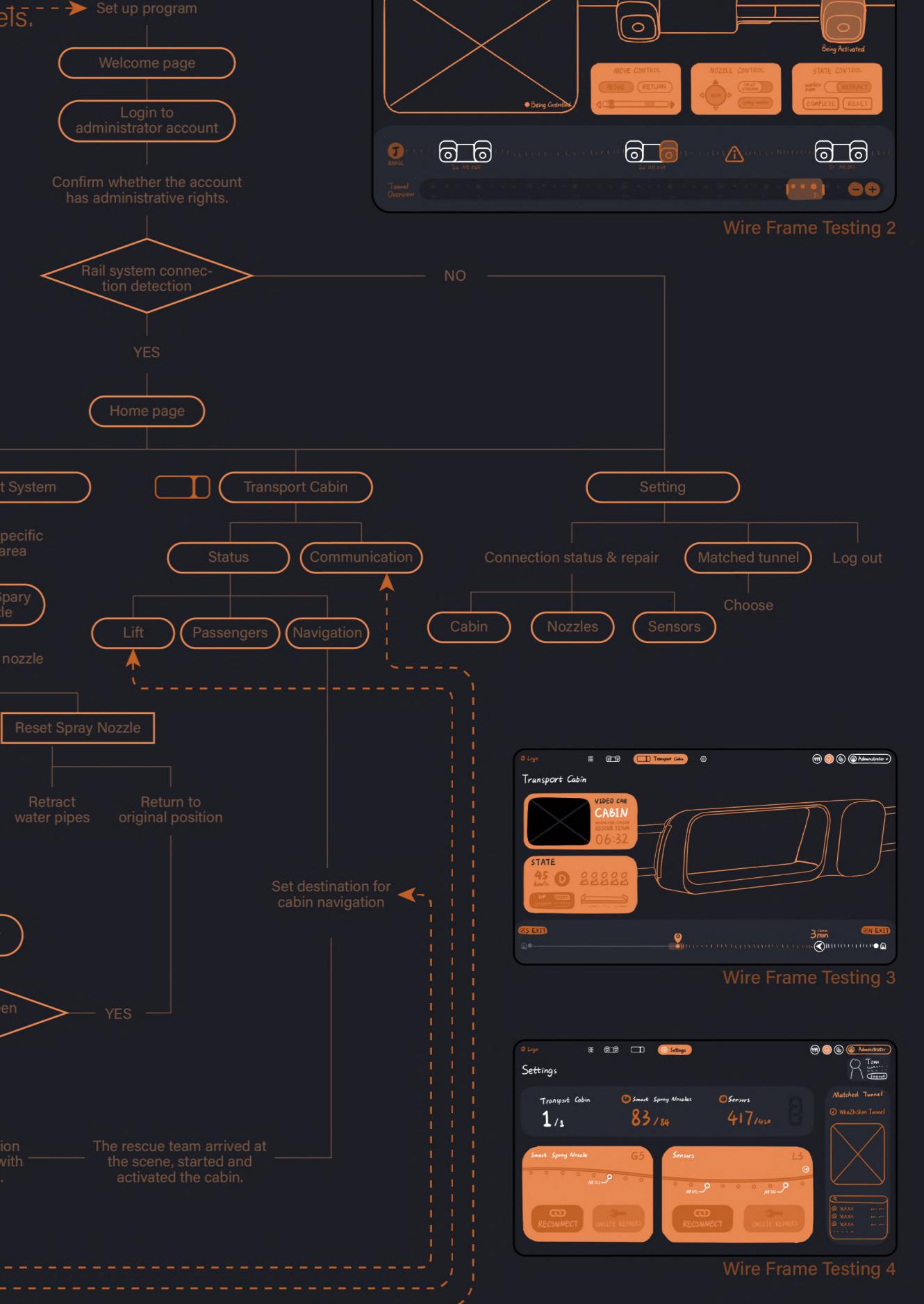
The modules are installed on every 10m of the rail and also function as support hanger for the fire hydrant system, which is installed every 100m.

# CENTRAL CONTROL SCREEN



# MANAGEMENT FLOW

MANAGEMENT FLOW is a management portal that coordinates with the transport of motorway tunnels.



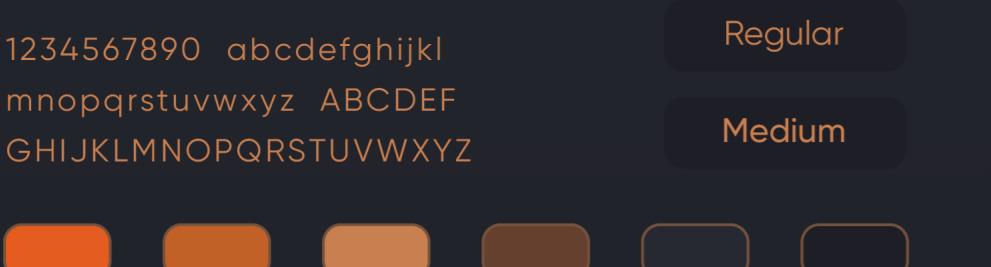
# UI DESIGN

# Logo Design



# Color & Typography

# ABC

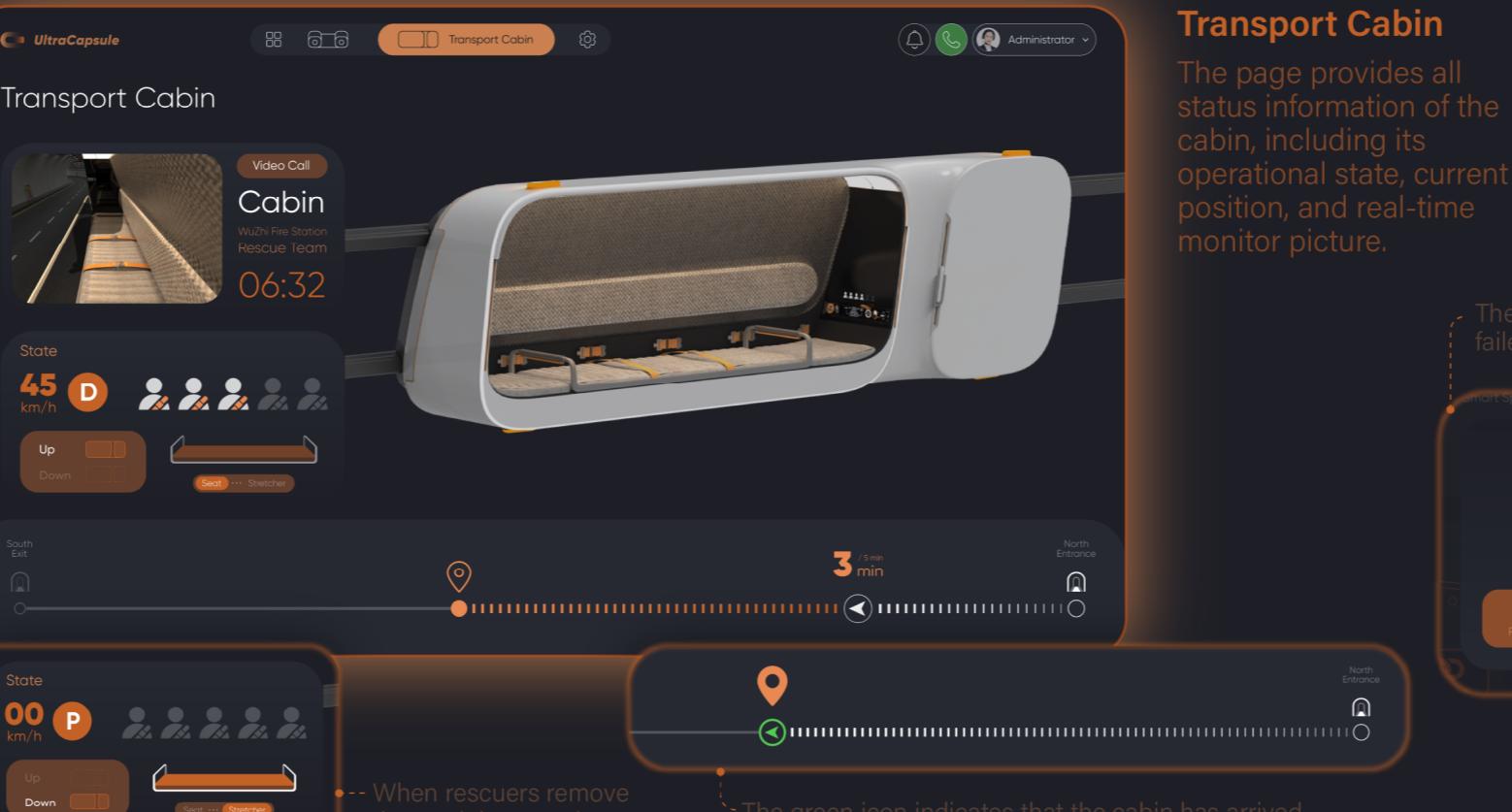


# UI Icons

ome Page



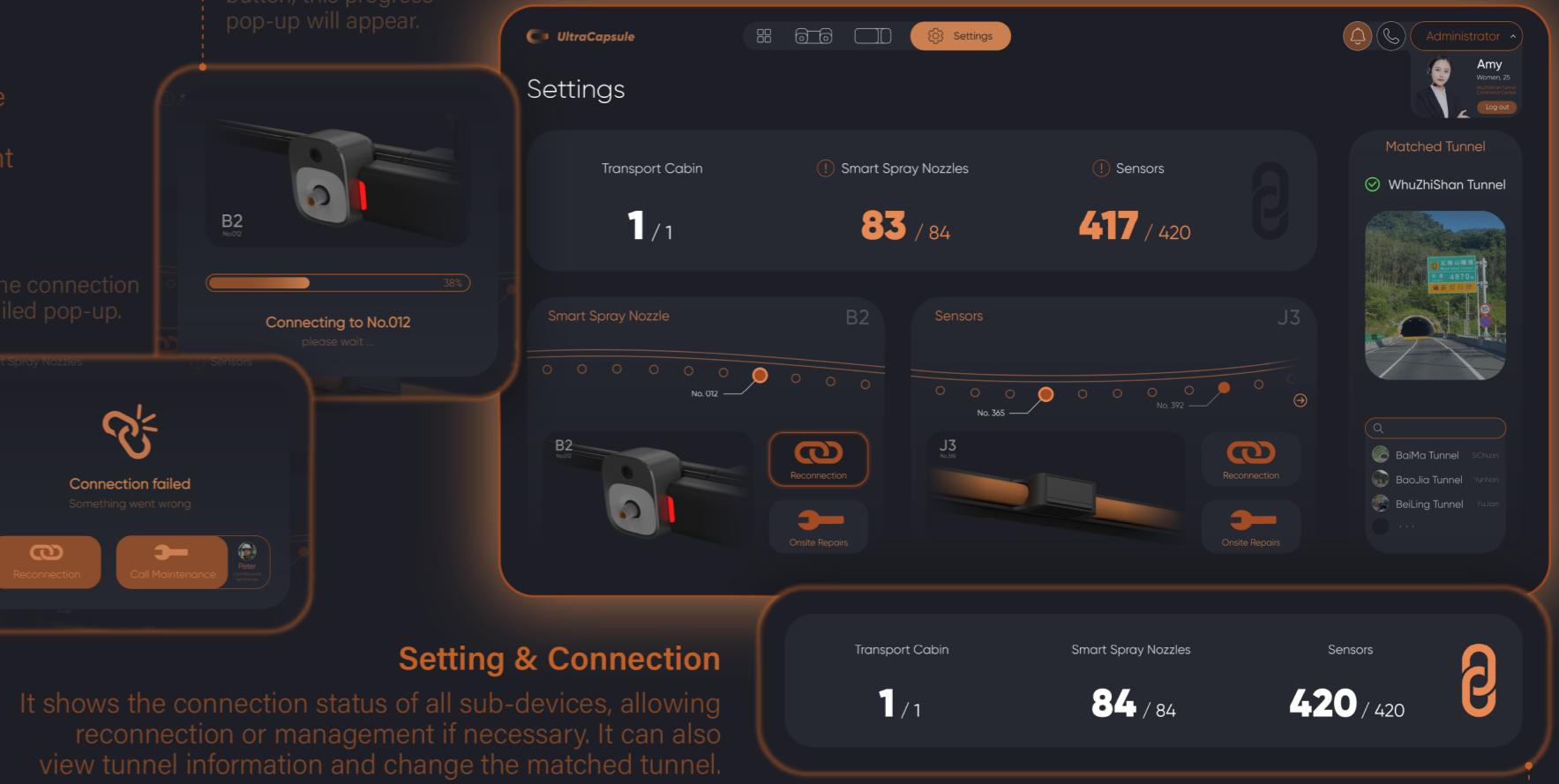
## Transport Cabin



- When rescuers remove the modular stretcher, this icon will light up.
- The green icon indicates that the cabin has arrived.

