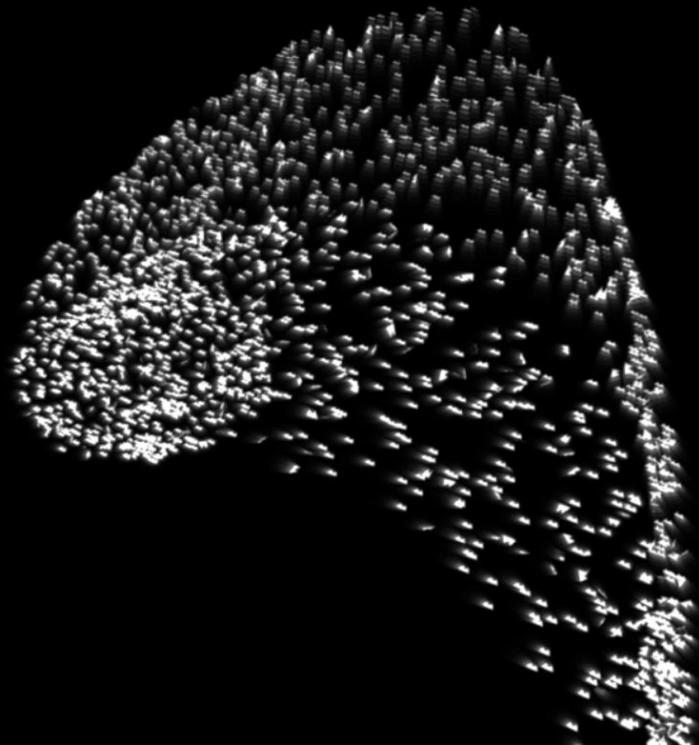


# remnants

KIND ACTS OF CRUELTY



# topic

KIND ACTS OF CRUELTY



# topic



## MICROAGGRESSIONS

# topic



Context:

A year of momentum and radical change.

# topic

Change:

Intent does not equal impact.



# topic



Questioning:

How do we create understanding?

# topic

Aim:

There's a name for it  
It's called **microaggressions**.



concept

KIND ACTS OF CRUELTY



# concept

Hybrid format:

Educative website

Audiovisual installation



# concept

Educative website:

Who do we want to reach?  
What is it about?  
Sharing experiences



# concept

Audiovisual installation

Making **intangible** tangible



# concept

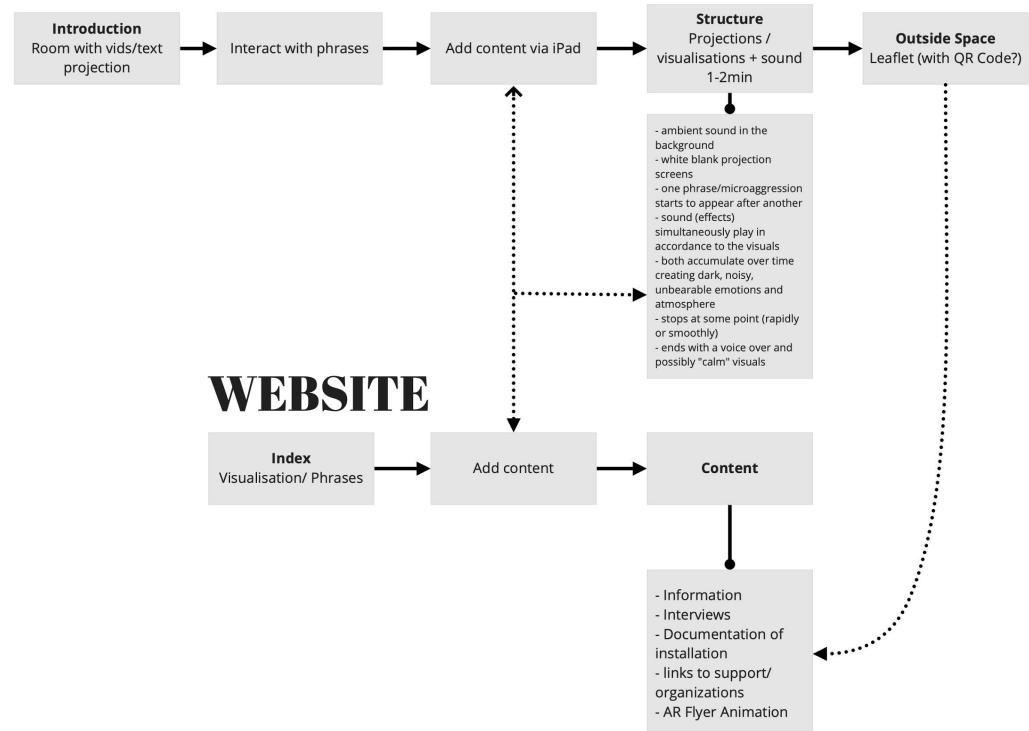
## User Experience

Website as the interface between content and visualisation

Construction with projection screens as the centrepiece

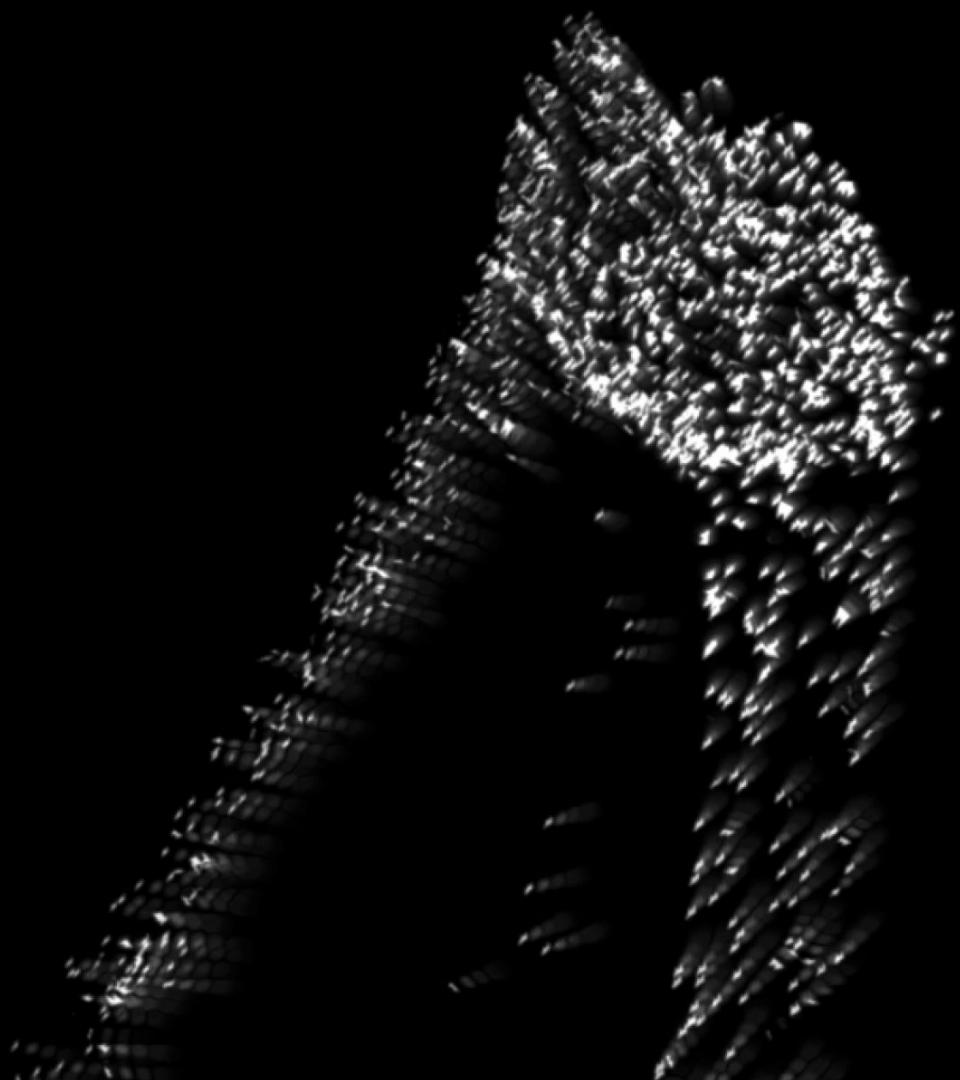
Further information and education through website visit

