

"Instagrat" forces the audience to witness the slow emotional breakdown of a random internet stranger through social media. I want to bring to light the significantly negative and misunderstood impacts social media has. Cyberbullying is an appropriate symptom of the larger infection. While the scope of this project specifically deals with cyberbullying, I would eventually like to comment on the other blights of the internet: targeted advertising/the futility of privacy/the illusion of free will. But for now, the project addresses how we treat each other in a virtual platform. With effectively all of reality now moving virtual, there are millions and millions of people needing a virtual presence for the first time in their lives. The younger generations have typically had this presence for years already, but older generations are moving into virtual reality as well. And age does not affect how the world treats you in an online world. Misunderstanding technology, misunderstanding communication, and misunderstanding each other leads to a world where it is impossible to coexist with anyone else. Struggles with mental health also do not bias towards any generation in particular, and as such, those who are newer to this virtual world we live in will be equally new to the unique set of mental and emotional grievances that accompany it. I aim to instruct, showcase, and deliver an experience that teaches everyone what kind of behavior is woefully unacceptable, both online and everywhere. This piece shows the audience glimpses of "reality" that slip through the cracks of the personas we adopt online. I want people to see the truth behind social media posts; this piece advocates transparency and vulnerability for our online lives.