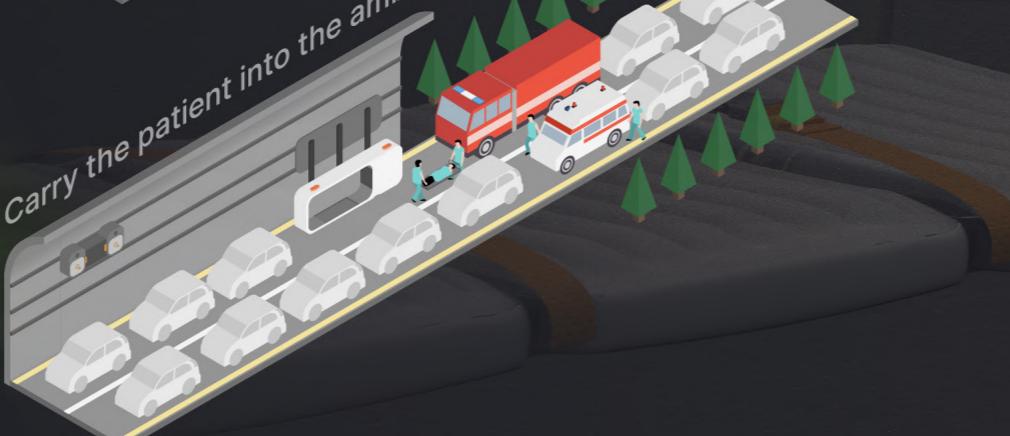
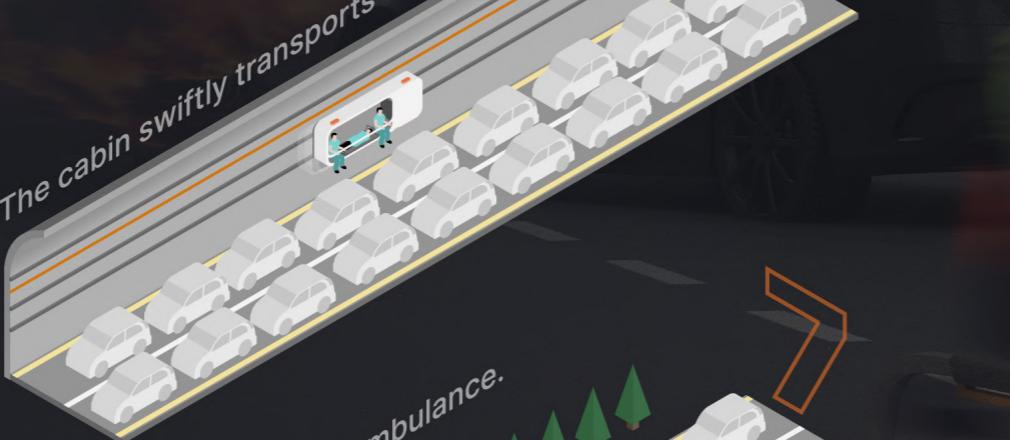
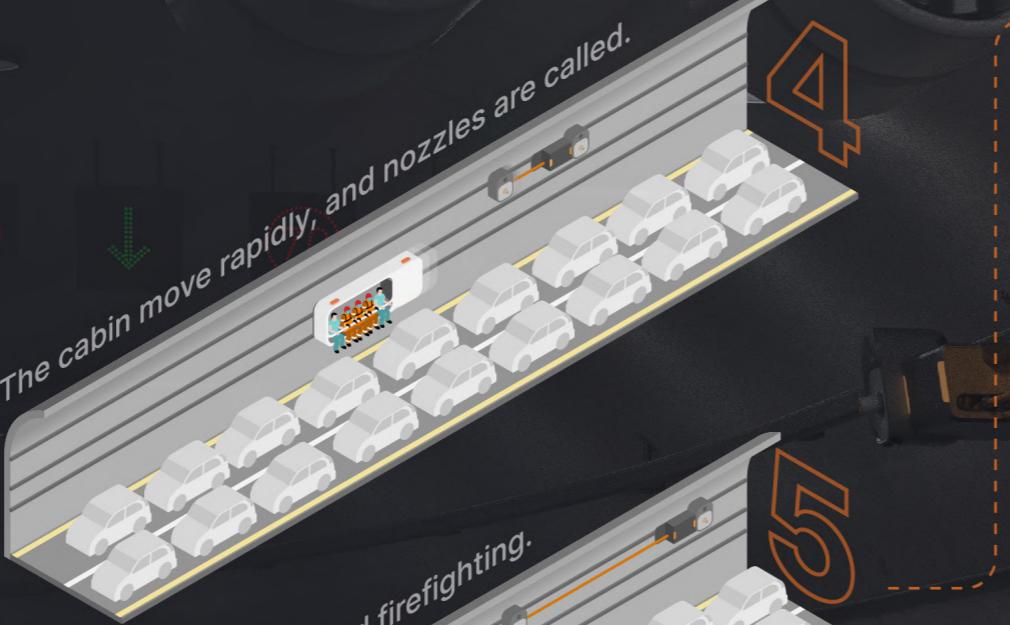
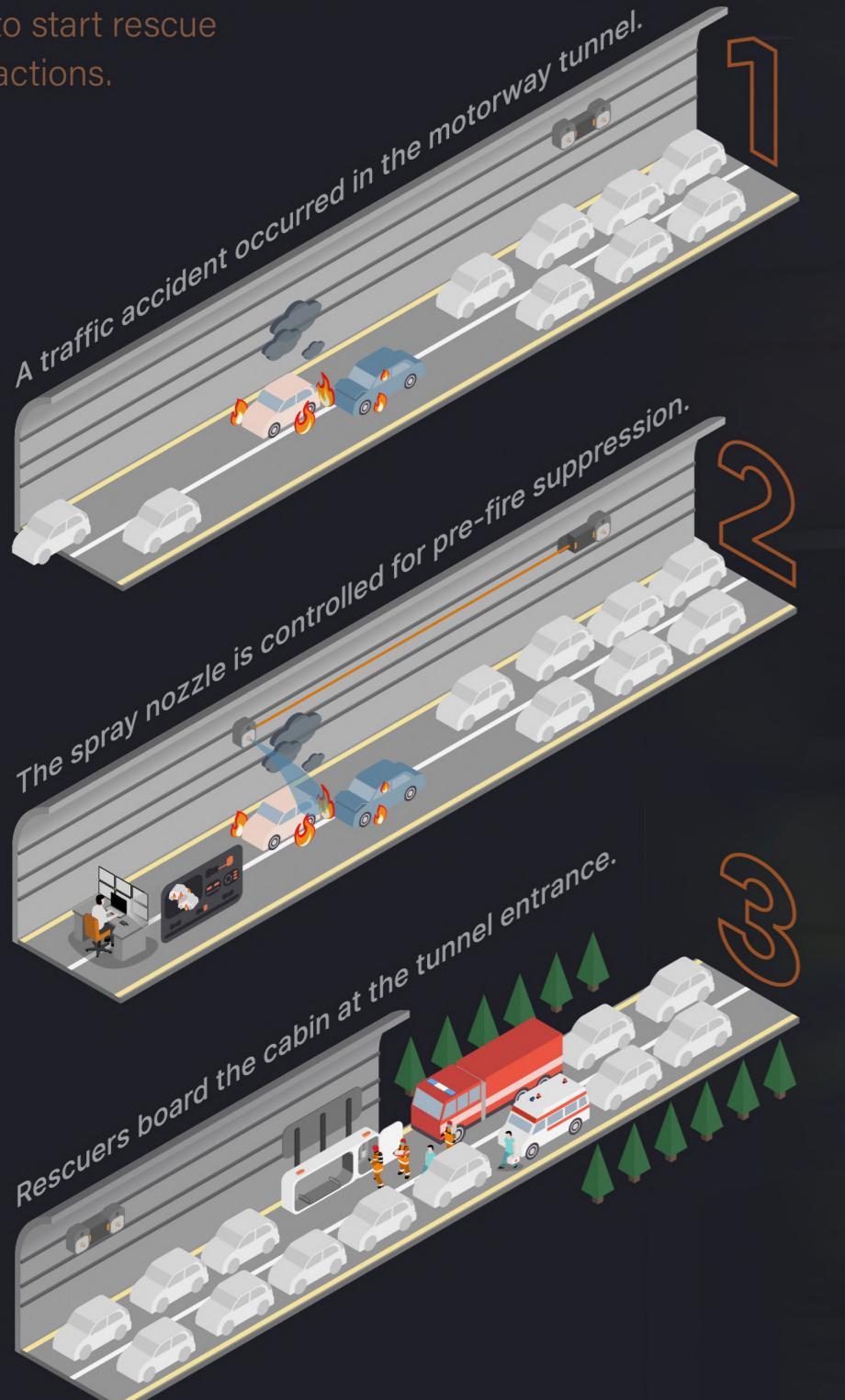


# Fire Hydrant System



## STORY BOARD

"UltraCapsule" is a tunnel rescue system that detects accidents promptly, allows administrators to remotely perform pre-fire suppression, and enables rescuers to avoid tunnel traffic jams, arriving smoothly at the scene to start rescue actions.



## USER SCENARIO





# BRIGHT BRIDGE

Interaction, Service, Environment, Product and Coding Design

This project builds a bridge to support the psychological health and social development of visually impaired children by designing third social spaces. It aims to promote equal interaction and healthy social behavior with sighted peers, helping visually impaired children to integrate better into society in the future, so they are no longer 'isolated islands'.

## BACKGROUND

China has a large population of visually impaired children

Chinese Parents' Educational Concepts

Chinese parents of Visually impaired children often **overprotect** their kids, fearing for their safety.

These children are frequently **kept at home or sent to specialized schools for the blind**, limiting their interaction with society and non-disabled peers.



### Sensitive Period For Socialization

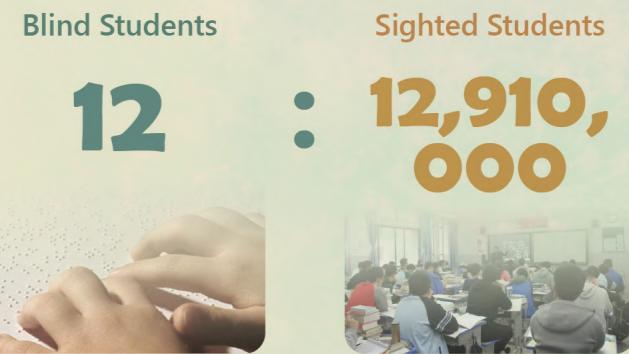
This stage is crucial for developing social skills and building relationships, which significantly influence future personality and social development.

During this stage,  
What Should We Do  
outside of School  
For The Blind?

Proportion of sighted students receiving education



2023 College Exam Numbers



### Blind Massage In China

Blind massage has long been popular in China, leading to **stereotypes about suitable careers for the blind**.

As a result, visually impaired children are often influenced by societal perceptions, parents, and schools, which further **limits** their choices in majors and careers.

Difficulties In Social Adaptation

20

In China, 75.3% of blind people work in massage

## SUMMARY

Social stereotype leads parents of visually impaired children to internalize these biases, hindering their education and social development, while also causing psychological issues and making it difficult for them to integrate into society as they grow up.

# INTERVIEW



- "The school for the blind is **isolated**, and I can only learn about the **outside world through the internet**. Otherwise, I would be cut off from it."
- "I spent most of my childhood at home and in schools for the blind. As I grew up, I **didn't enjoy going out** and developed a **fear of socializing**."



- "The playgrounds are all for normal children to play, **there's no place for him to play**."
- "He tends to **fall easily outdoor**, so I rarely take him out."
- "I **worried** that my child would **be hurt or discriminated against**, so I sent him to a kindergarten for the blind."

Source: *The World of Blind Children*  
---- Wanyue Liu

- "When I was a child, **other kids often mocked me**. Since then, I **stopped playing with other children**."
- "**I didn't have any sighted friends**. There were only blind children at my school."
- "**I don't know how to socialize** with sighted people, and worry they might misinterpret my expressions, so I'm used to **speaking with my head down**."

# DESIGN OPPORTUNITY



## Society

Engaging visually impaired children with sighted peers to build positive social relationships.



## Outdoor

Enhancing their connection with nature and society through outdoor games and exploration.