## INSTALLATION



# remnants:

KIND ACTS OF CRUELTY





# REMNANTS

kind acts of cruelty

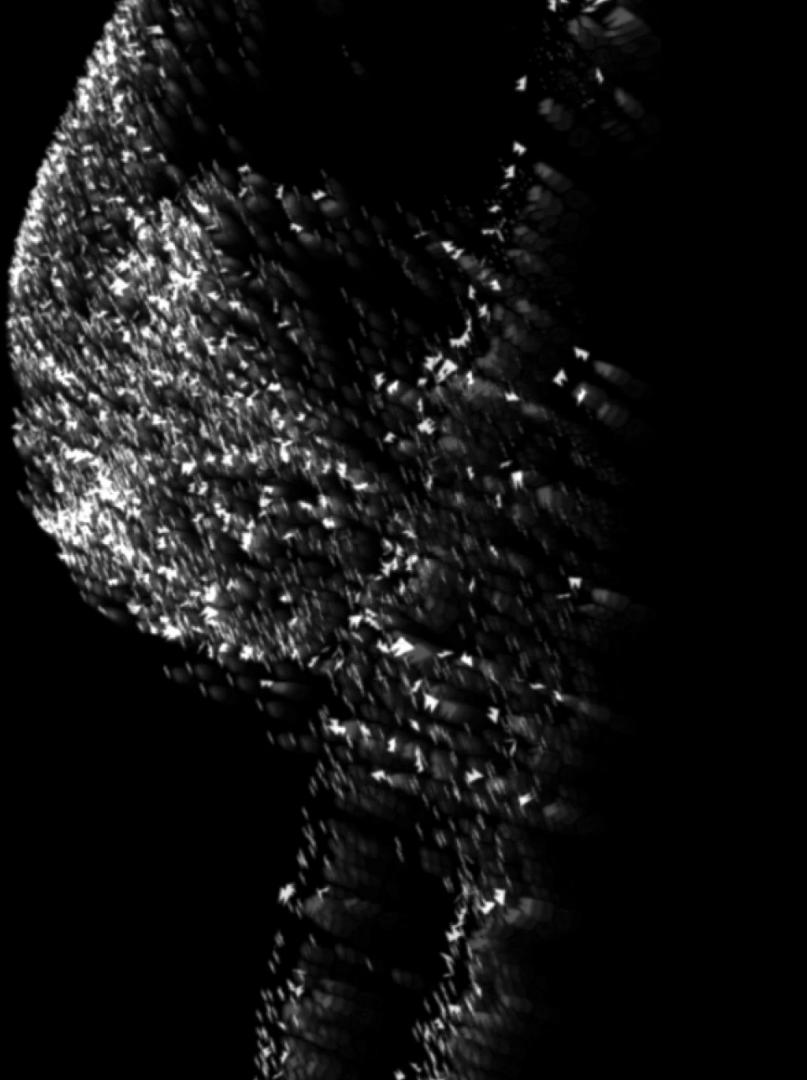


# website

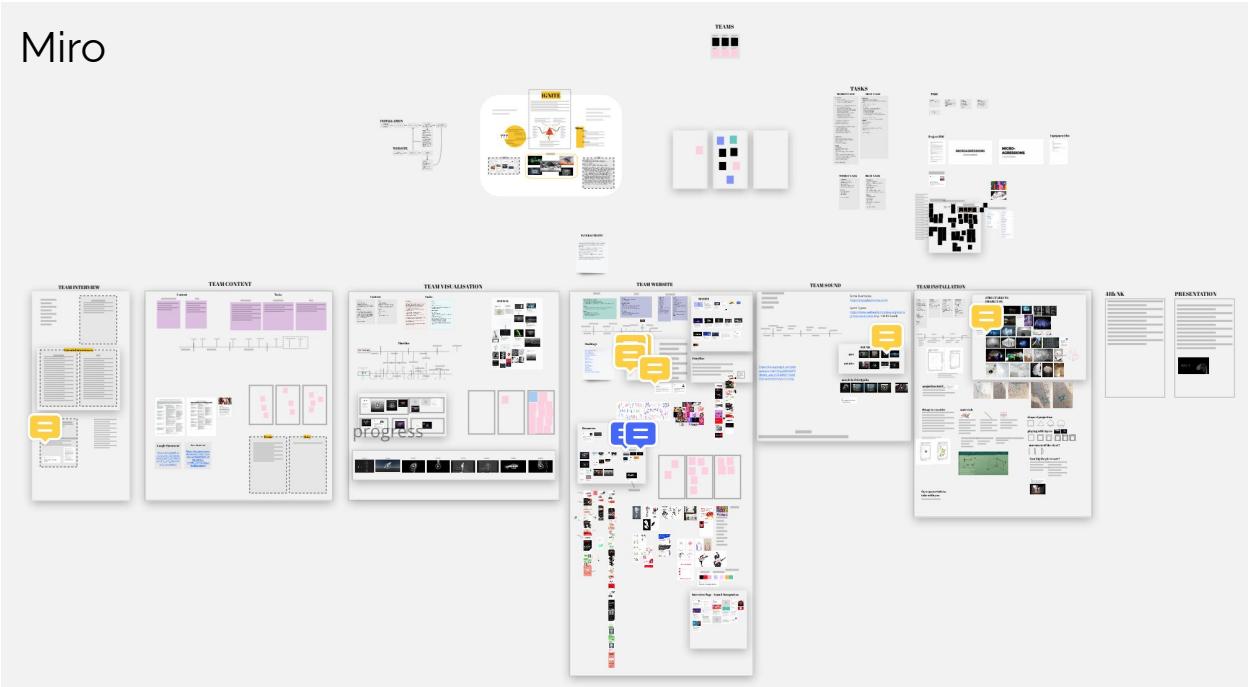


# organisation

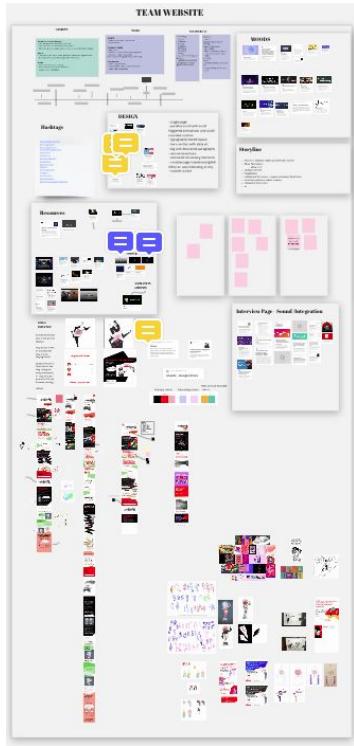
KIND ACTS OF CRUELTY



# organisation



# organisation



## TEAM VISUALISATION

**Content**

**Tasks**

**Timeline**

**Tutorials and Resources**

**TO DOS**   **IN PROGRESS**   **DONE**

**progress**

This visualization board includes sections for Content, Tasks, Timeline, Tutorials and Resources, and a Kanban-style board for To Dos, In Progress, and Done tasks. The timeline shows a sequence of events from Installation to Testing. The progress section displays a series of video frames illustrating a process.

## TEAM INSTALLATION

**STRUCTURES TO PROJECT ON**

**projection test 1**

**things to consider**

**materials**

**shape of projection**

**placing with layers**

**movement of the sheet?**

**how big the pieces are?**

**One poster info to take with you**

This board is dedicated to team installation planning. It includes a section for structures to project onto, a projection test, and various considerations like material types and projection shapes. A legend at the bottom right provides symbols for different projection types and layer placement.

# organisation

## Meetings

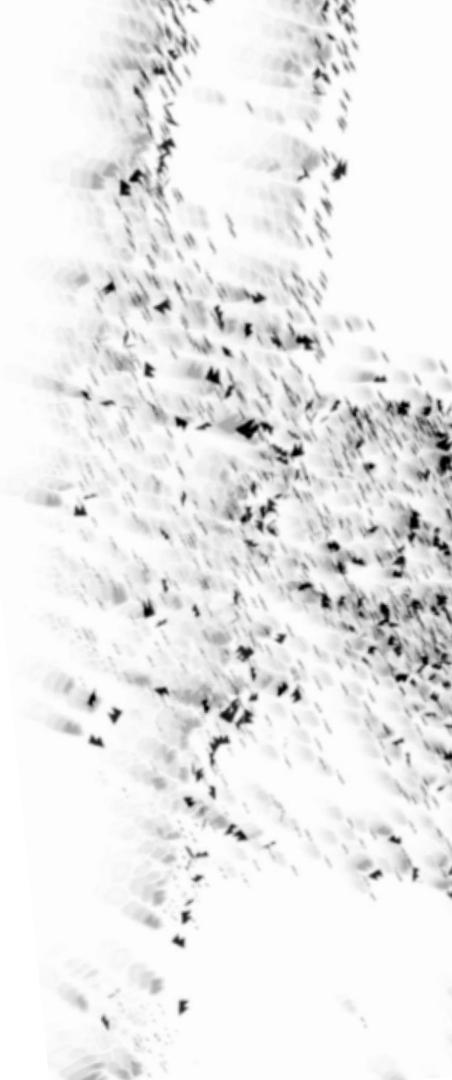
- twice a week
- extra team meetings



# organisation

## teams

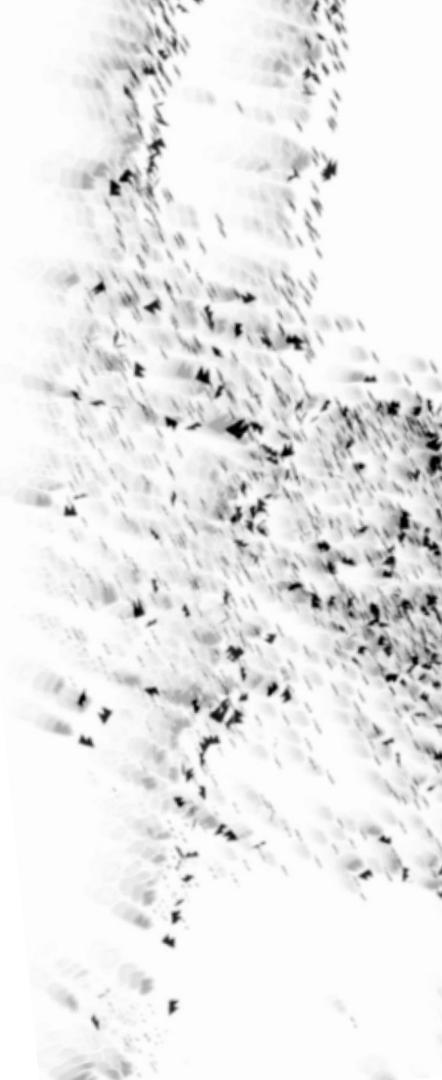
- content
- website
- interviews
- installation
- visualisation
- sound



# organisation

## team captains

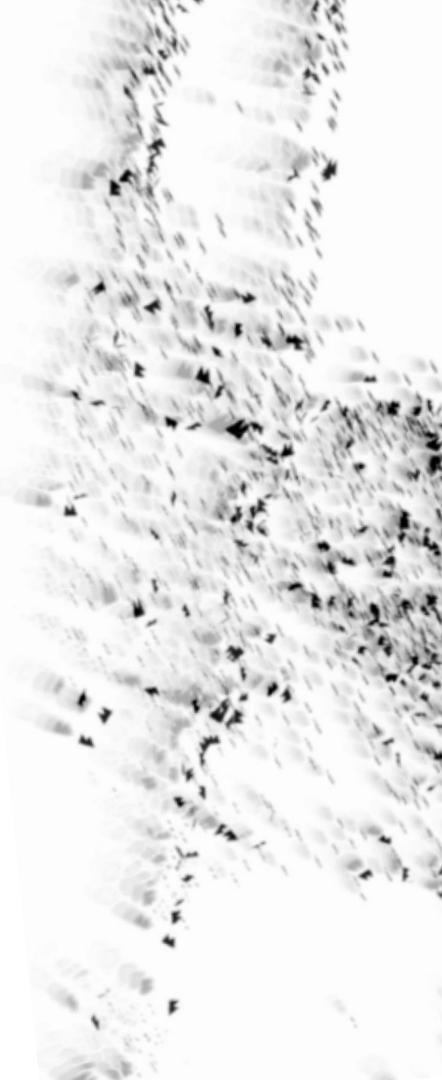
- content: Jack
- website: Ellina, Anna
- interviews: Rita, Anna
- installation: Rita
- visualisation: Zainab
- sound: Denise



# organisation

## who worked on what

- content: Jack, Denise, Rita
- website: Ellina, Anna, Jack, Zainab, Rita, Flo
- Interviews: Rita, Anna, Jack, Denise, Ellina
- installation: Rita, Anna, Denise, Jack, Ellina, Zainab
- visualisation: Zainab, Denise
- sound: Denise, Felix, Julia, Anna, Rita, Zainab
- festivals: Klara, Rita, Anna



# organisation



# content

KIND ACTS OF CRUELTY



# content

Namefinding

Remnants: Kind Acts of Cruelty

Targeted at either non-affected people  
or people who are not aware of this topic.



# content

Guiding questions

What are microaggressions?



# content

Guiding questions

Are there any examples?



# content

Guiding questions

When is it a microaggression  
and when not?



# content

Guiding questions

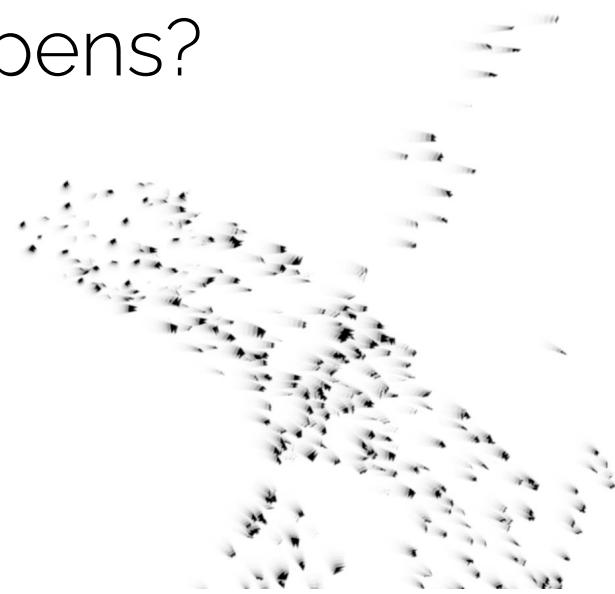
What are the harms of microaggressions?



# content

Guiding questions

How can you react when this happens?



# content

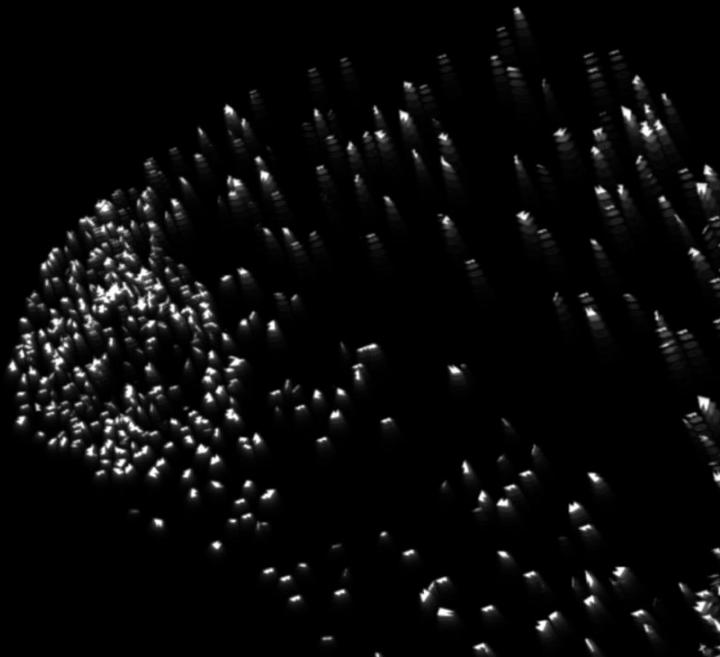
Guiding questions

What are other terms and topics  
to know about?