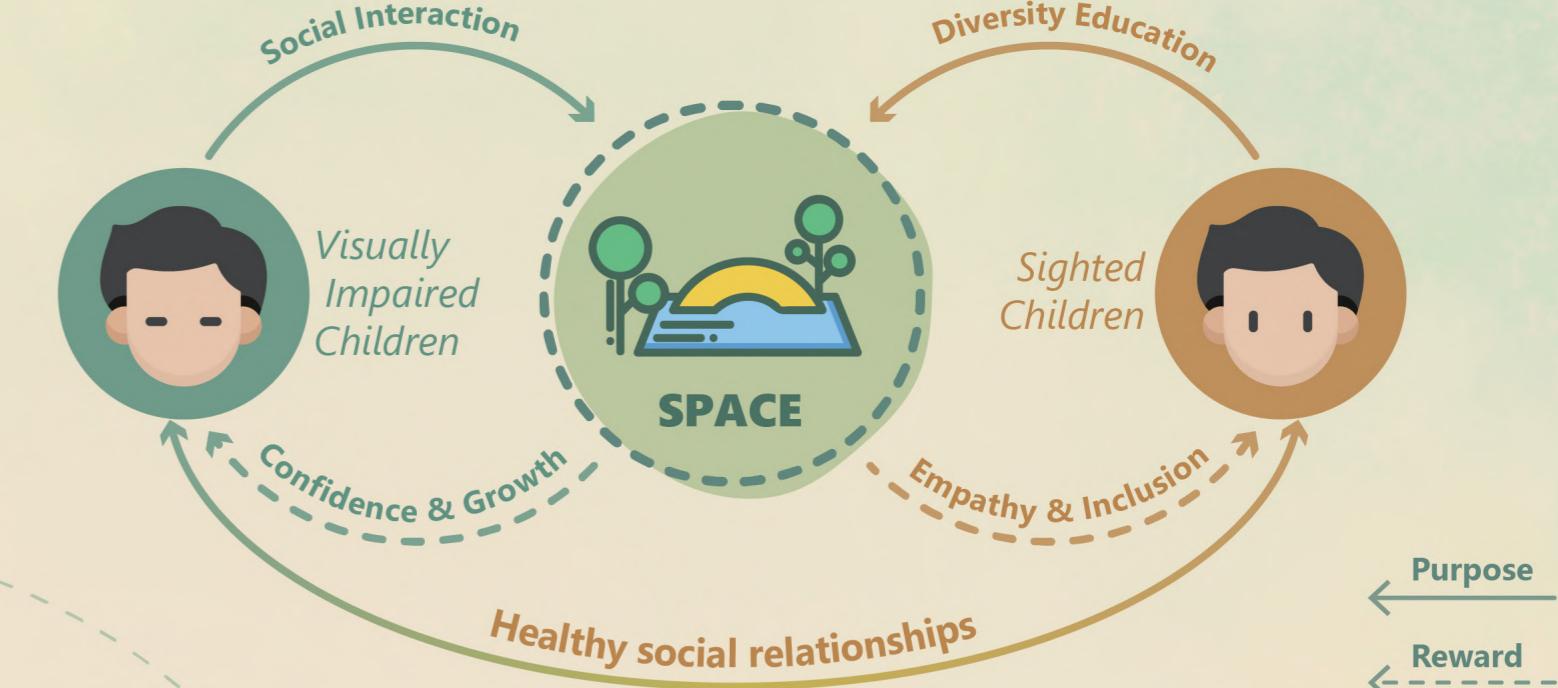


## Playability

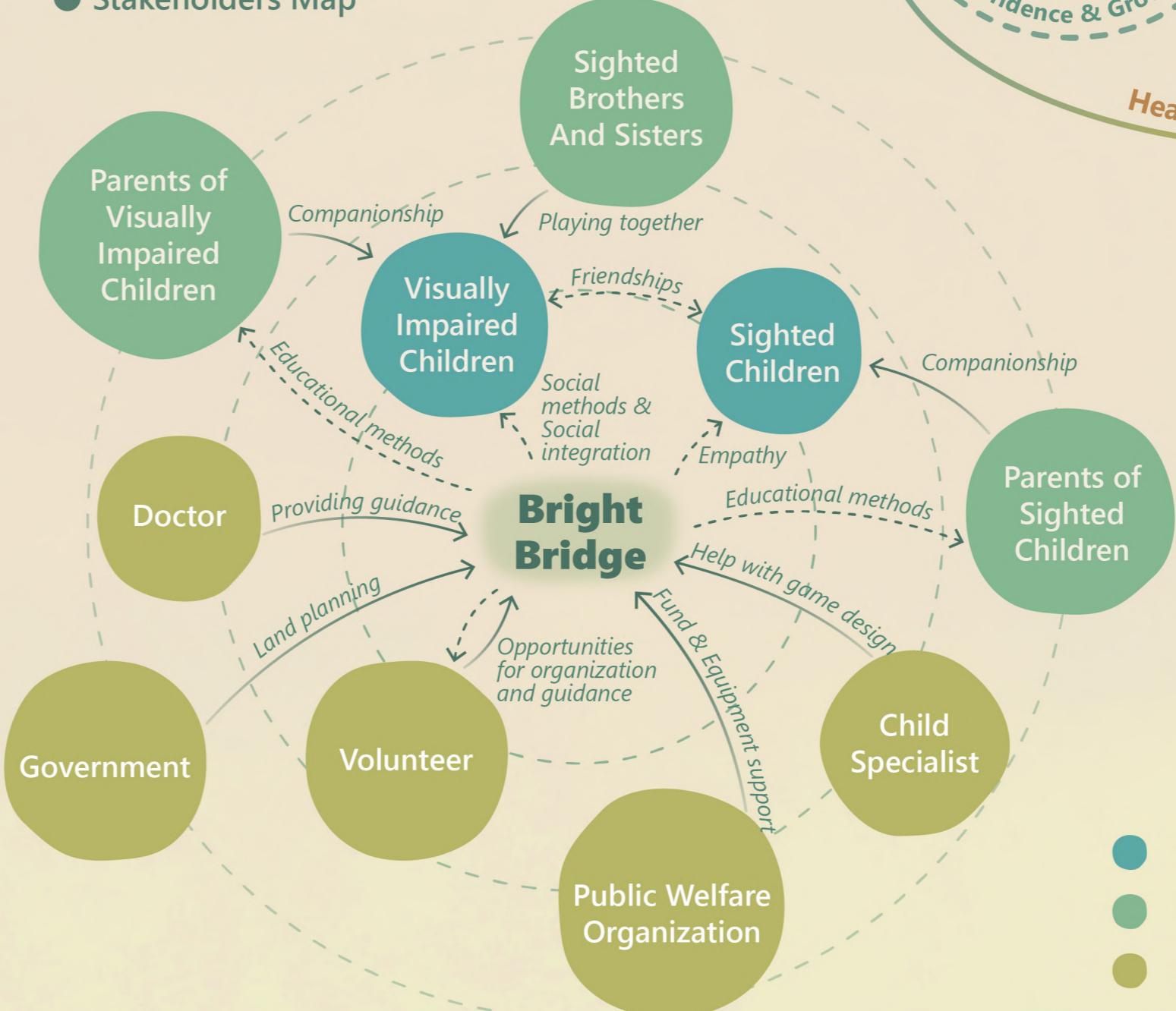
Combining fun and educational elements to keep children interested and engaged.

# SYSTEM MAP

## ● Design Purpose



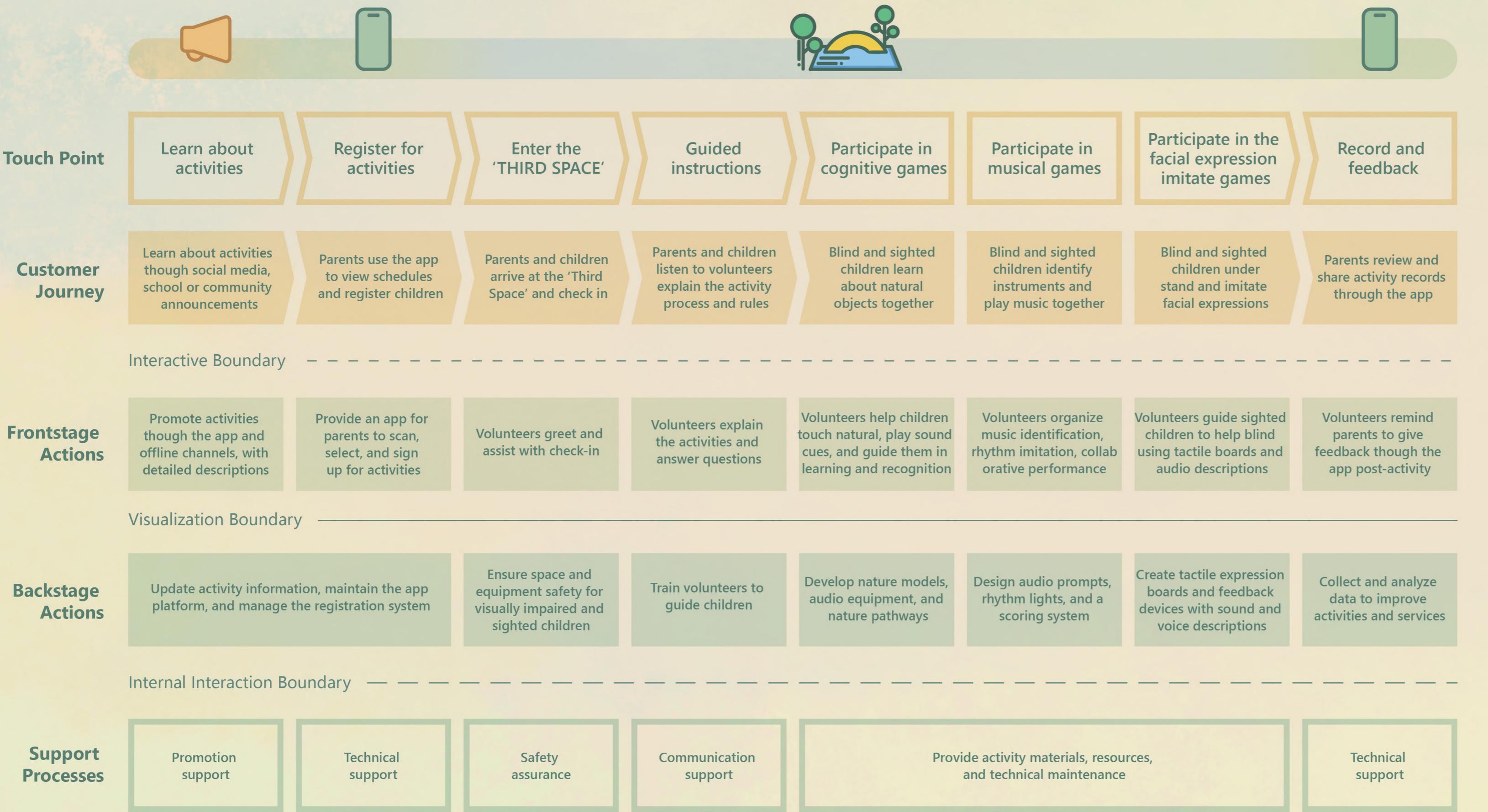
## ● Stakeholders Map



# CONCLUSION

The stakeholders in the entire outdoor social system for visually impaired children consist of three parts: children, families, and society. Currently, sighted children do not naturally connect with visually impaired children. I aim to create a 'Bright Bridge' to link all these parts together into a complete service chain, promoting harmonious and healthy social interactions between visually impaired and sighted children.

# SERVICE BLUEPRINT



# SERVICE BLUEPRINT

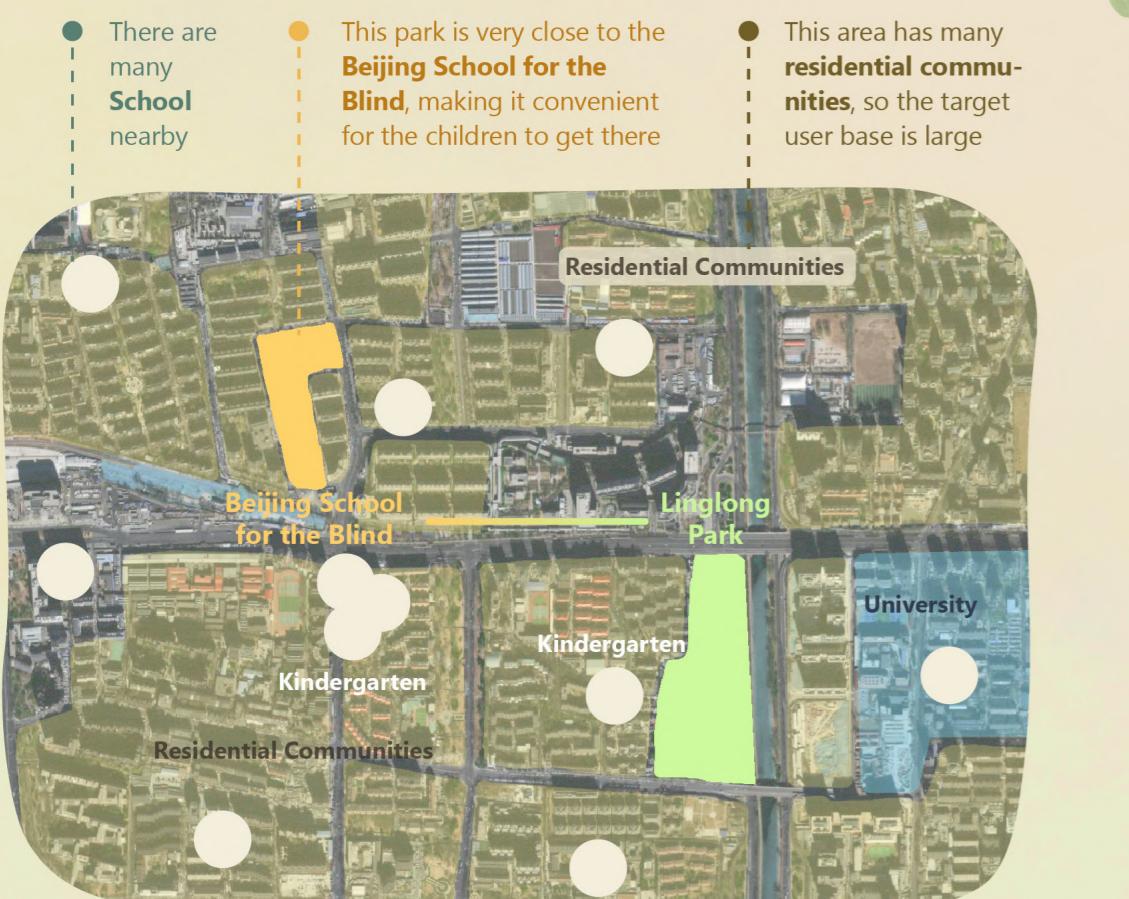


# OFFLINE DESIGN

## District Analysis



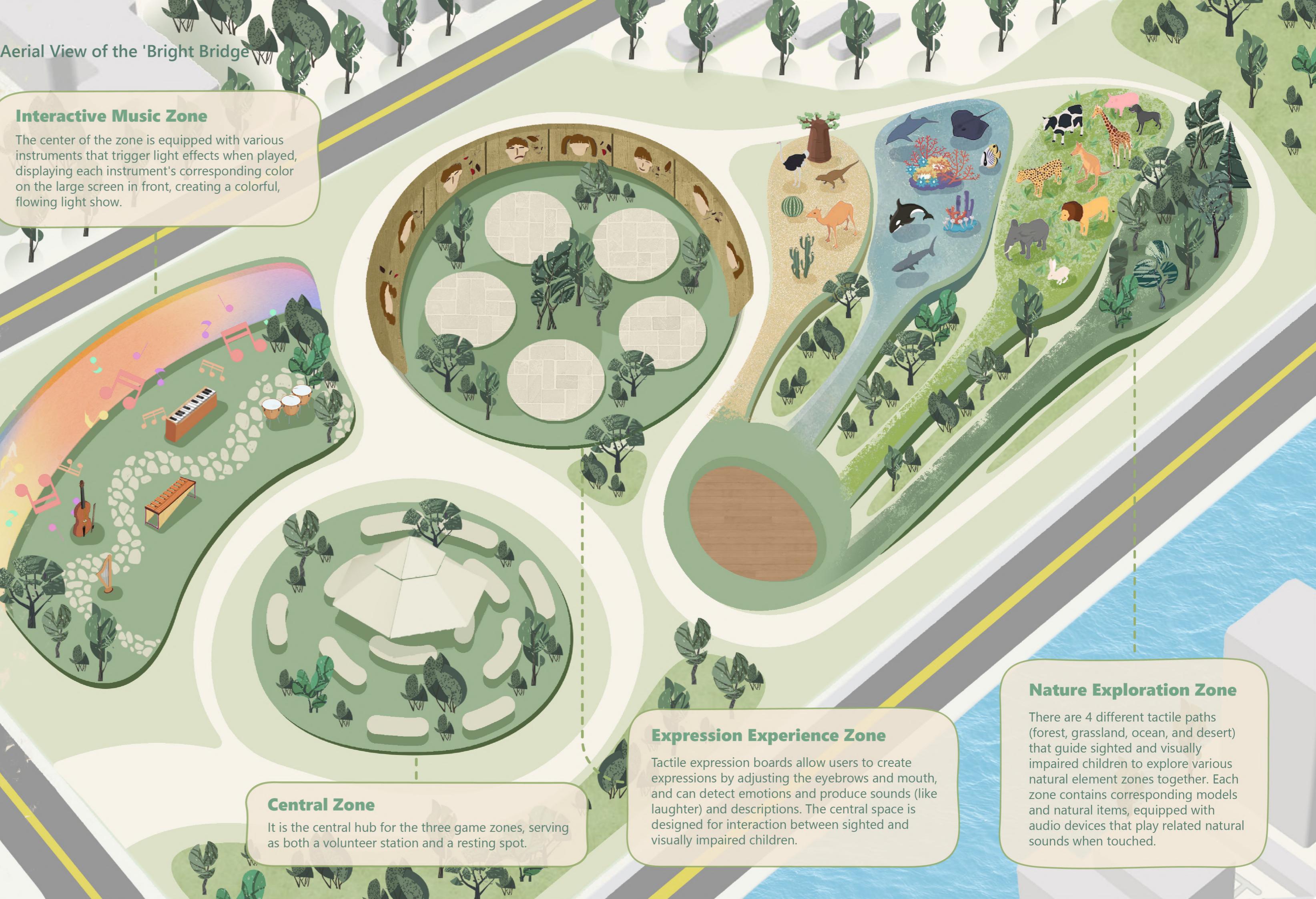
Beijing, the capital of China, has rich educational resources, strong policy support, an inclusive social environment, and the presence of a large school for the blind, making it an ideal city for the design.



- There are many **School** nearby

- This park is very close to the **Beijing School for the Blind**, making it convenient for the children to get there

- This area has many **residential communities**, so the target user base is large



## Aerial View of the 'Bright Bridge'

### Interactive Music Zone

The center of the zone is equipped with various instruments that trigger light effects when played, displaying each instrument's corresponding color on the large screen in front, creating a colorful, flowing light show.

### LINGLONG PARK

Linglong Park has ample open space and is suitable for the 'Bright Bridge'.

### Central Zone

It is the central hub for the three game zones, serving as both a volunteer station and a resting spot.

### Expression Experience Zone

Tactile expression boards allow users to create expressions by adjusting the eyebrows and mouth, and can detect emotions and produce sounds (like laughter) and descriptions. The central space is designed for interaction between sighted and visually impaired children.

### Nature Exploration Zone

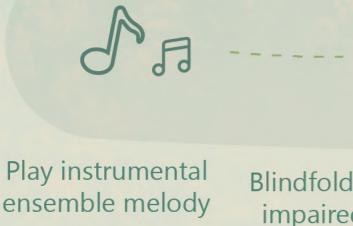
There are 4 different tactile paths (forest, grassland, ocean, and desert) that guide sighted and visually impaired children to explore various natural element zones together. Each zone contains corresponding models and natural items, equipped with audio devices that play related natural sounds when touched.

# GAME DESIGN

## Interactive Music Zone

Showcase visually impaired children's musical and auditory strengths through interactive music games, fostering respect and appreciation from sighted children.

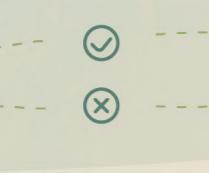
### Sound Recognition



Play instrumental ensemble melody



Blindfolded sighted and visually impaired children compete to identify the types of instruments



Correct / Incorrect identification



Positive feedback (applause) / no feedback  
The answers are announced and the scores are recorded in the app

### Collaborative Performance



Upon completion, the performance and light show are recorded in the app



During the ensemble, a light show (blending and flashing colorful lights) is displayed on a large screen



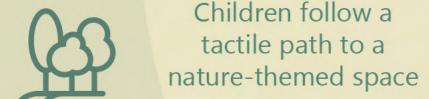
Volunteers guide the children to play different instruments



## Nature Exploration Zone

Help visually impaired and sighted children understand and become familiar with the natural world through nature exploration games.

### Natural Objects Recognition



Children follow a tactile path to a nature-themed space



After touching the models, devices play related sounds (like animal calls)



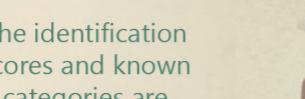
Blindfolded sighted and visually impaired children then identify objects by touch and sound



Correct / Incorrect identification



Positive feedback (applause) / no feedback



Volunteers guide and explain to help the children learn about nature



## Expression Experience Zone

Help visually impaired children understand and imitate expressions using tactile and auditory feedback through Expression Experience games.

### Facial Expression Puzzle



Visually impaired and sighted children work together to assemble the facial features on the expression board



Listen to the audio descriptions played by the board. Volunteers help them understand each expression's meaning



A timed challenge starts



Visually impaired children imitate the expressions while sighted children try to identify as many as they can quickly



Volunteers announce the accuracy rate



Scores are recorded in the app



The match between the story and expressions is recorded in the app



Volunteers announce the accuracy and give explanations



Sighted children find these expressions on the expression cards



Visually impaired children show the emotions from the story with their facial expressions



Sighted children tell a simple story



Scores are recorded in the app



## EXPERIMENT

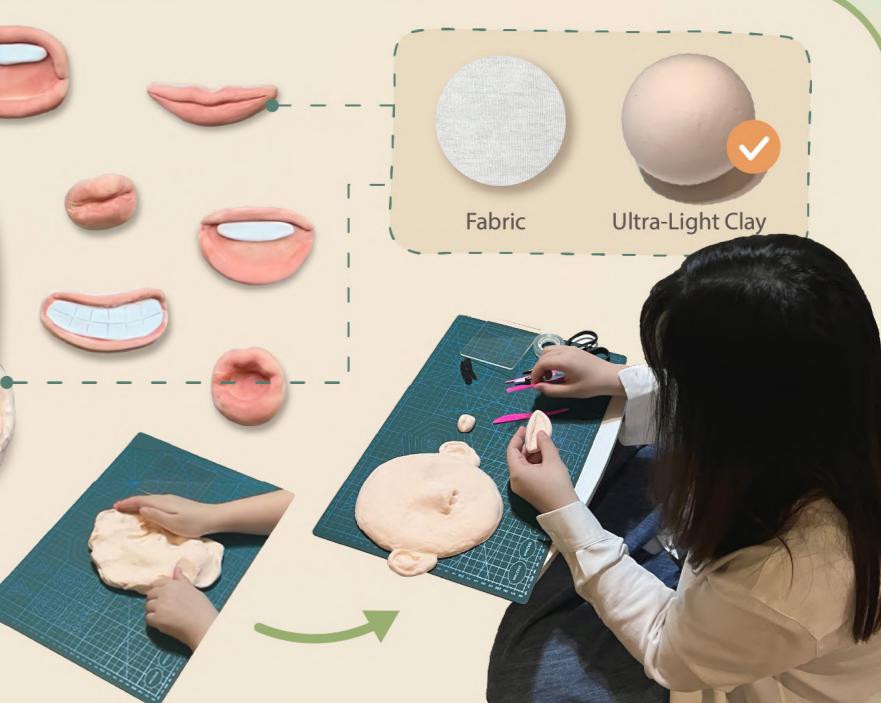
### Model Making



- Short-Pile
- Hairy Flu
- Furry Paste
- Liquid Filling
- Water-Based Polymer Gel