# interviews

## KIND ACTS OF CRUELTY



# interviews

- acquaintances
- comfortable environment
- different recording methods
  - zoom and phone
- cleaning and cutting



# interviews

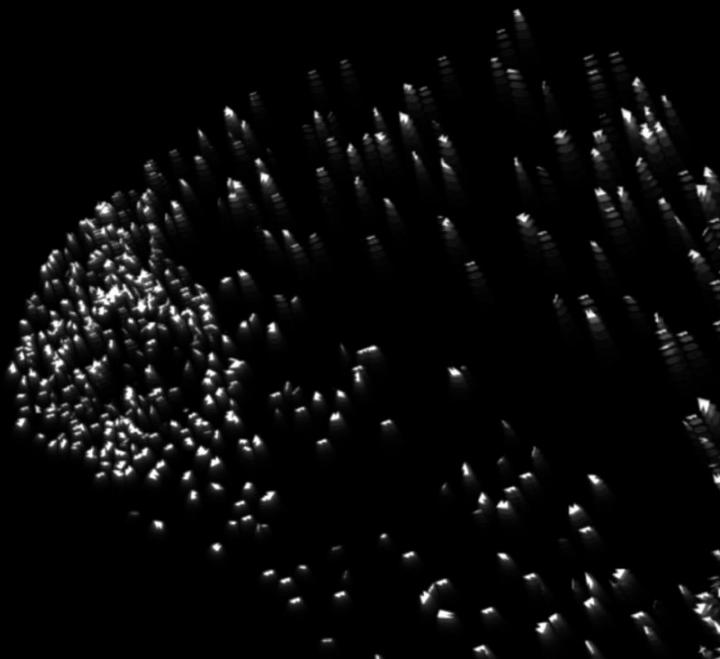
Questions:

- What experiences come to mind for micro aggressions?
- Why was this experience hurtful for you?
- Specific example of experience



# visuals

KIND ACTS OF CRUELTY



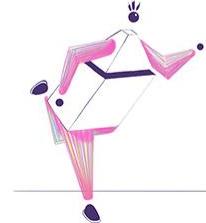
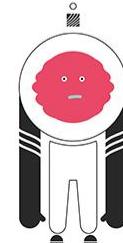
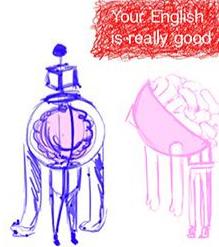
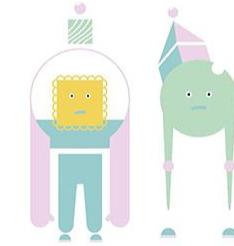
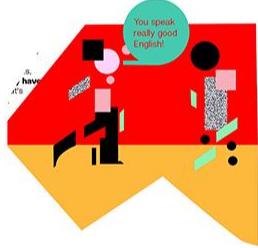
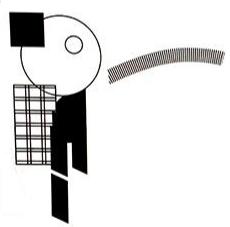
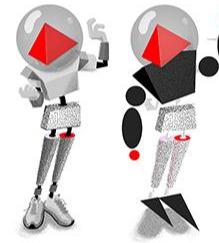
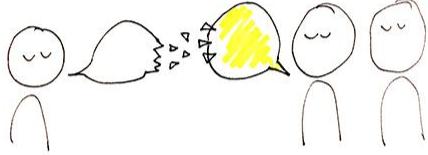
# visual style

aim: CREATE EMPATHY!

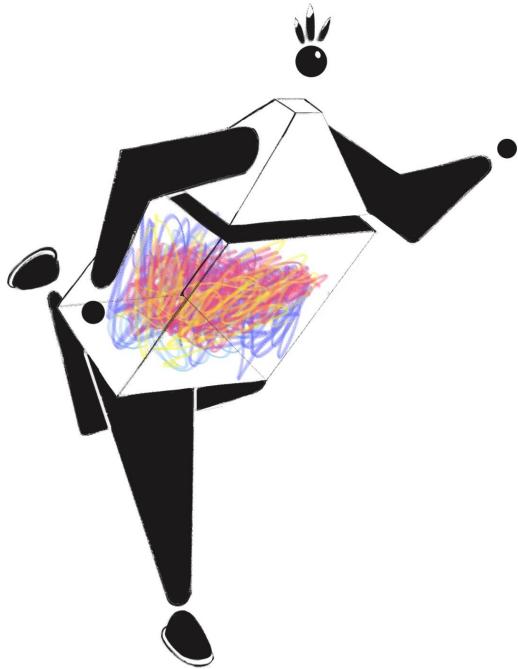
- Serious & Easily approachable
- Being objective about a very emotional topic
- Friendly but straight to the point
- **Sensitive topic** (for the micro-attacked and the micro-attacker too)



# visual style



# visual style



# visual style



# visual style



# REMNANTS: kind acts of cruelty

## IN SHORT

We want to create an installation that will visualize microaggressions and make them perceptible for non-marginalized people, to raise awareness for everyday racism and help dismantle racism in our society.

## TOPIC

In times that are determined by turbulence, racial unrests, uprisings, and emergent movements that are striving for equality and the abolishment of racial injustice, we have to create a space of understanding where those who are marginalized not only have a voice, but are also heard by those in the position of power.

The initial step for this space to be created is tied with the creation of awareness, which means that those with privilege need to understand the trauma that results from racism and that BIPOC are going through on a daily basis. The idea that racism only exists when it appears in its most radical form – whether it be in physical violence or right-wing rhetoric – starts to crack and more and more people realize that racism appears in a myriad of ways, of which most are subtle, almost not perceivable (at least for those with privilege). There is a name for this kind of racism and it is called **Microaggression**. The project revolves around the idea of trying to make Microaggressions visible for the ones who are not affected by it and the aim is to create awareness for the concerns and issues of the people who are left unheard and invisible.

# team safe space

**Safe Space** is a collective of Creative Technologies students from Babelsberg and our close circle. We are all wandering around the intersection of media, art and technology, and our complimentary skills and interests in making a friendlier world bond us together. Remnants started as our collaborative project as part of our study programme.



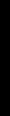
**Julia Spivack** is a Berlin / Budapest based designer, artist and teacher. She graduated as an animator from the University of Applied Sciences in Berlin and has since focused on the creative industry, and participated in various exhibitions as an artist with her VR work "The Last Light". She is studying Creative Technologies in Potsdam University and she is the founder and managing director of Creative Code Budapest, rtm-club.



**Aylin Schreiber** is a visual artist and creative coder based in Berlin. She is currently pursuing her degree in Creative Technologies at Film University Babelsberg. Her passion about art, photography and our environment is reflected in her installations. In some kind of creative release she likes shooting analog film or daydreaming about crossways. [crosswaysbeacher.com](http://crosswaysbeacher.com)



**Selma Lutz** is a Media and Computing graduate, currently a student of Creative Technologies at the Film University Babelsberg. Throughout her studies she has worked on various projects in different fields ranging from 3D design to Virtual Reality by contributing in projects that cover different areas of development, game development, programming of mobile applications and software development. Although she has a very technical background, she is passionate about creating different kinds of experiences. [zalmalutza.herokuapp.com](http://zalmalutza.herokuapp.com)



**Elias Marmarikoskiou** studied Informatics at the University of Bayreuth, and currently is pursuing his masters in creative technologies. He is currently working on several projects like web-drum machine for kids and interactive visualization of emoji. [dynamique.svn](https://dynamique.svn)



**Denisa Blasler** is a software developer and a master's student in Creative Technologies at the Film University Babelsberg. Her first project was a VR game based on stories from a Nienhiser farm Kitchen (and the associated scientific work). Interactive reader book - showing cultural heritage through AR and VR. She is currently working on a VR game as well as her work in the AURORA school for artists received international recognition and several awards. Her XR applications were exhibited in the Kultur Biene, the Forum in Berlin as well as the conference for culture and computer science.



**Julia Kettner** is a Budapester born and Berlin based sound designer and composer focusing on film scoring. She is working as a freelance singer-songwriter (Hörkör) and a concert creator at the creative sound studio. She is currently writing her Master's thesis for Computer Science at the Film University Babelsberg. Her compositions have been used in productions for ZDF, the RBB, the Berliner Festspiele, among others, as well as group exhibitions in Berlin and Paris.

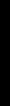


**Klara Götz** is a composer and pianist who mostly works in the field of contemporary music, experimental music and sonic art. She studied at UEB Berlin, the Paris Conservatoire CNSM/EPF and the Royal College of Music in London and is currently pursuing her Master's degree in Composition for Media at the Film University Babelsberg. Her compositions have been used in productions for ZDF, the RBB, the Berliner Festspiele, among others, as well as group exhibitions in Berlin and Paris.



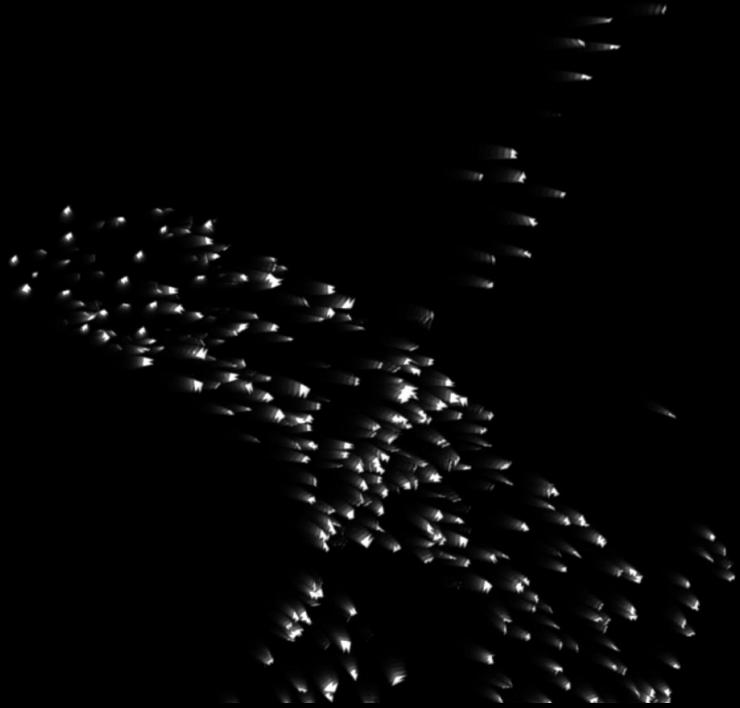
**Kristian Koenig** After sifting through three years of business studies she finally pursued her dream of doing something else with herself. She studied media and communication sciences in Leipzig while interning in film production and marketing at the University of Applied Sciences in Bremen. In 2016 she moved back to her hometown Potsdam.

**Kristian Koenig** is a character designer and animator based in Berlin. He recently graduated with a master's degree in Media and Communication Sciences of Visual Culture in Arnhem/Breda, Netherlands. He loves to create unique stories and characters that tell a meaningful story. Currently, he is trying to submerge into one of these worlds by working on an augmented reality novel.