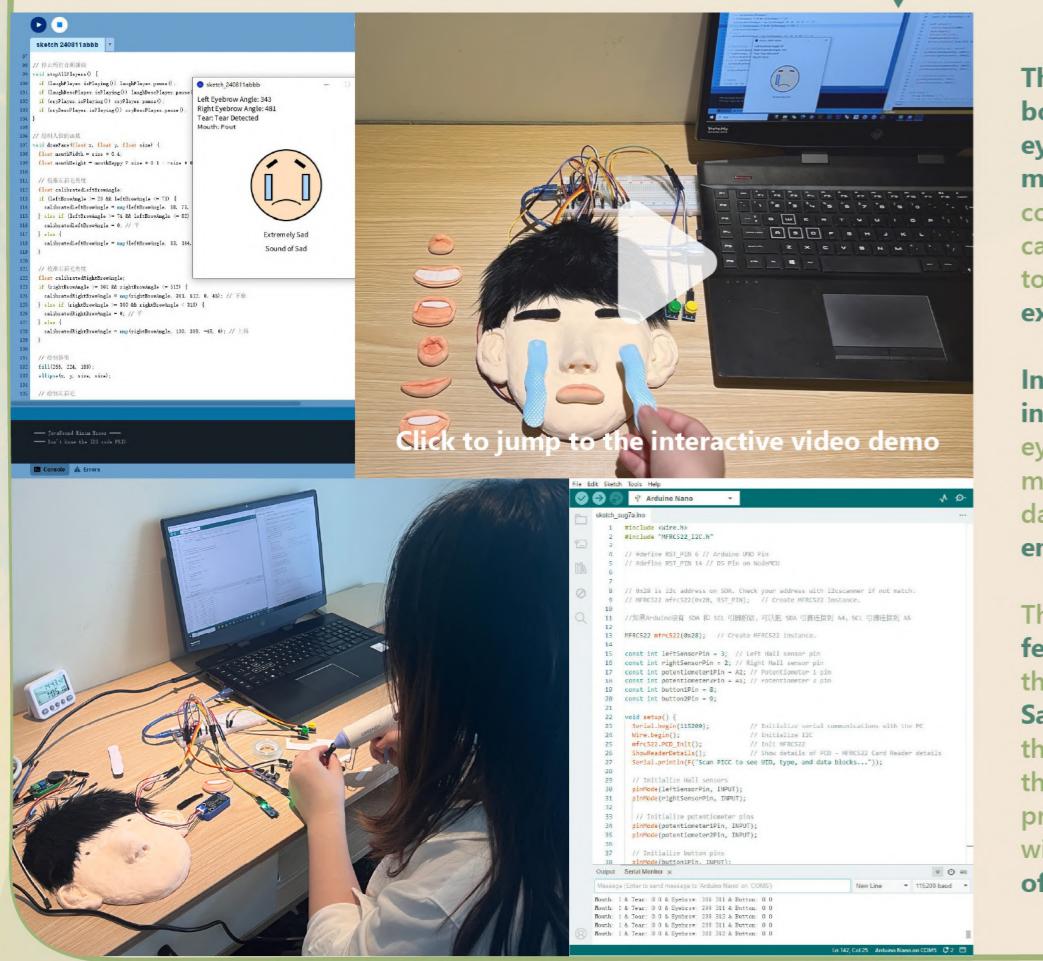


- Fabric
- Ultra-Light Clay



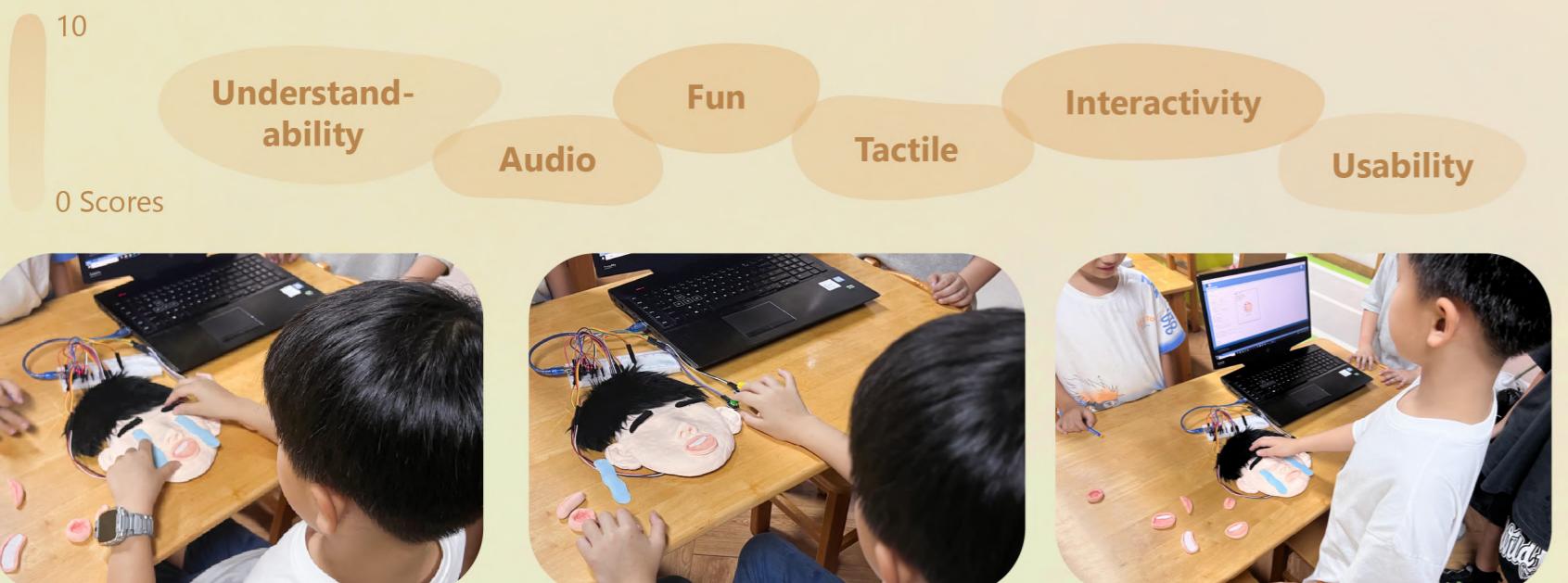
## Electronic Component Assembly

VIDEO LINK : <https://www.youtube.com/watch?v=6EJs3cuftCQ>



## USER TESTING

I found some blind children from a blind kindergarten and let them experience the tactile expression boards. Then, I interviewed them to share their feelings.



10

Understandability

0 Scores

Fun

Tactile

Interactivity

Usability

## Principle Diagram

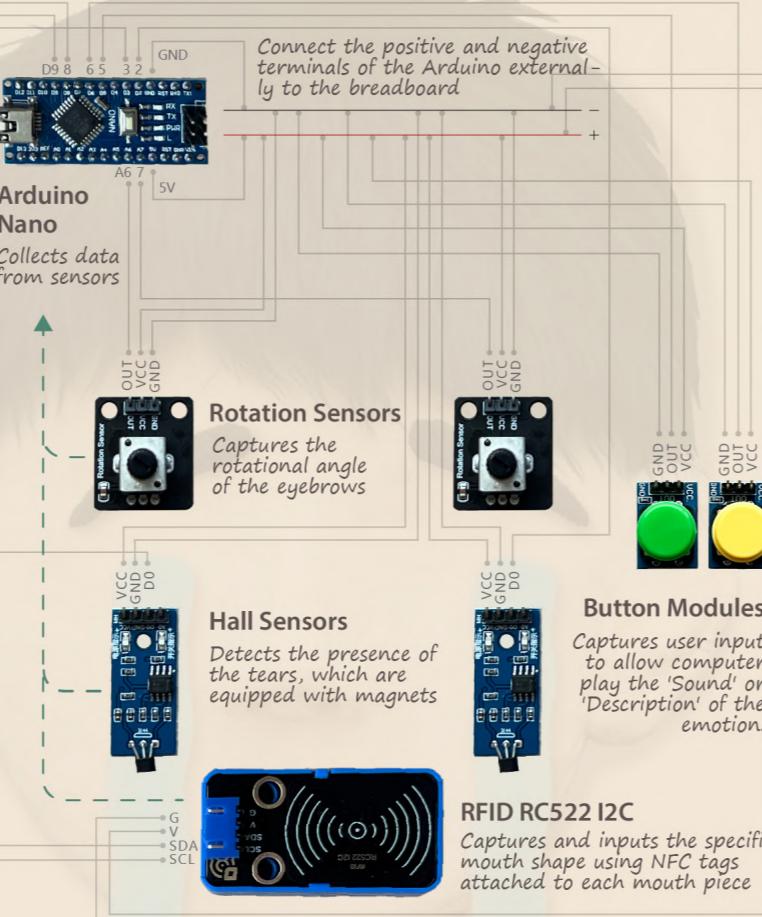
Information is sent to the computer, which then analyzes the data and outputs the audio



The tactile emotion board includes rotatable eyebrows, replaceable mouth shapes, and tear components. Children can adjust these features to create different facial expressions.

Internal sensors detect information about the eyebrows, tears, and mouth, converting all the data into corresponding emotions through coding.

The board provides voice feedback. For example, if the emotion "Extremely Sad" is identified, pressing the yellow button will play the "Sound of Sad", while pressing the green button will play the "Description of Sad".

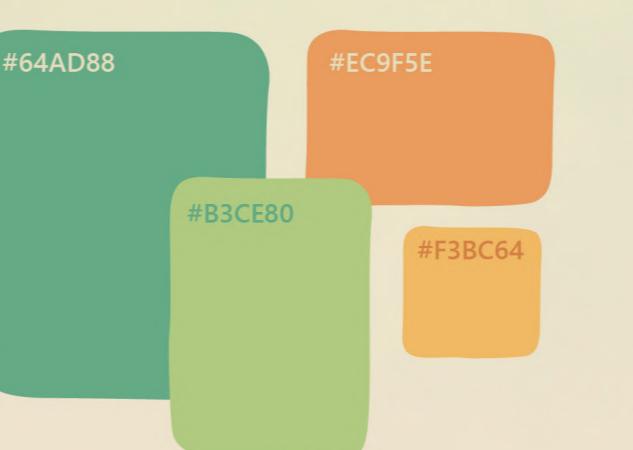


## FEEDBACK

- "This mouth is a bit light."
- "The skin feels a bit rough."
- "I created a face!"
- "It talks! That's so cool!"
- "I can't find where the other mouth was."
- Observation: Many kids came over to try it, and they were super excited

## ONLINE DESIGN

### Color

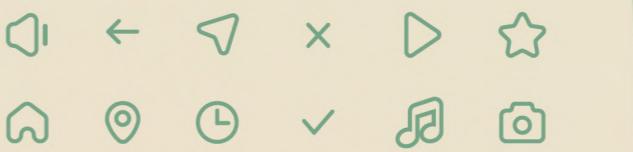


### Typography

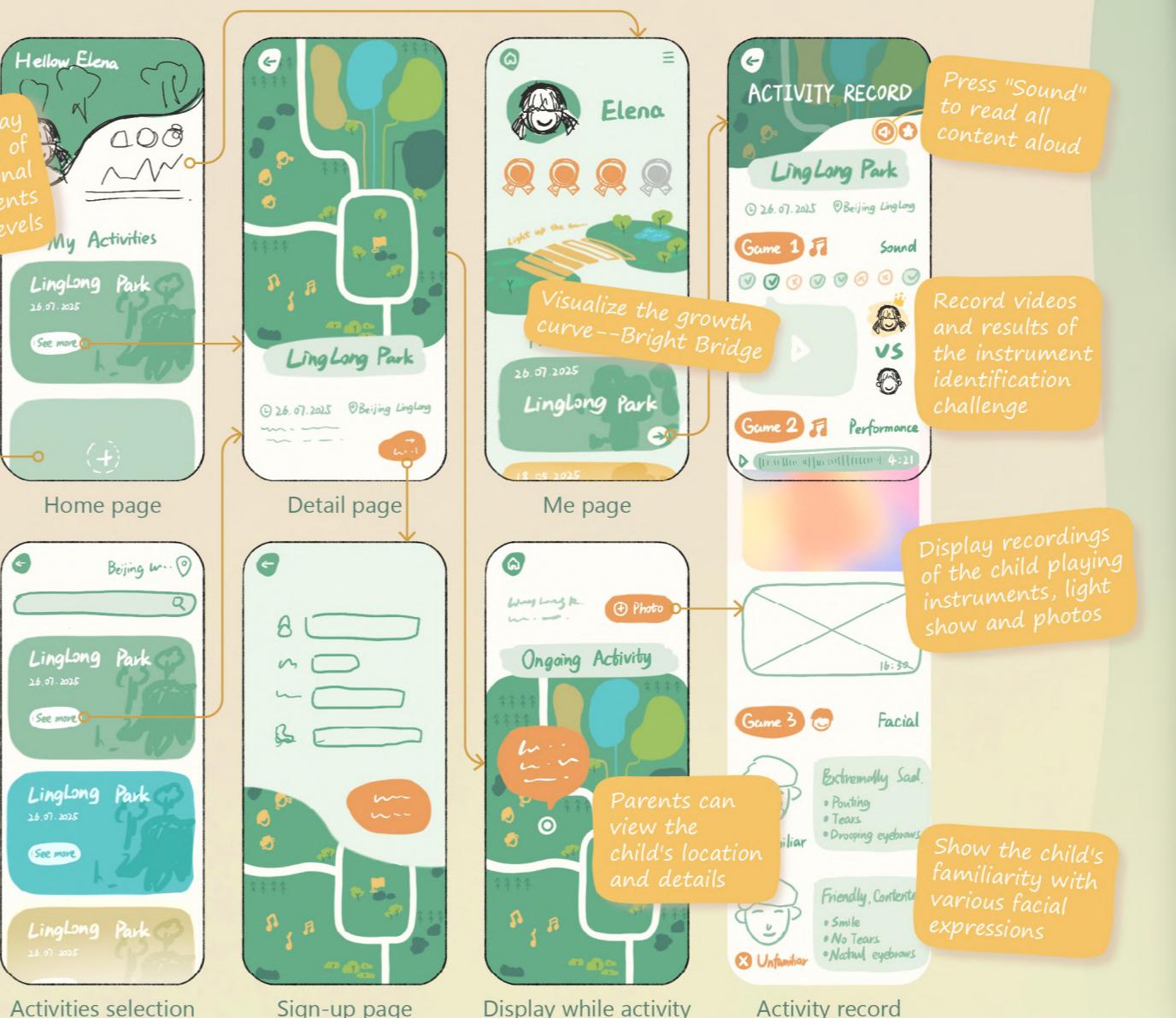
Aa Aa Aa Aa

a b c d e f g h i j k l m n o p q r s t u v w x y z  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
0 1 2 3 4 5 6 7 8 9

### UI Icons

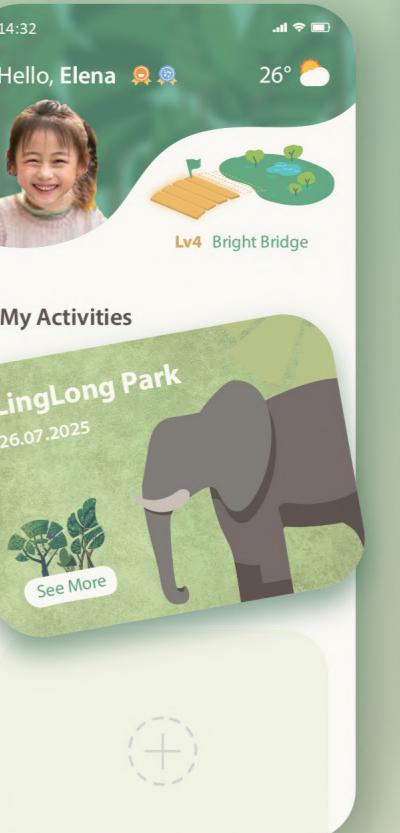


## User Interface



## UI Design

The HTML5 provides event information, online registration, growth tracking, and feedback features.