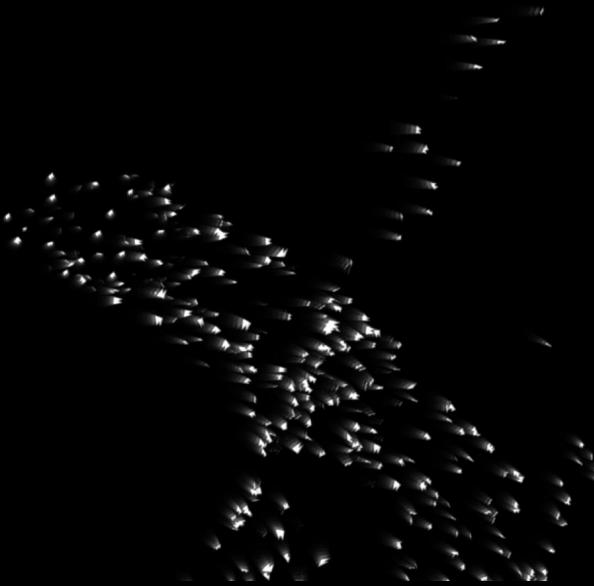
# website

KIND ACTS OF CRUELTY

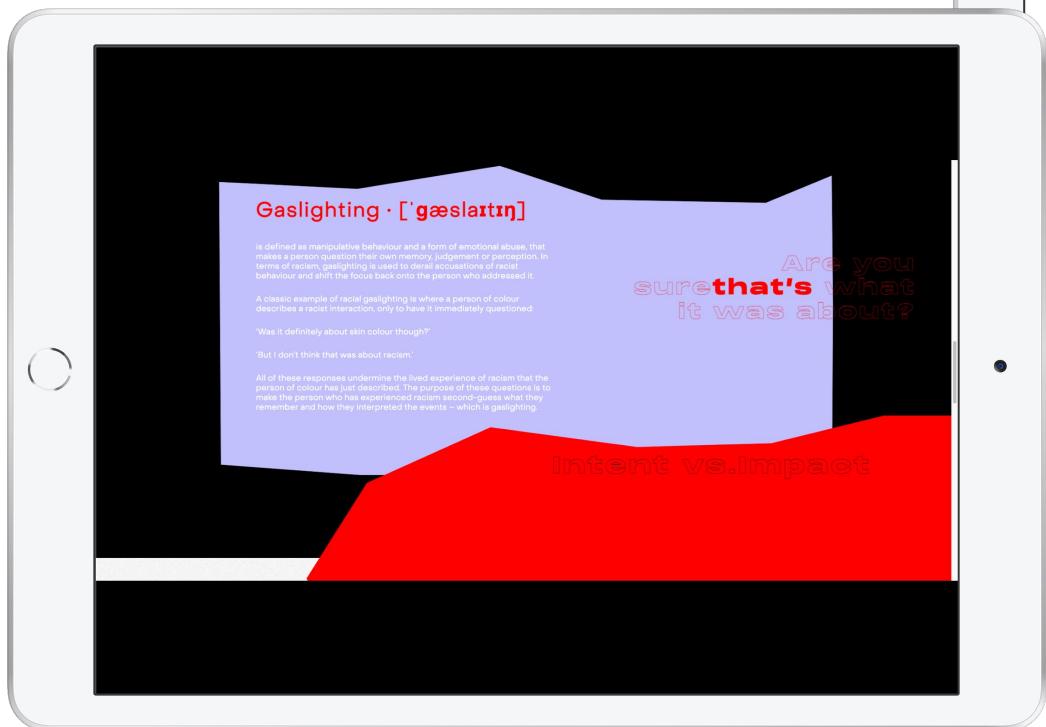


# website: layout

- typography-based layout
- big and decorated paragraphs
- custom illustrations
- section dividers

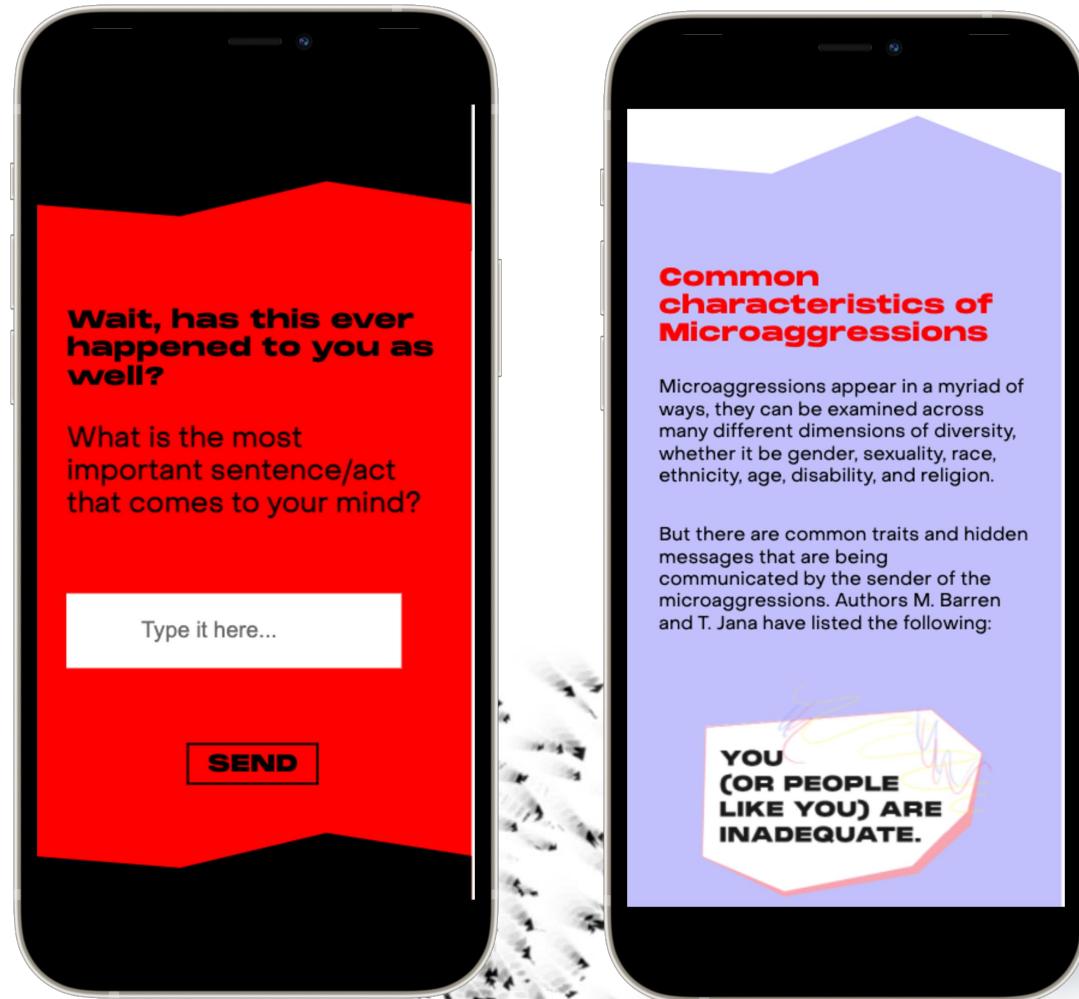


# website



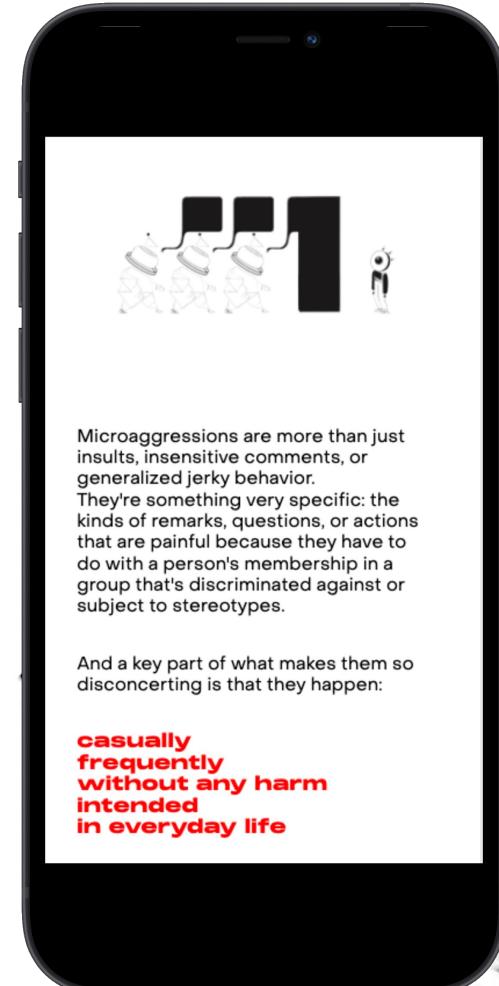
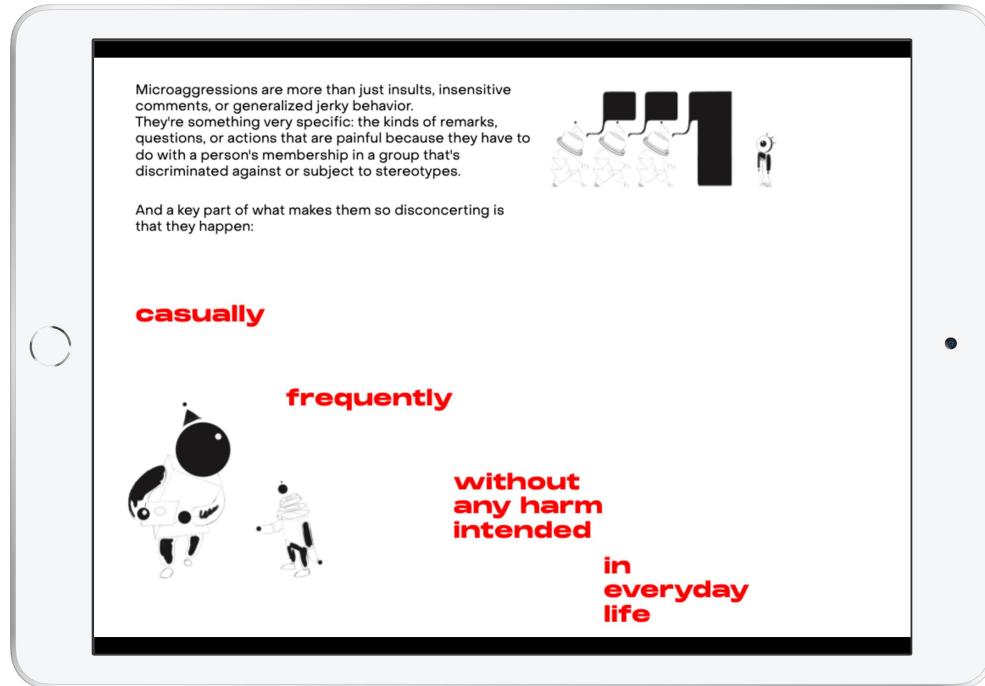
# website

mobile-first approach



# website

responsive



# website: cool things

- hero section with visualization
- section for user input
- micro-interactions
- scroll triggered text animations
- creative menu

MENU

x

**Home**

**Glossary**

**Interviews**

**Installation**

# website: design

a microProject about microAggression

A COOL PROJECT TITLE

WHERE ARE YOU FROM?

My first year  
10% of people answered this.

WHERE ARE YOU FROM?

Oh, we feel you!  
By the way, 70% of projects are reviewed 100%  
by their own culture.

SO, WHAT IS MICROAGGRESSION?

Microaggressions are subtle, everyday comments or behaviors that feed into stereotypes or negative assumptions about marginalized groups of people.

But, what are Microaggressions?

An microaggression is a comment or behavior that feeds into stereotypes or negative assumptions about marginalized groups of people.

It's difficult to address Microaggressions, because they occur so quickly they are oftentimes over before one can formulate a response or intervene. Dr. Goodman proposes three tactics which can be memorized when tackling Microaggressions:

Ask for clarification

"Could you say more about what you mean by that?"  
"How have you come to think that?"

Share your own process

"I noticed that you \_\_\_\_\_ (comment/behavior). I used to do/joy that too, but then I learned \_\_\_\_\_."

Examples of Microaggressions

The Project of Microaggressions is a collection of 100+ microaggressions from around the world. It's a great resource for anyone who wants to learn more about microaggressions and how to address them.

Did you experience this already?

Type here a sentence like: made you feel like this...  
SEND

THE PROBLEM

Calling someone out by pointing to the underlying homophobia, racism or sexism in their behaviours, online results in a very defensive reaction that prevents them from actually recognising the impact of their actions. This is due to the underlying subconscious nature or implicit biases of microaggressions. Rather try to communicate.

We are all prone to mistakes and it's not necessarily that you're a "bad" person if you commit a microaggression, but try to be more aware of your implicit biases and their effect on your behaviour

It's difficult to address Microaggressions, because they occur so quickly they are oftentimes over before one can formulate a response or intervene. Dr. Goodman proposes three tactics which can be memorized when tackling Microaggressions:

Ask for clarification

"Could you say more about what you mean by that?"  
"How have you come to think that?"

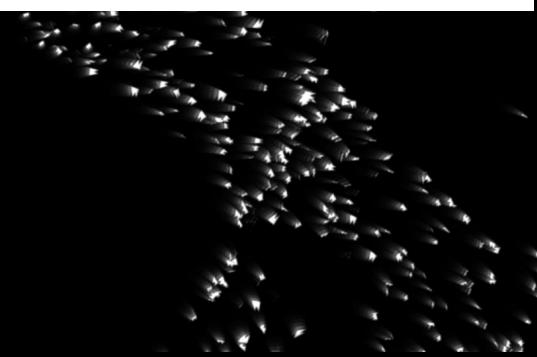
Separate intent from impact

"I know you didn't realize this, but when you \_\_\_\_\_ (comment/behavior), it was hurtful/offensive because \_\_\_\_\_ instead you could \_\_\_\_\_ different language or behavior."

Share your own process

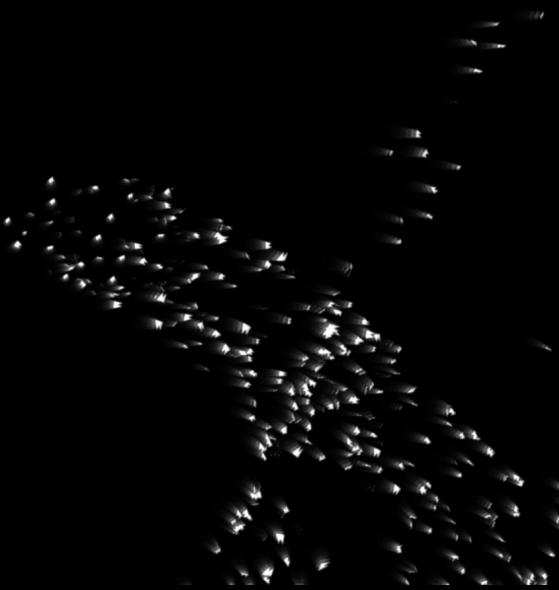
"I noticed that you \_\_\_\_\_ (comment/behavior). I used to do/joy that too, but then I learned \_\_\_\_\_."

"If we want people to hear what we're saying and potentially change their behavior, we have to think about things that will not immediately make them



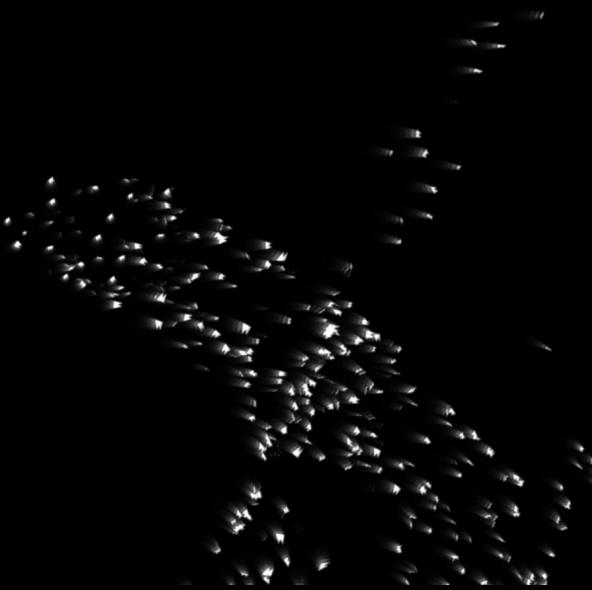
# website: design -> code

- ~~Styled Components~~ -> plain css
- Semantic HTML
- Best modern web dev practices
- Main struggle : text on shapes



# website: tech

- react.js
- gatsby.js (SEO and pages)
- firebase (backend/hosting)
- firestore (database)
- webGL and three.js (visualization)
- GSAP and Framer Motion (animations)



# website: why react?

- makes it painless to create interactive UIs
- JSX : html elements in javascript
- reusable components
- efficient and fast (virtual DOM)
- simple and fairly easy to learn



# website: why gatsby?

- based on react.js
- good SEO: higher rank on search engines
- loading speed: gatsby sites are 2-3 times faster than similar types of sites
- automatically created pages

Other choices:

- create-react-app.js
- next.js

# website: why firebase?

- serverless framework
- good free tier
- for real-time and static content
- shipped with database

**but** database cannot be exported as JSON directly with a free tier :(

Other choices:

- heroku
- netlify

# website: CI with Firebase

- continuous Integration

**Merged** Glossary #8  
nurellina merged 9 commits into `master` from `glossary` yesterday

jacky-lai and others added 8 commits 2 days ago

- added menu, modified layout and header.js, changed shard colors accor... 8924d52
- added menu, modified layout and header.js, changed shard colors accor... 223a976
- added interviews to menu
- Merge branch 'master' into glossary
- Fix bugs
- Run prettier
- fixed merge conflict in package-lock.json
- Merge branch 'glossary' of <https://github.com/nurellina/microaggressions> into glossary

github-actions bot commented 2 days ago • edited

Visit the preview URL for this PR (updated for commit `357dc49`):  
<https://ctech-microaggressions--pr8-glossary-g4l6e51m.web.app>

(expires Mon, 15 Feb 2021 11:28:35 GMT)

via Firebase Hosting GitHub Action

Assignees  
No one—assign yourself

Labels  
None yet

Projects  
None yet

Milestone  
No milestone

Linked issues  
Successfully merging this pull request may close these issues.

Notifications

You're receiving notifications because you're watching this repository.

2 participants

# website: github collab

- shared repo and pull requests

A screenshot of a GitHub repository page for 'nurellina / microaggressions-website'. The page shows the 'Pull requests' tab selected. The search bar contains the query 'is:pr is:closed'. There are 9 labels and 0 milestones. A green button for 'New pull request' is visible. The table lists four closed pull requests:

Author	Label	Projects	Milestones	Reviews	Assignee	Sort
aeschi						
zainab-tariq						
zainab-tariq						
nurellina						

The pull requests are:

- #16 by aeschi was merged 21 hours ago
- #15 by zainab-tariq was merged 22 hours ago
- #14 by zainab-tariq was merged 22 hours ago
- #13 by nurellina was merged 21 hours ago

# web visualisation

## concept

- particles building phrases
- shard design
- connected user input for installation  
and online visitors



# **Wait, has this ever happened to you as well?**

What is the most important sentence/act that comes to your mind?

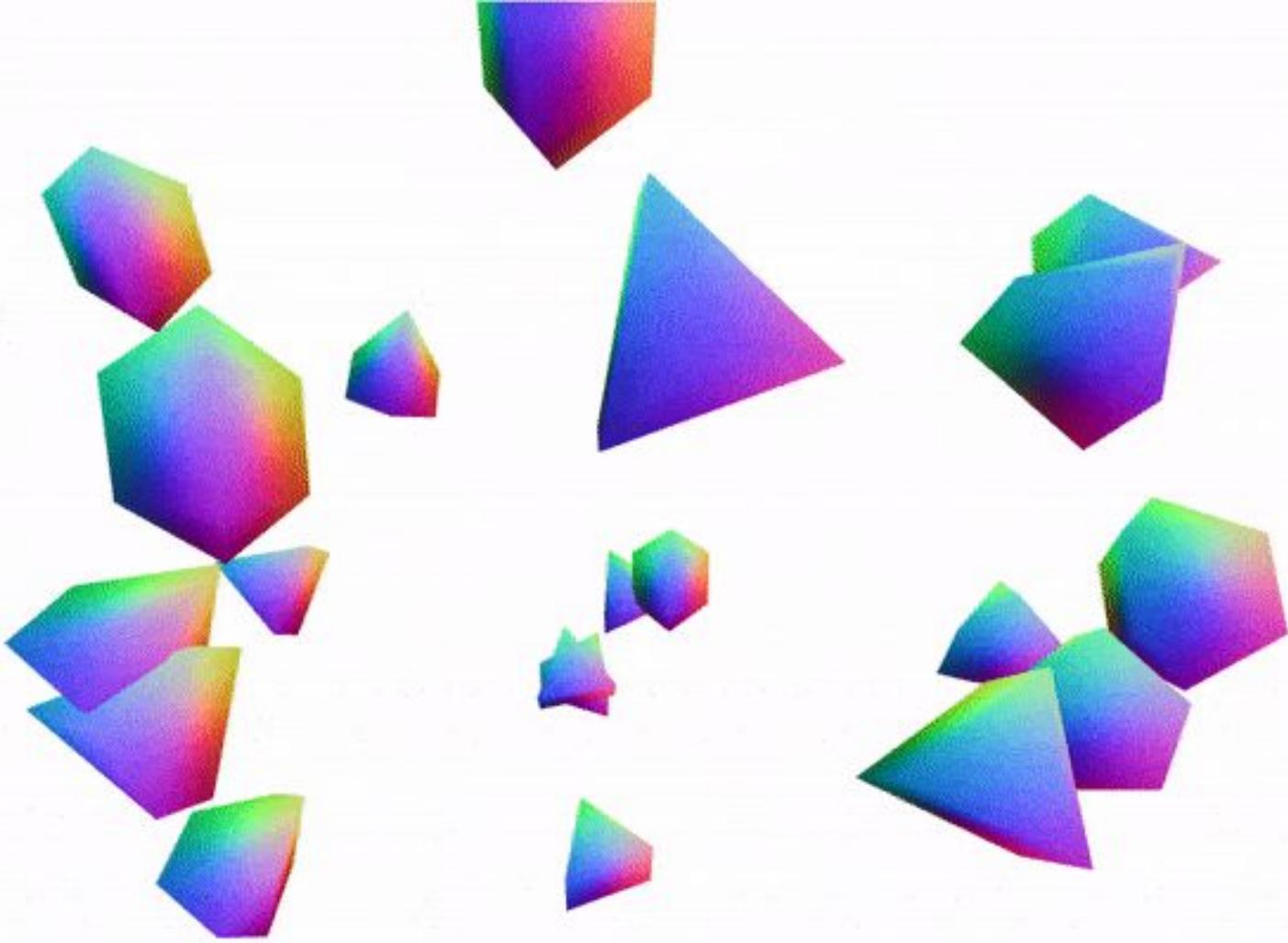
Type it here...