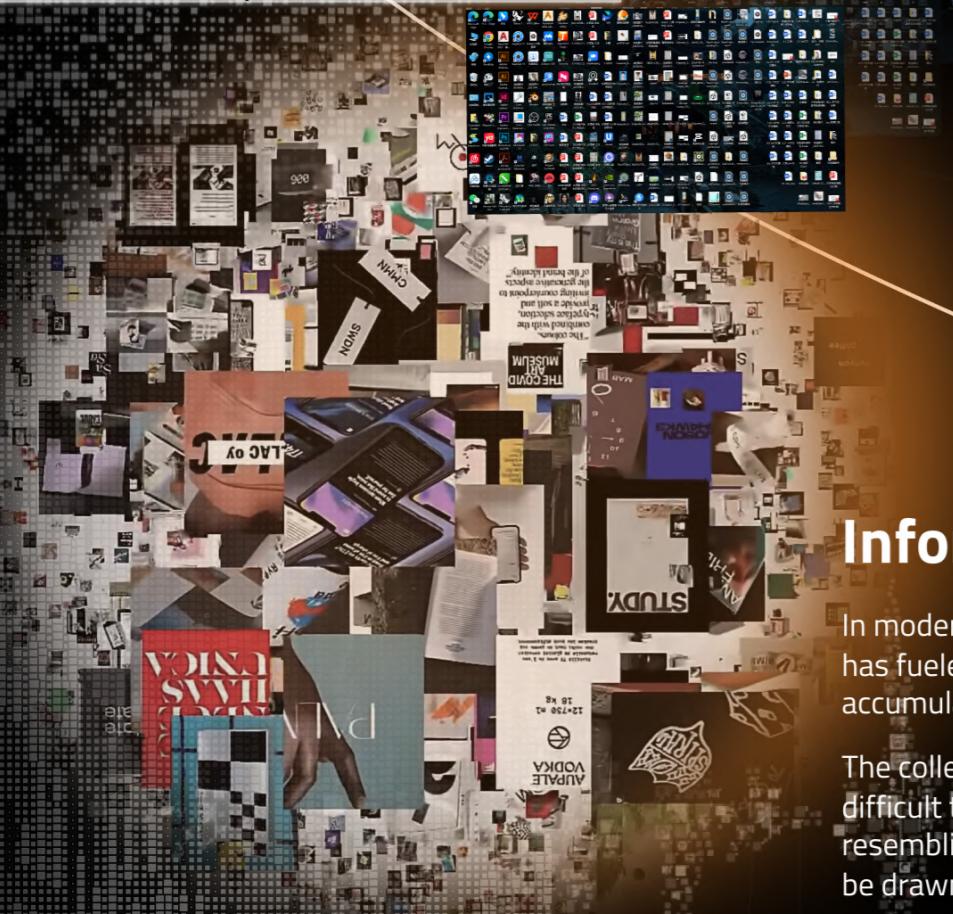
# CHAOTIC ECHOES

TOUCHDESIGNER CONCEPT PROGRAMMING & SOUND EXPERIMENTAL DESIGN

As technology advances and information expands, we are entering an era of information overload and fragmentation, where chaotic data and space debris create an invisible 'noise' that disrupts our cognition, emotions, and attention. This 'noise,' like the 'heat death' of meaningless information, burdens us mentally. Despite awareness of the issue, its expansion is becoming inevitable, leading to the increase in entropy of 'noise' and ultimately plunging us into crisis. This trend reflects a deeper sense of sorrow and helplessness.

Through particle visuals from Touch Designer and experimental sound design, I created the fragmented universe installation to explore the contradiction of information overload and technological development. This work is both my vision of a future crisis and a critique of the present, aiming to inspire a reexamination of the digital environment.

FINAL VIDEO LINK : <https://vimeo.com/1035238096>



## Interstellar Ruins

Earth's orbit has become a massive junkyard, filled with abandoned satellites, rocket parts, and countless high-speed debris fragments. The European Space Agency estimates there are over 130 million pieces, including around 36,500 larger than 4 inches and about a million between 0.4 and 4 inches. Even the smallest fragments, though less than 0.4 inches, travel at bullet-like speeds and pose serious risks to active spacecraft. This fragmented, unmanageable accumulation has effectively turned Earth's orbit into "interstellar ruins."

**MACROSCOPIC**  
Physical

**MICROSCOPIC**  
Virtual

## Information Obesity

In modern society, reliance on digital devices and online platforms has fueled an insatiable collection of information, leading to an accumulation of useless data, termed "information obesity."

The collected data exists in fragmented virtual spaces, making it difficult to integrate and use effectively due to its complexity, resembling dark matter. Consequently, this information appears to be drawn into an unreachable virtual realm—a digital black hole.

Information hoarding and space debris may be inevitable side effects of modern technological development

## ENTROPY INCREASE

The uncontrolled spread of information and debris

As technology advances, the spread and fragmentation of information intensify, leading to an uncontrollable increase in both information and space debris and driving an irreversible increase in entropy—a "heat death" of information.

# KEYWORD

## MICROSCOPIC

Personal information overload creates a chaotic, suffocating effect, where fragmented data becomes noise, much like a digital black hole.

# NOISE

The experience of sensory simulation:

**HEAVILY CONGESTED  
UNABLE TO BREATH**

Information overload and distractions have transformed much of the data into meaningless noise, impacting attention, cognition, and emotions. This excess information, likened to the "breathlessness" of obesity data or the "noise" of too much information, reflects the mental burden of overload.

Noise can be understood as a consequence of information overload, where an excess of disordered and unrelated data accumulates, much like space debris that has nowhere to be contained or organized.

## MACROSCOPIC

Space debris mirrors this fragmentation, where the collision of celestial bodies results in disordered debris, analogous to the accumulation of disordered information in a system.

# REFERENCE

## A sea of data

Hito Steyerl  
2016 (e-flux Journal Issue #72)

## Dream English Kid

Mark Leckey  
1964–1999

## Data-verse 1/2/3

Ryoji Ikeda  
2019–2020

## In Real Life

Stephen Cripps  
1982

She discusses how information overload creates a perceptual crisis, with machine-generated data and signals exceeding human cognitive capacity. Traditional modes of vision and understanding struggle to cope with the ever-growing volume of data. This overwhelming influx of information constantly disrupts cognition, creating an invisible "noise" burden.

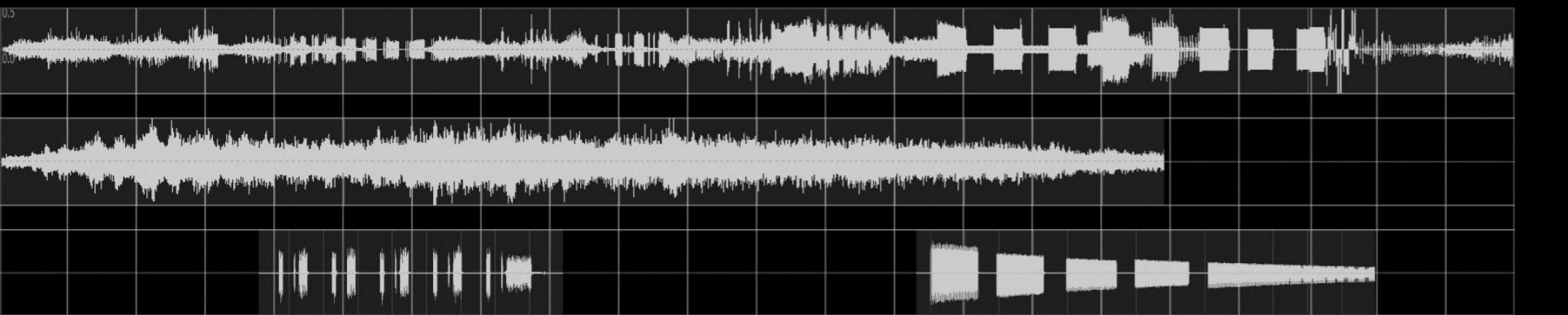
By recreating the noise of the digital age and old devices, he expresses the anxiety of being overwhelmed by information, breaking traditional artistic boundaries through this 'chaos of sound.'

He explores the impact of information overload and technology on human perception by transforming digital data into sound and visual representations, allowing the audience to experience the density of information flow and the permeation of technology.

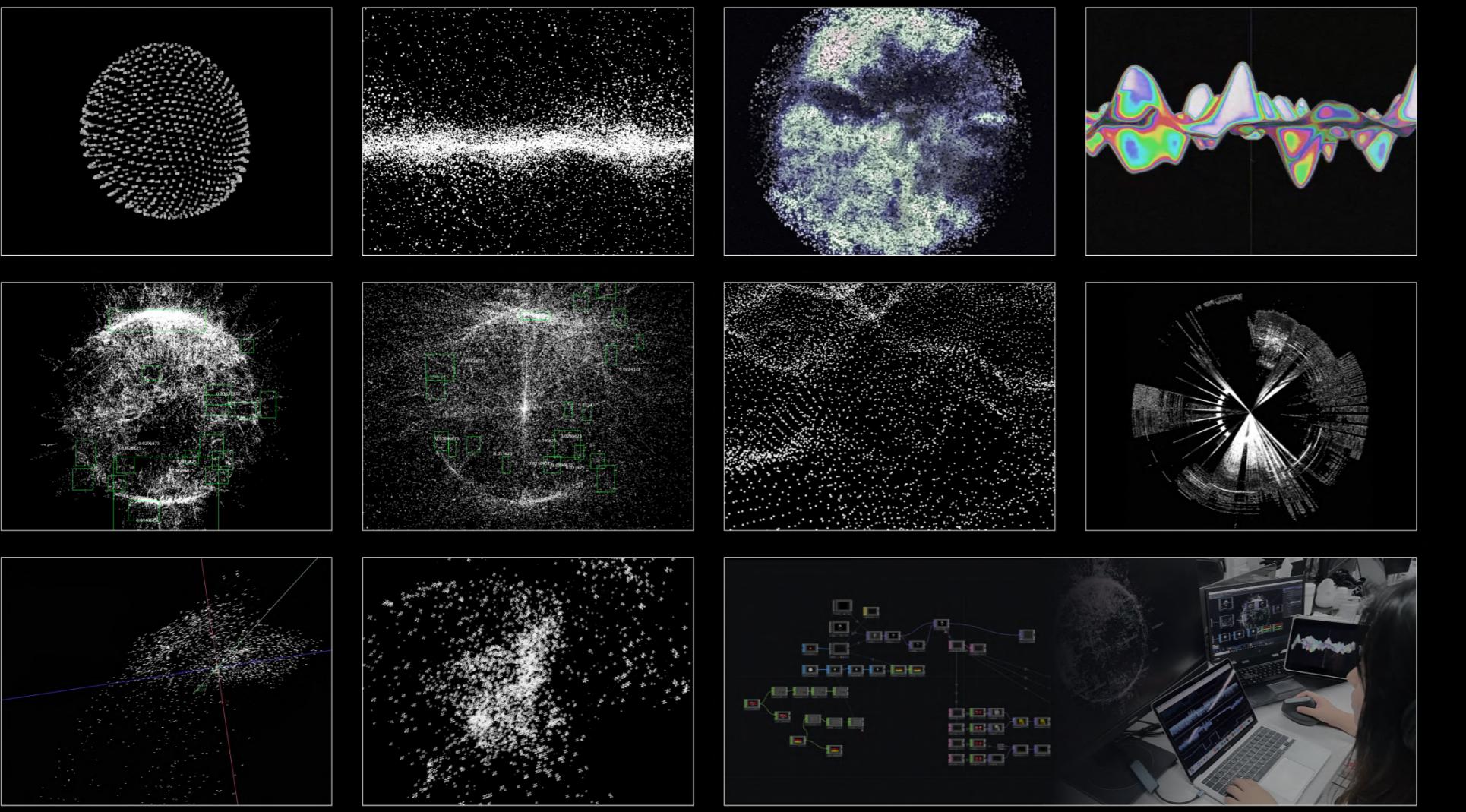
His work emphasizes the completeness of the moment of creation and multisensory experience. The pieces are often completed through experimentation, showcasing immediacy and exploration. His sketches and collages directly reflect his thinking.

# EXPERIMENTAL

## SOUND



## VISUALIZATION

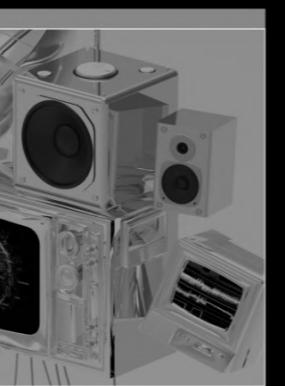


Created with TOUCH DESIGNER – Interactive visuals driven by real-time audio

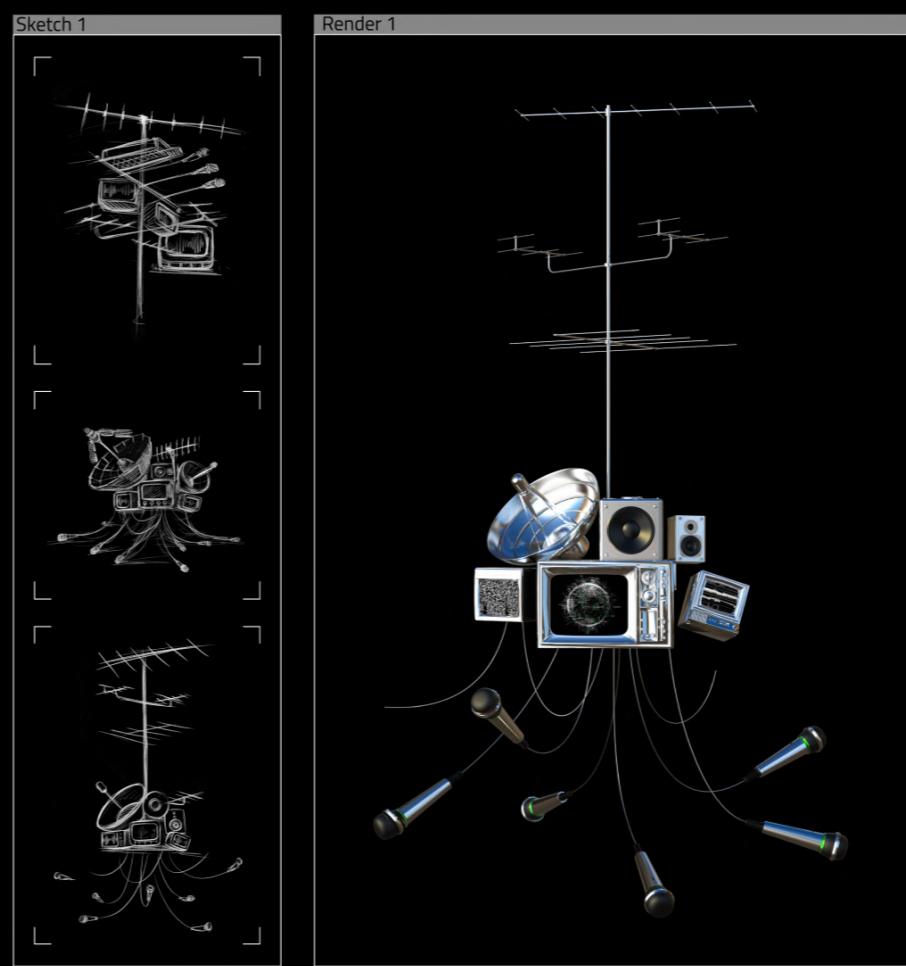
## PROCESS

### Noise Monster

The "Monster" is a concrete image of future information overload and growing e-waste, made up of fragmented data and e-waste. It symbolizes the chaos and "noise" of information explosion, with its "tentacles" continuously capturing and amplifying the noise.



Rendered with Octane Render  
OC Render



#### Explanation

The "NOISE" and "FRAGMENTED" symbolize our state of being lost in the chaos of disordered data

#### Explanation

"ENTED" lost data

#### Reflection

Whether digital waste or space debris, they symbolize humanity's endless vortex of desire, where increasing demands create more fragments and garbage, ultimately forming an uncontrollable vicious cycle.

#### Concept

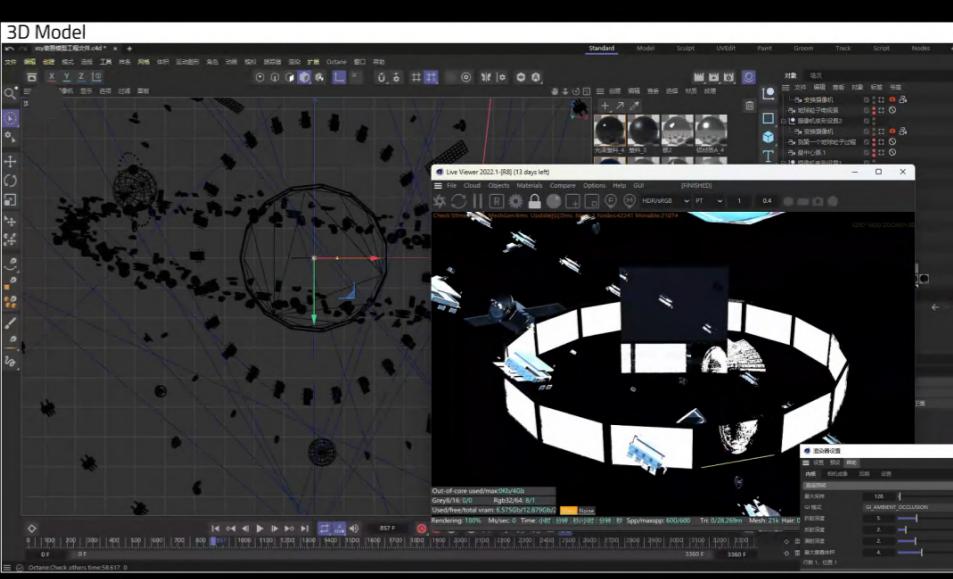
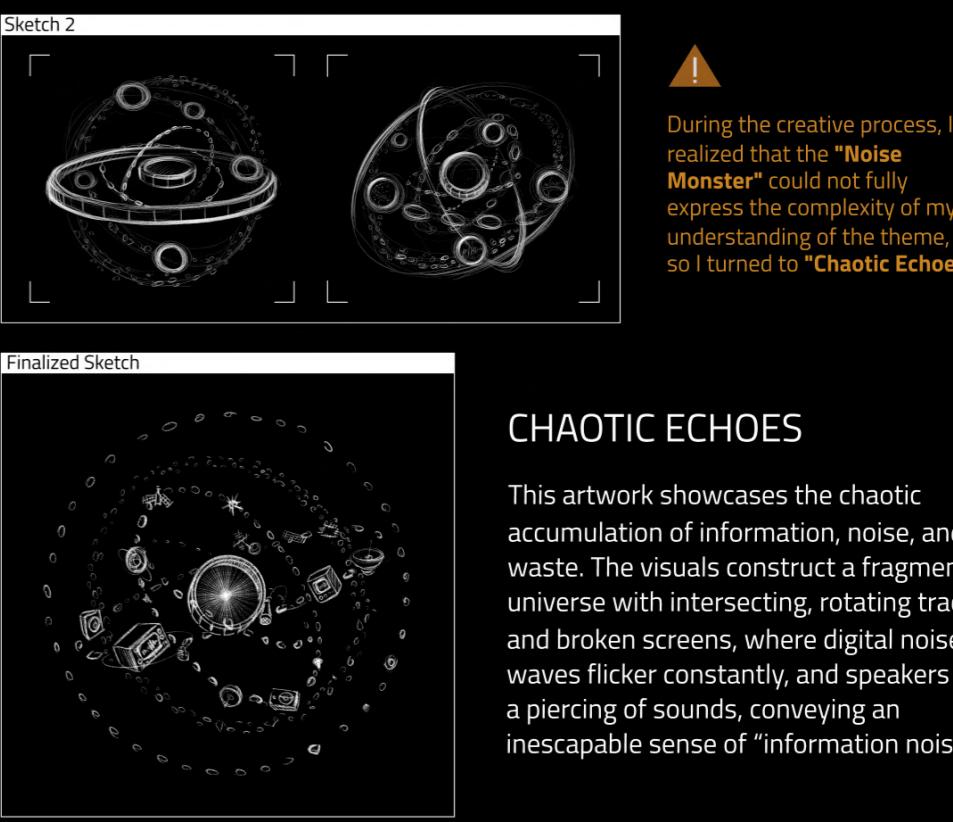
The continuous accumulation of information overload and digital waste is an inevitable reality, reflecting humanity's helplessness and sorrow.



During the creative process, I realized that the "Noise Monster" could not fully express the complexity of my understanding of the theme, so I turned to "Chaotic Echoes"

### CHAOTIC ECHOES

This artwork showcases the chaotic accumulation of information, noise, and waste. The visuals construct a fragmented universe with intersecting, rotating tracks and broken screens, where digital noise waves flicker constantly, and speakers emit a piercing of sounds, conveying an inescapable sense of "information noise."

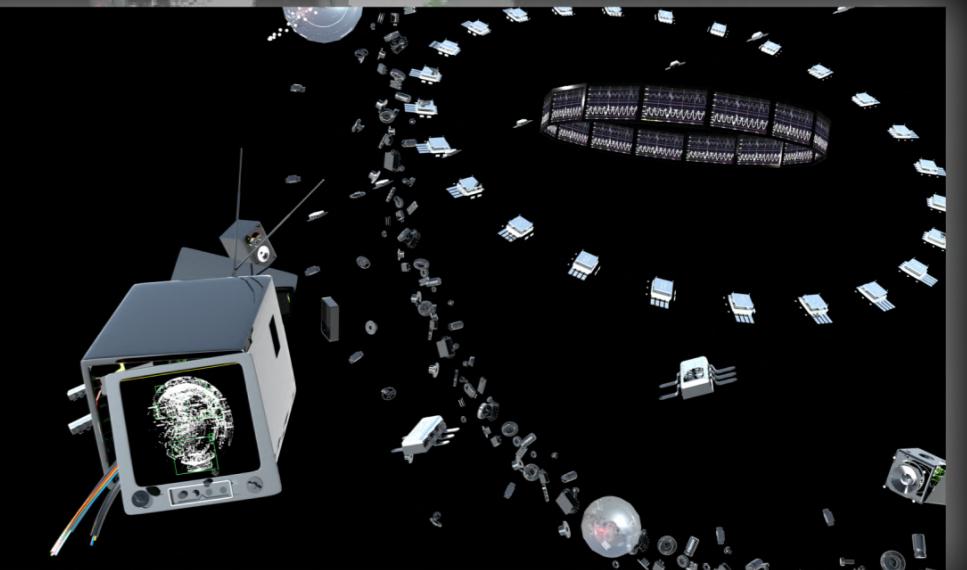
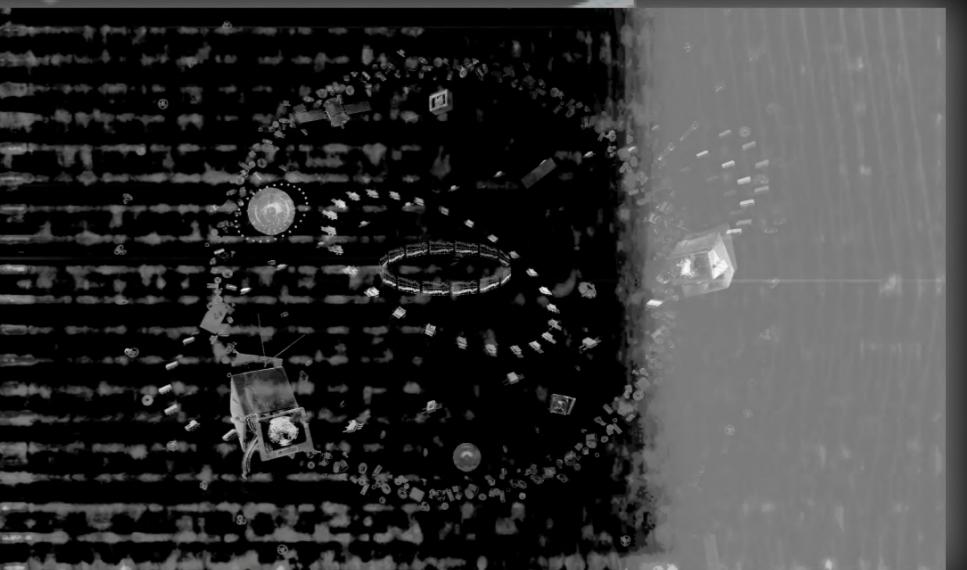
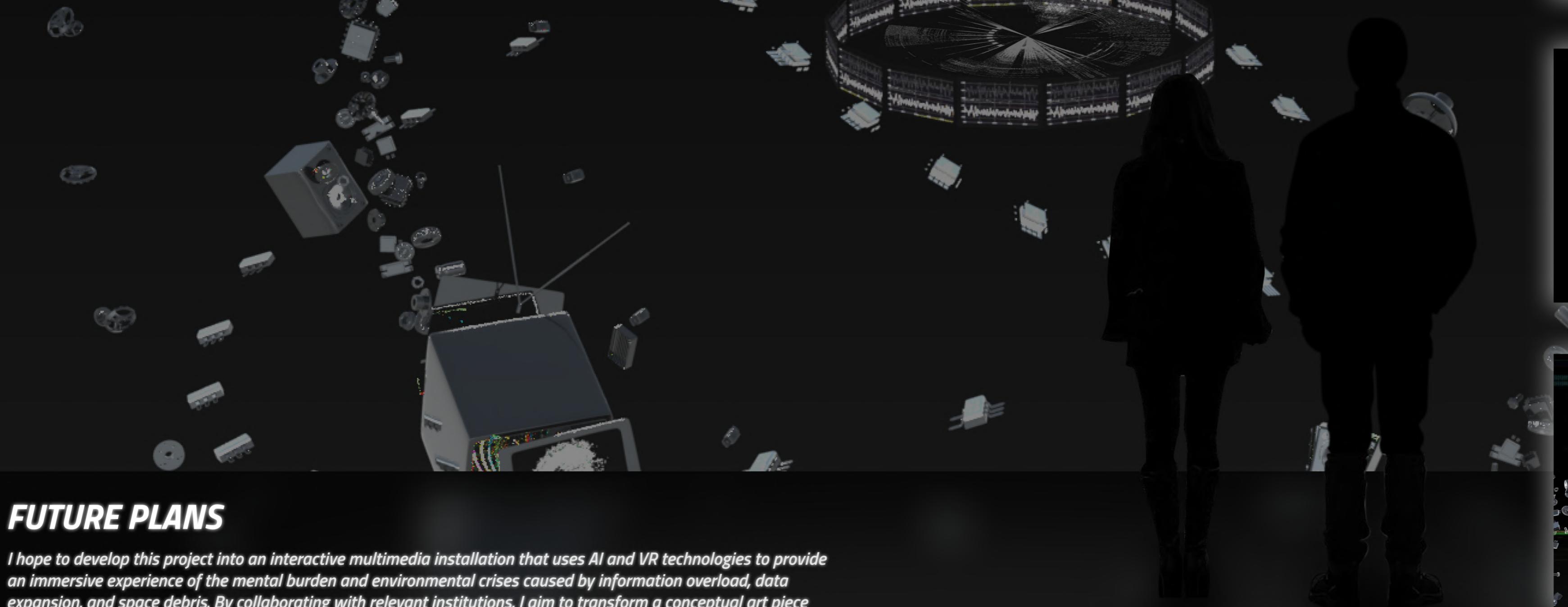