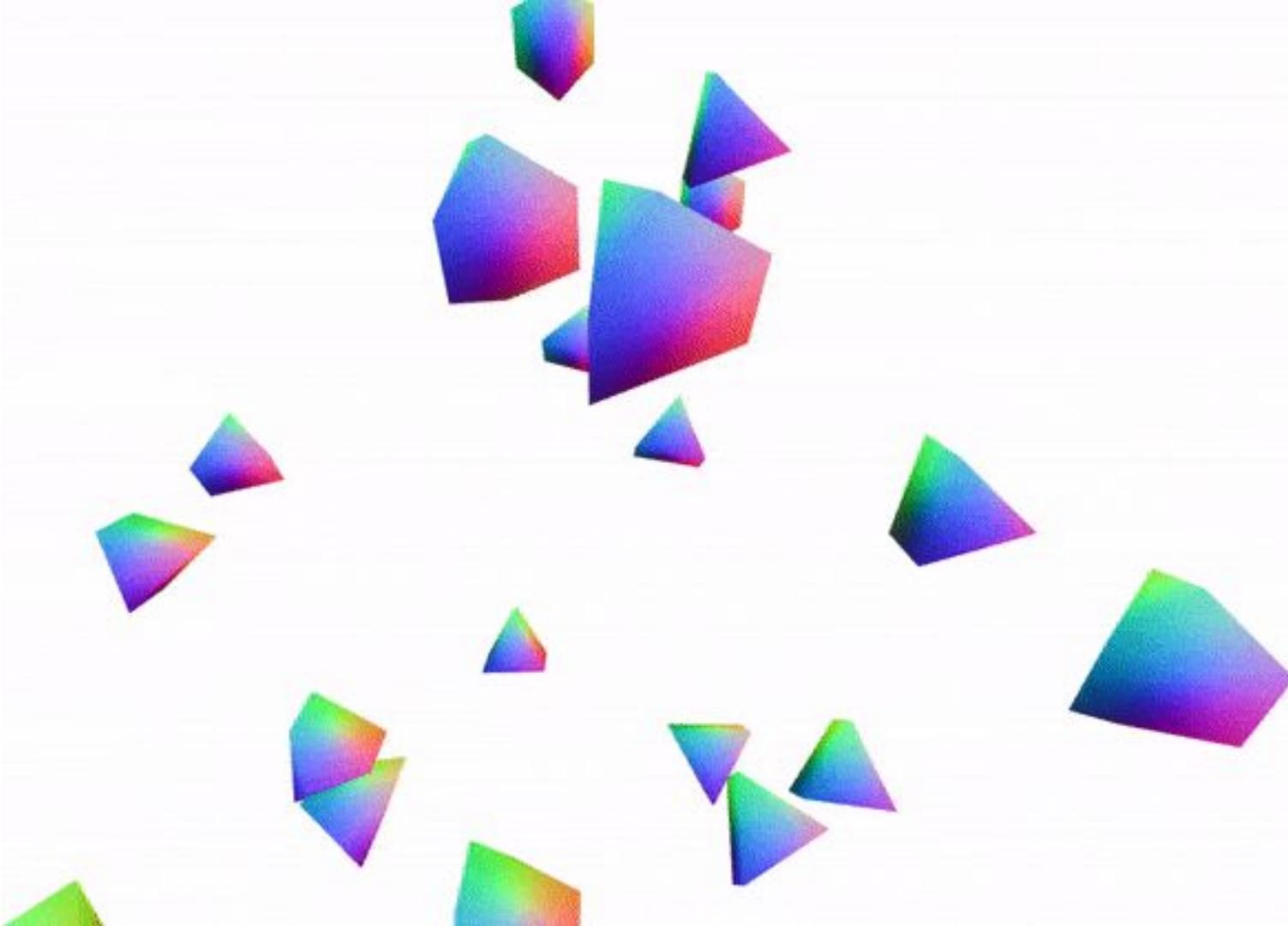
SEND

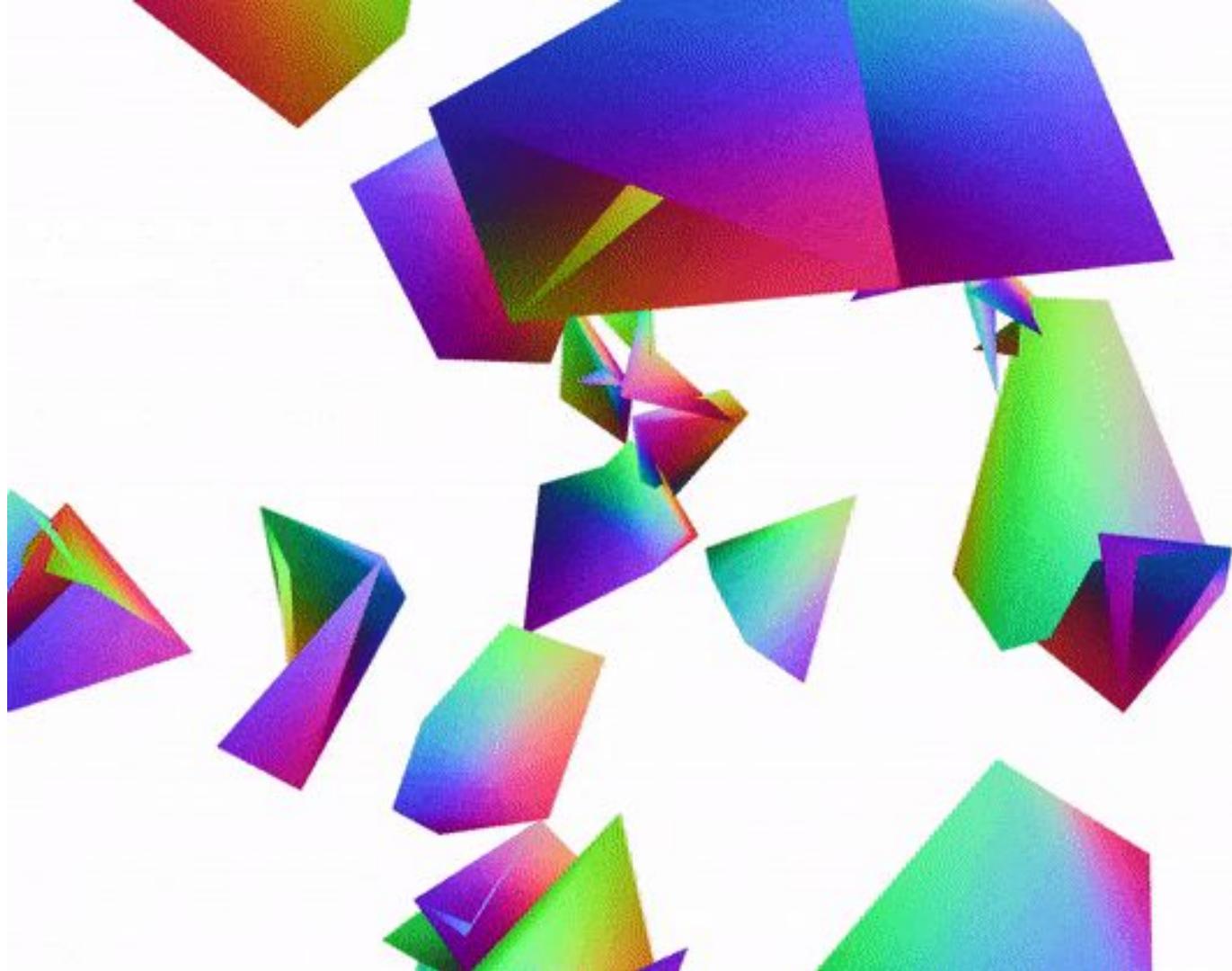
remnants: kind acts of cruelty

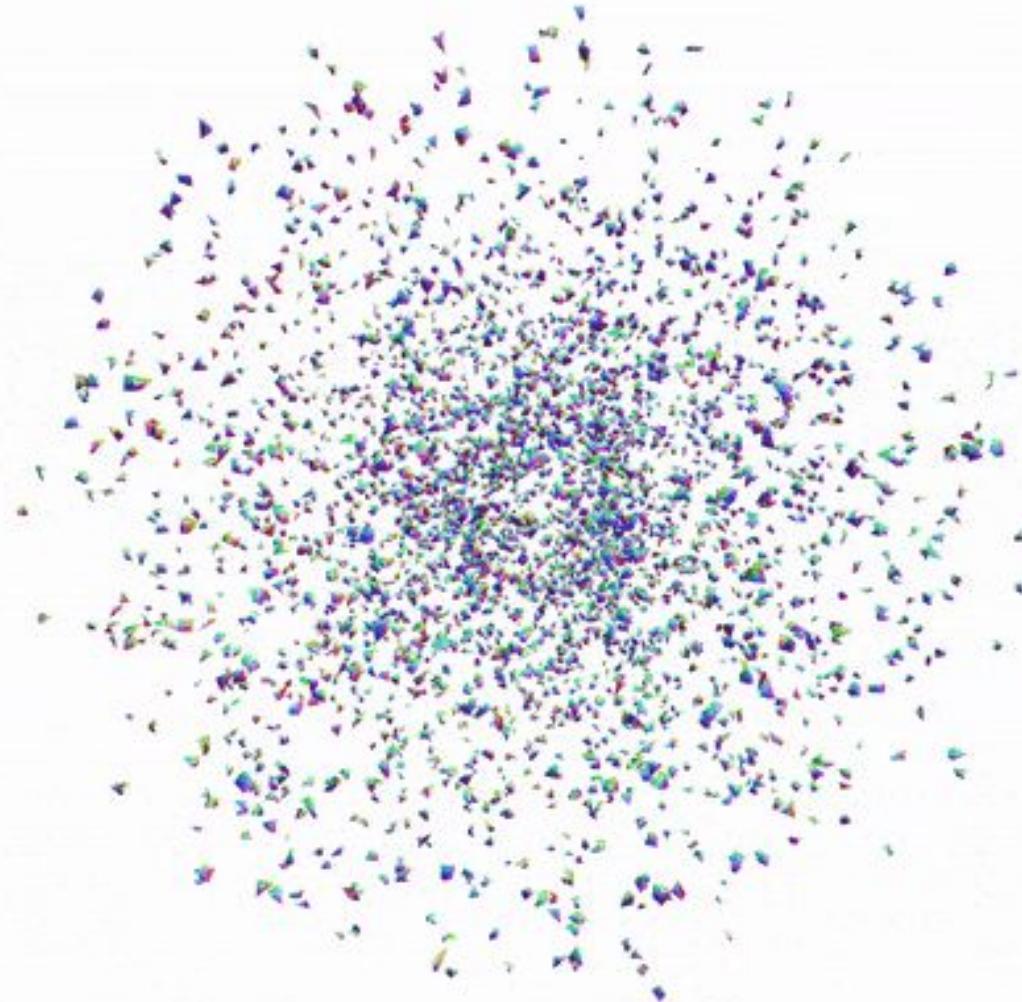


You are



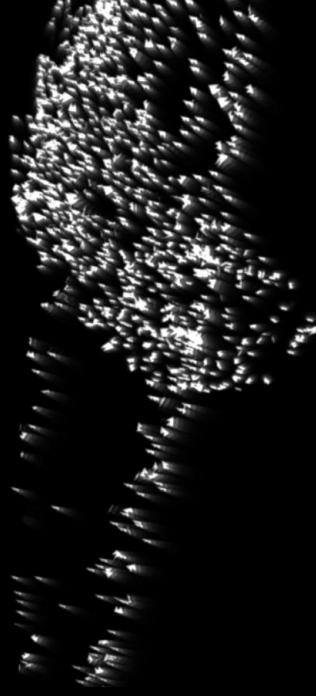




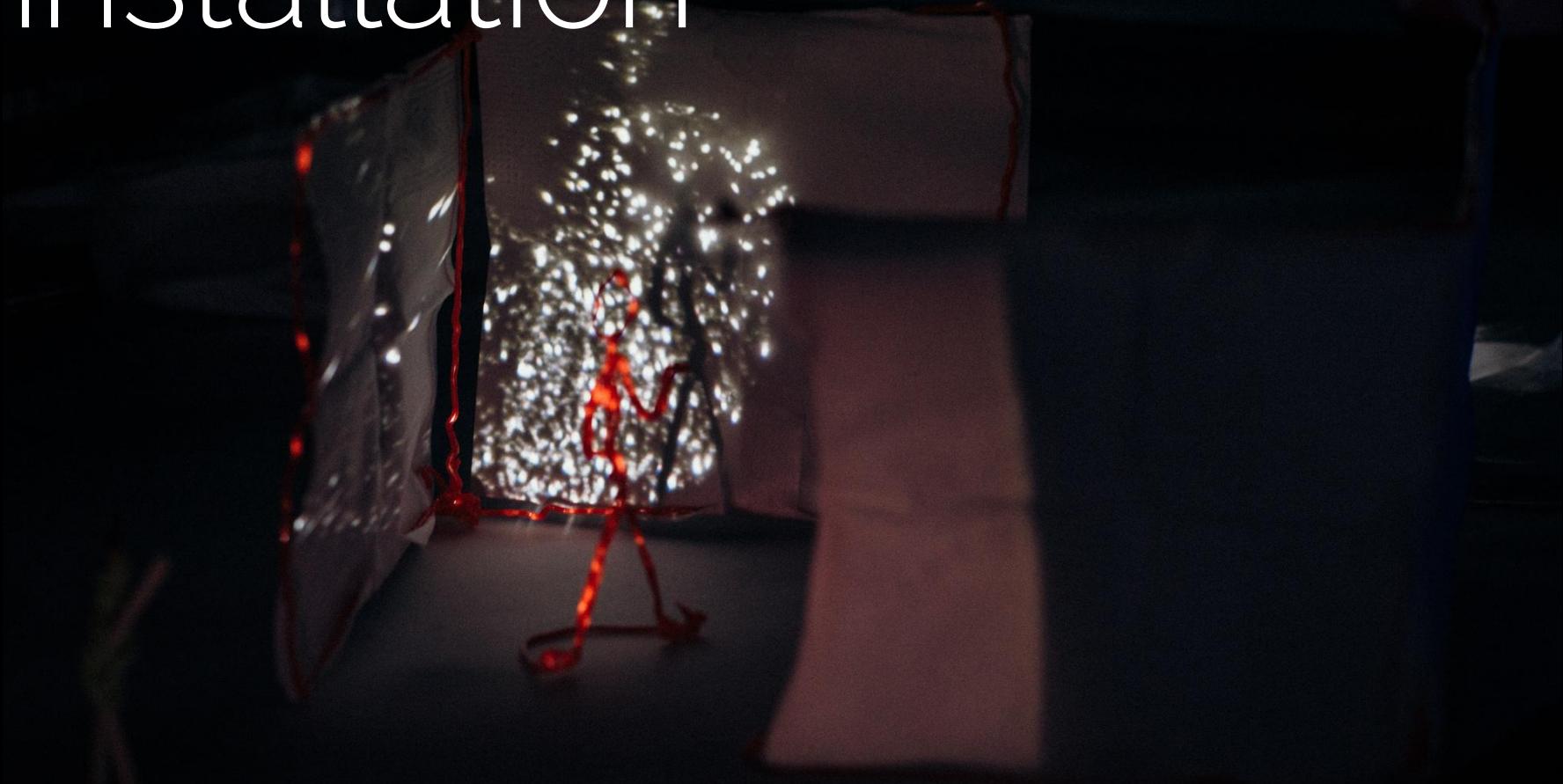


# installation

## KIND ACTS OF CRUELTY



# installation



# installation

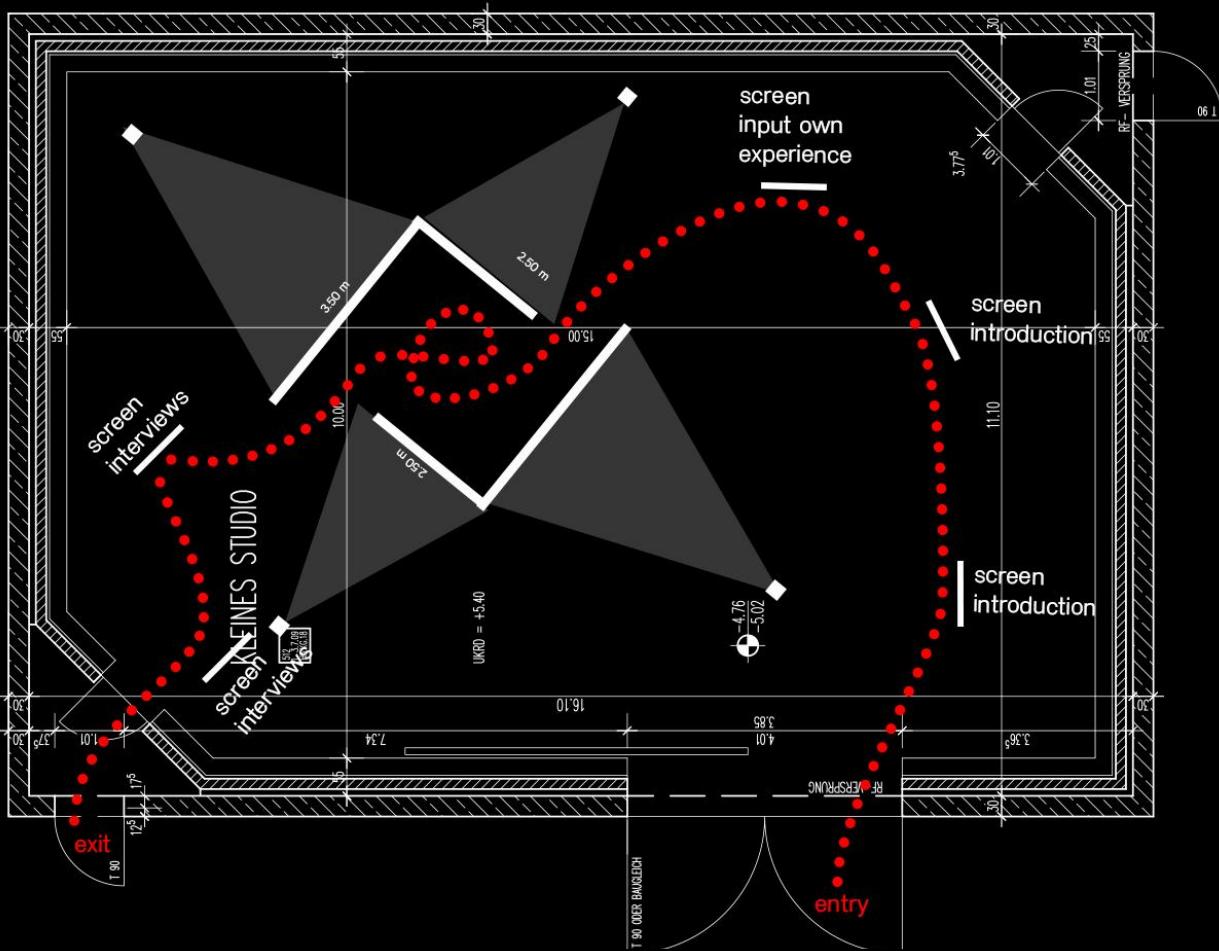
Projection mapping  
Wooden structure  
Textile  
Screens

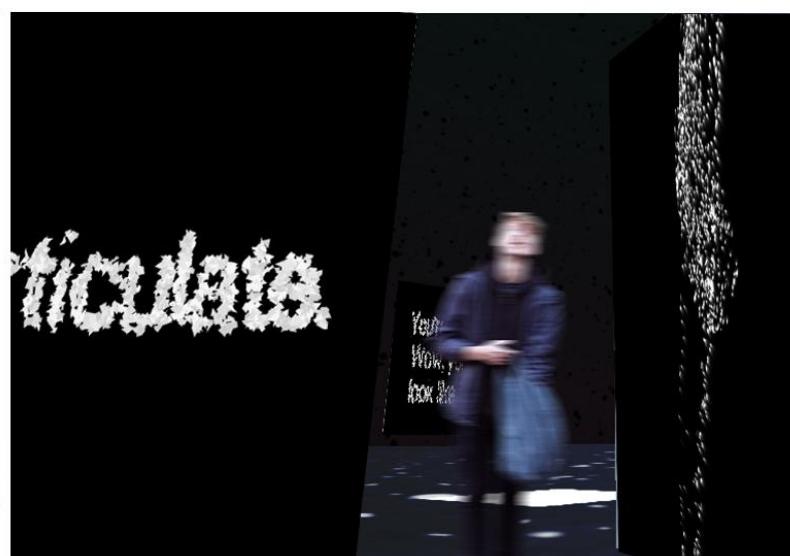
# installation

The light particles are guiding you through the space.



**floor-  
plan**





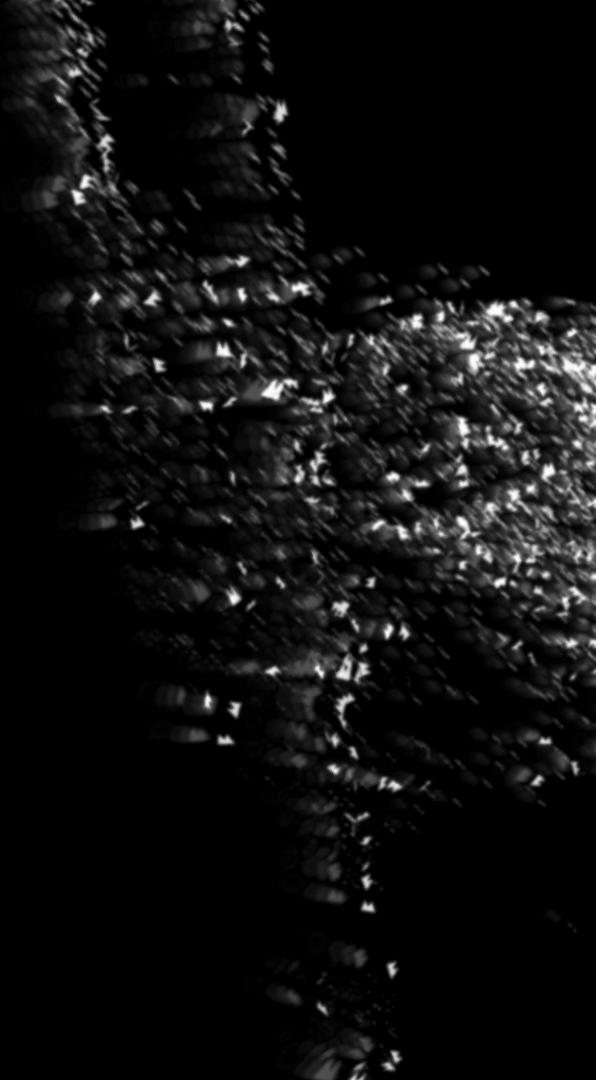
# installation



Experimenting with building installations  
during lockdown is not the ideal scenario.

# visualisation

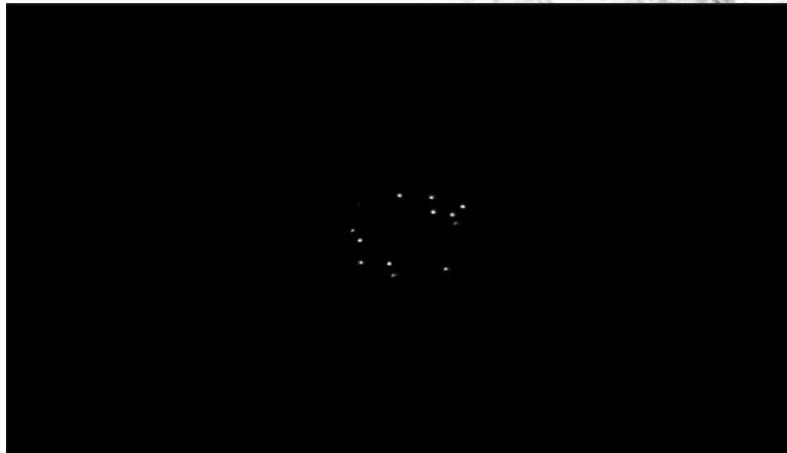
KIND ACTS OF CRUELTY



# visualisation

## Concept

- Swarm
- Depict feeling of discomfort
  - Increase number over time
  - Increase noise
  - Sound design
- Particles form phrases
- Particles as shards



# visualisation

## Software

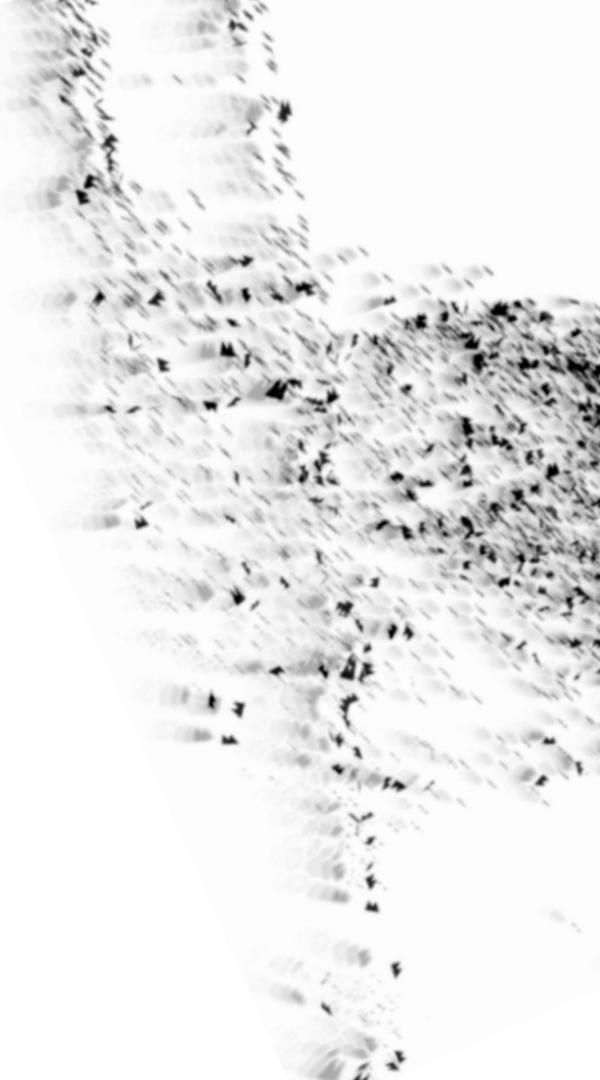
- Unity game engine
  - Integrate visuals to website
  - VFX graph
  - Json parsing (Text-to-Speech)
  - Sound integration
- Drawbacks
  - Performance
  - Lack of resources VFX graph
  - 3D models necessary for phrases