Modeled in Cinema 4D

# FINAL

VIDEO LINK : <https://vimeo.com/1035238096>

This video explores the paradox of information overload and technological development, using electronic and space debris as metaphors to depict the crisis of future society drowning in chaotic data. The real-time sound wave visual effects pulse in the background, emphasizing the uncontrollable entropy brought by technology. The overall style of the video is digital and sci-fi, with glitchy elements hinting at a future on the brink of collapse, provoking deep reflection on the information society.



## FUTURE PLANS

I hope to develop this project into an interactive multimedia installation that uses AI and VR technologies to provide an immersive experience of the mental burden and environmental crises caused by information overload, data expansion, and space debris. By collaborating with relevant institutions, I aim to transform a conceptual art piece into a cross-disciplinary educational tool, sparking deeper reflection and public discourse.

# P·Y·R·E

## Sound Installation & Moving Image

This project reflects on the extremism of the independent woman image, exploring the misogynistic structure rooted in patriarchal society.

While the rise of online feminism has promoted the independent woman as a symbol of breaking free from constraints, it also reveals internal divisions and new forms of oppression. The rigid demands placed on women reflect the same patriarchal, misogynistic underpinnings.

Using a listening installation, I created an immersive bonfire experience paired with dual channel voice recordings of independent women, aiming to deconstruct the tension between societal expectations and the true essence of "modern independent women." The work seeks to provoke public reflection on this phenomenon and question the hidden structural oppression behind the ideal of female independence.

FINAL VIDEO LINK : <https://vimeo.com/1017805697>

## Why I Do This Project?

### Why are women afraid of having children?

In the age of information sharing, social media's induced anxiety of pregnancy and giving birth has made women more aware of its costs



### What is the current state of childbirth in China?



## Symbolic Dilemma



### Naive and sweet female lead

Ordinary  
Desires love  
Incompetent  
Relies on the male lead  
Kind and innocent  
Traditional female traits

### Independent and strong female lead

Confident and self-reliant  
Professionally successful  
Decisive and resilient  
Unmarried, child-free  
Doesn't depend on others  
Non-traditional female traits

These labels have become the new social expectations and standards for women.



NOW

### What does a perfectly independent woman look like?

The 'XIAOYI' figure, admired for her elegance, financial independence, and childfree, unmarried lifestyle, has become a symbol of independence on social media.



But this limits the definition of an independent woman to a narrow set of traits



Rich



Beauty



Childfree



Unmarried

The "XIAOYI" standard seems free but imposes new societal pressure, creating invisible constraints for women

Has the discourse struggle truly led to the awakening of women's self-awareness?

# Visual Research

Modern films and TV often portray "Independent Women" in a stereotypical and formulaic way



# Reference



Untitled Film Stills, 1977-1980  
Cindy Sherman

She uses photography of different constructed identities to illustrate the limiting stereotypes people have of women and critique the rigidity of gender roles.



Disgust Against Women  
Chizuko Ueno

The book explores the impact of misogyny on women, revealing how internalized patriarchy perpetuates oppression, which makes me realize that the stereotyping of independent women stems from this internalization.



The Society of the Spectacle  
Guy Debord

The book critiques how capitalism maintains power through spectacle. I realized that the "independent woman" is also viewed as a spectacle, seemingly a feminist victory but possibly driving a return to traditional views on reproduction.

**Stereotyping**

These demands are not only extreme but also contain a certain class consciousness, reflecting discrimination against the weak

**Class Bias**

The misuse of high standards for "independent women" has intensified conflicts and increased pressure among women

**Oppression**

These views are amplified in discussions of women's independence, marriage, and childbearing, leading women to become trapped in a system of collective oppression

Criticizing the "love-obsessed mindset" and promoting "independence" have imposed rigid expectations, causing shame in pursuing intimate relationships

**Becoming like a man should not be the goal of feminism!**

**Male Norms**

Descriptions of 'independent women' focus on traditionally male traits, neglecting women's unique strengths and unintentionally reinforcing male-dominated norms

# China's Self-comb Women

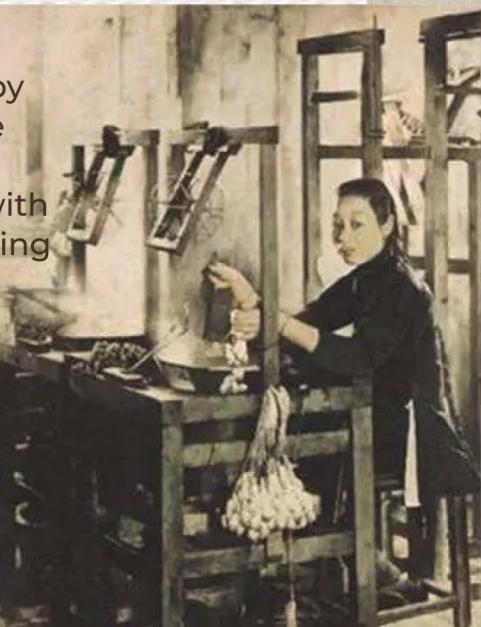
## Escape

The self-comb women were a group of women in ancient southern China who resisted feudal teachings and arranged marriages by styling their hair into a bun as a vow to remain unmarried for life.



## Self-sufficiency

They sought economic independence by working outside their home and lived together with other self-combing women.



## Mutual aid community

They fought against the traditional marriage system at great personal cost, symbolizing a courageous resistance by women in their pursuit of autonomy and dignity.

## Extreme punishment

They would publicly vow to remain unmarried and childless, and those who broke their vows faced severe punishment, including being subjected to "JingZhuLong" (a punishment involving being locked in a cage and drowned).



## The price of rebellion

Witches, as symbols of resistance, faced severe societal backlash and persecution, often being branded as evil.

West Country's witch



## Burning

They are subjected to harsh punishments like burning.

## Transcending men

They not controlled by men, and challenged male dominance, risking their lives for autonomy and dignity.

## Braids

Paraphrase:  
Female power

## Sewing

Paraphrase: One of the survival skills of women

# Reflection

If the **extreme image of a perfect independent woman** continues to develop, it may lead to more women **feeling confused and powerless**, which in turn fosters a reliance on men, thereby weakening women's awareness of their own rights and sense of self-worth.

## This could potentially be a trap

### Pressure on Women

Women face pressure from careers, appearance, and family, leading to exhaustion and anxiety in their pursuit of independence.

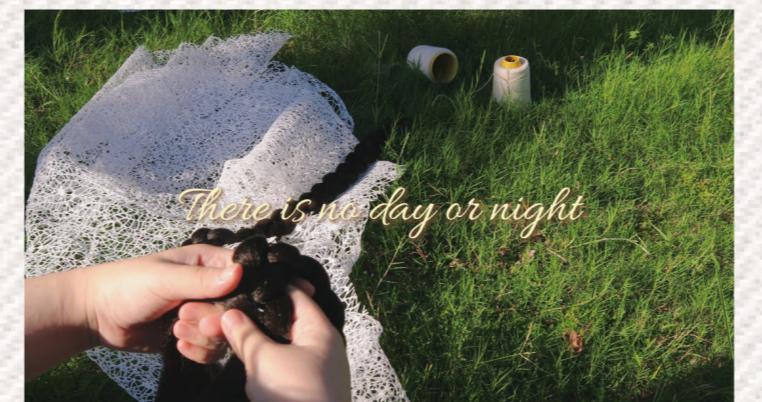
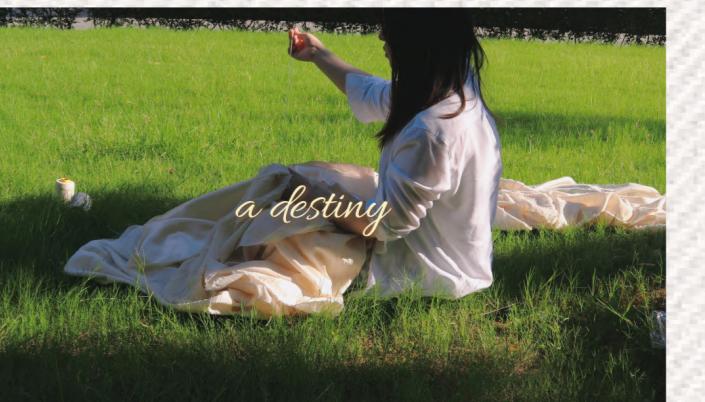
### Social Division

A division forms as those who adapt to the independent role may criticize others, creating value clashes, while those who struggle may feel frustrated and revert to traditional roles.

## Bonfire

Paraphrase: Celebration, Punishment, Rebellion

# PROCESS



This artwork is a tent installation symbolizing the struggles of female independence. The tent's body is composed of stitched fabrics, incorporating braids, lace, and other feminine symbols to represent the diversity of female identity. The chrome-plated shafts and aluminum alloy frame signify both strength and constraint. Inside the tent, headphones play the audio "I AM AN INDEPENDENT WOMAN," inviting the audience to participate and experience the tension between a declaration of independence and inner repression.

# Movie Image Design



In the left audio channel, extreme statements from Chinese media or online platforms are delivered in an authoritative tone, as if spoken by teachers or influencers. In the right channel, a group of women repeats these lines, mimicking the tone and rhythm, creating the effect of an oath or declaration. The two voices combined suggest a leader guiding a group of impressionable young women in a ritual-like indoctrination.



**Title**  
I AM AN INDEPENDENT WOMAN

**Year**  
2024

**Duration**  
1 minute 57 seconds

**Medium**  
Color video, Stereo sound

**Description**  
This video critiques radical ideas of female independence by highlighting the potential for these views to be delivered in a dogmatic, almost brainwashing manner, resembling slogans.

MOVING IMAGE PART LINK : <https://www.youtube.com/watch?v=XLiprfGWYms>

# OUTCOME



FINAL VIDEO LINK : <https://vimeo.com/1017805697>

Through projection mapping, the exterior of the tent creates an immersive experience, transforming the installation itself into a burning bonfire. The soft textiles, like an innocent young girl, embody a force of rebirth emerging from destruction.