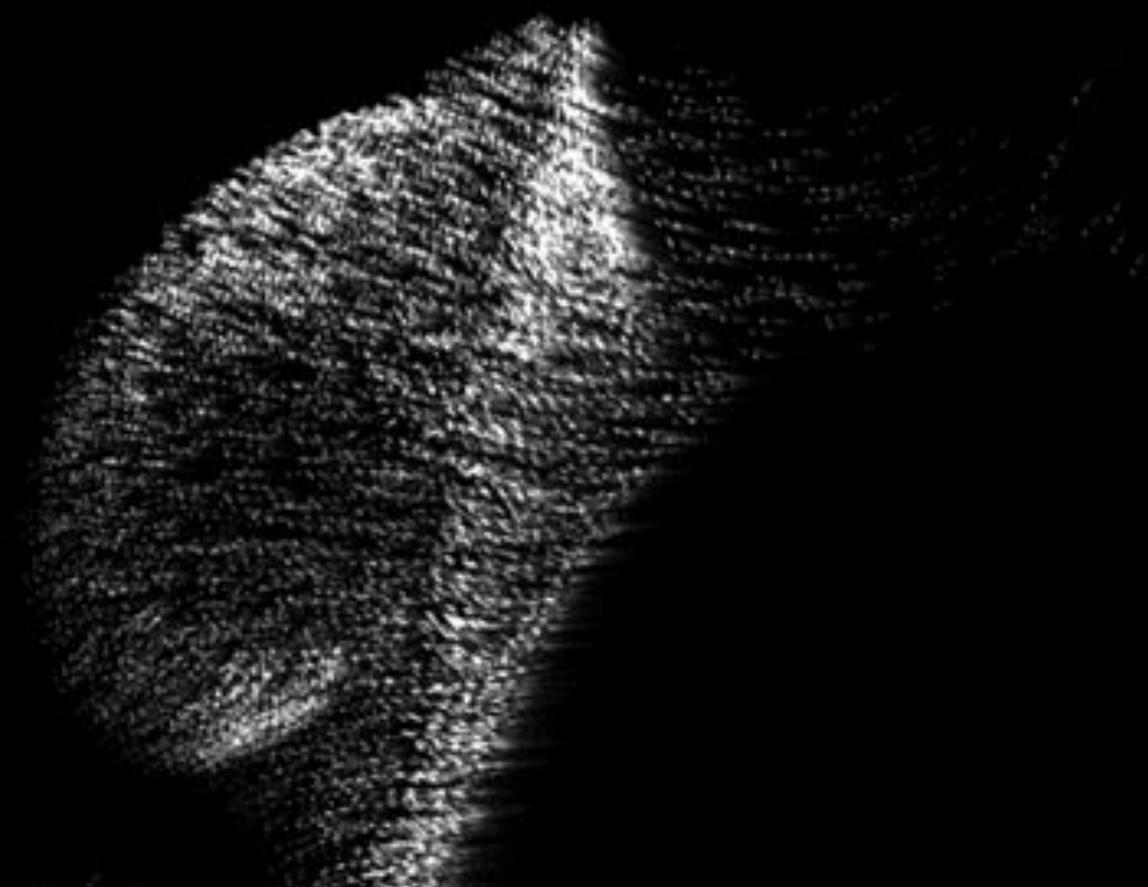


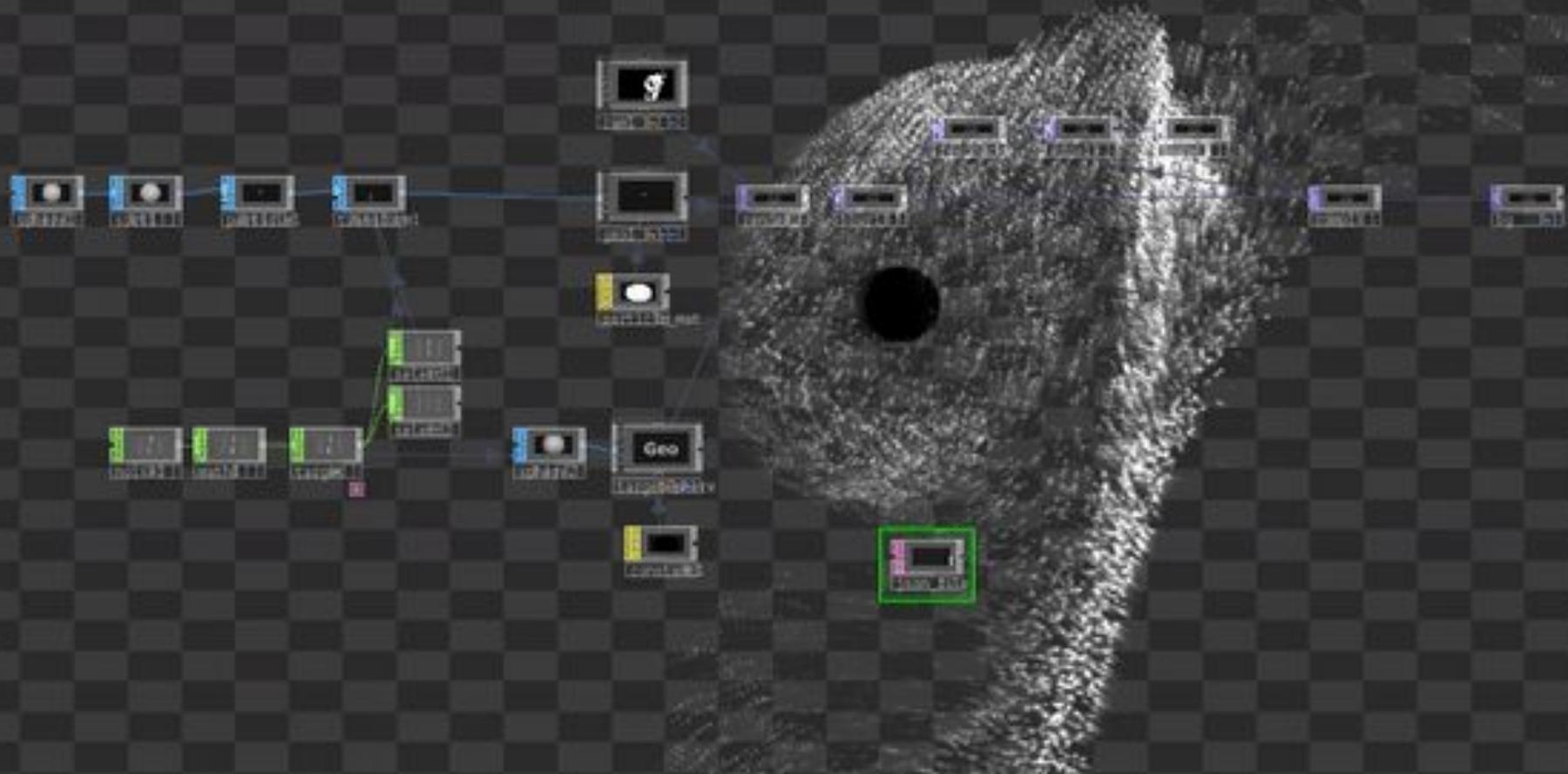
# visualisation

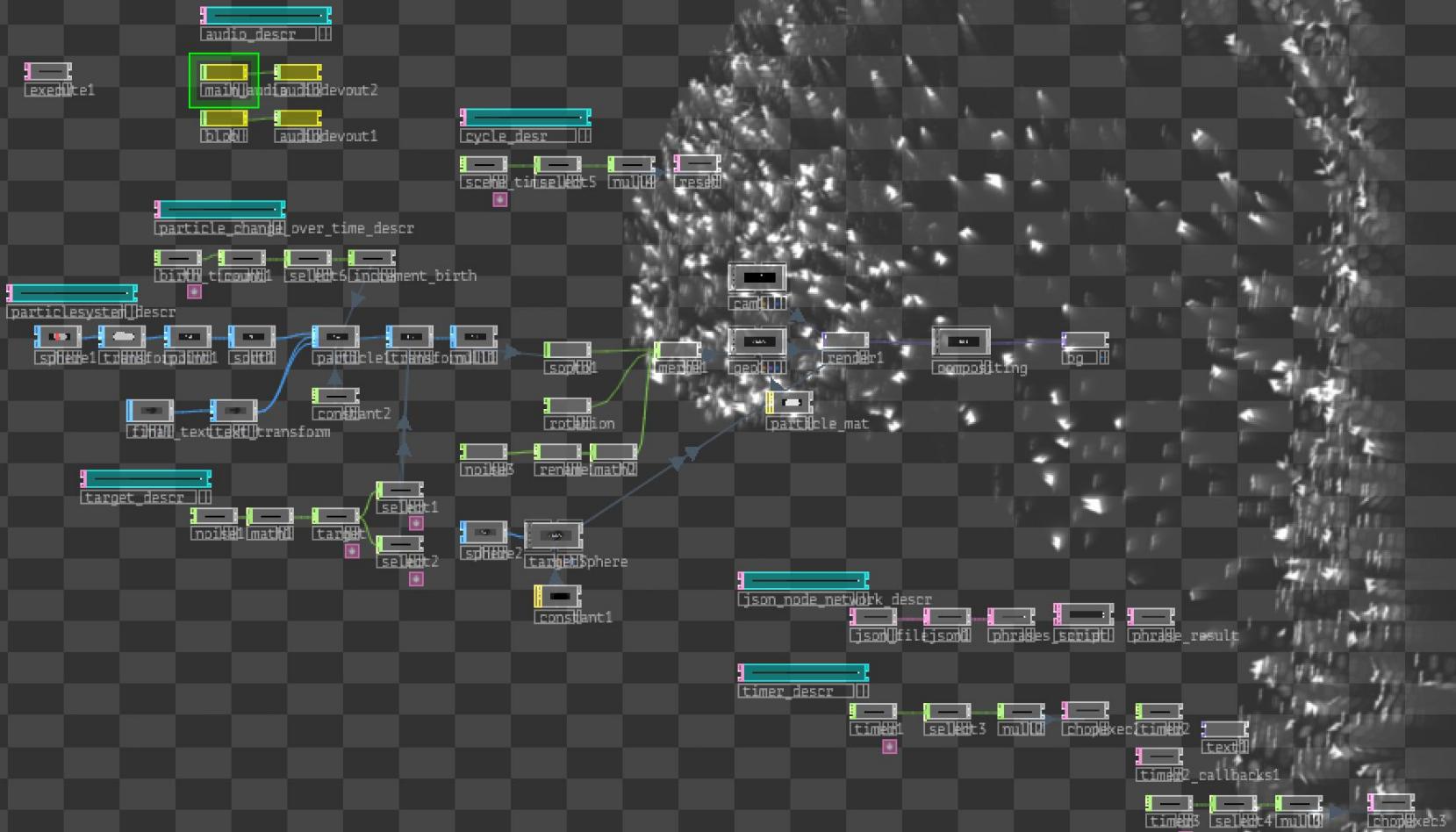
## Software

- Touchdesigner
  - Resources
  - 2D visuals
  - Performance
  - Form phrases
  - Realtime Json parsing
  - Sound integration
  - Projection mapping





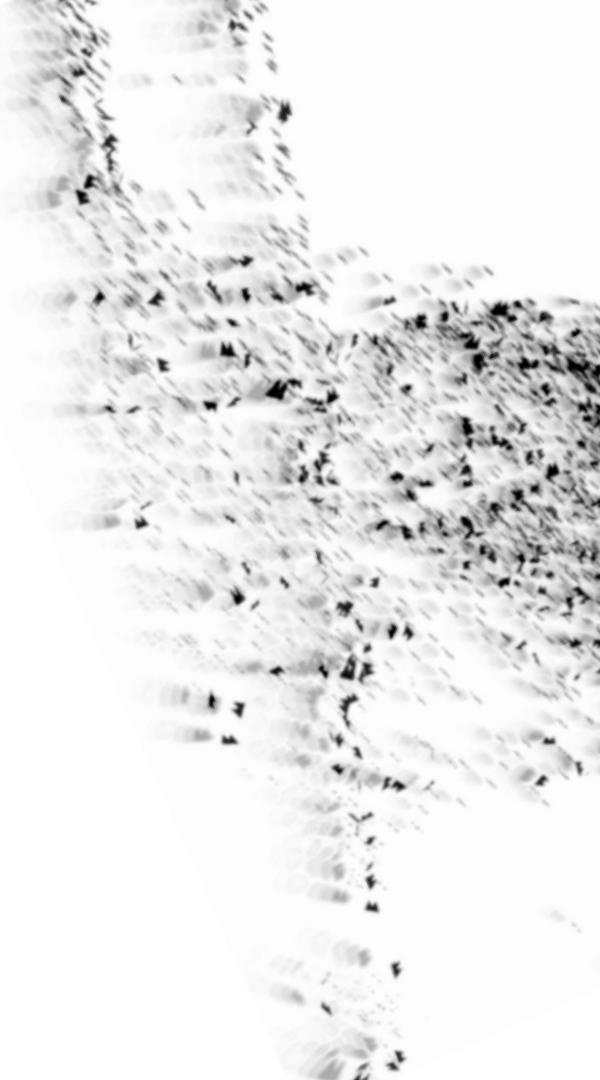


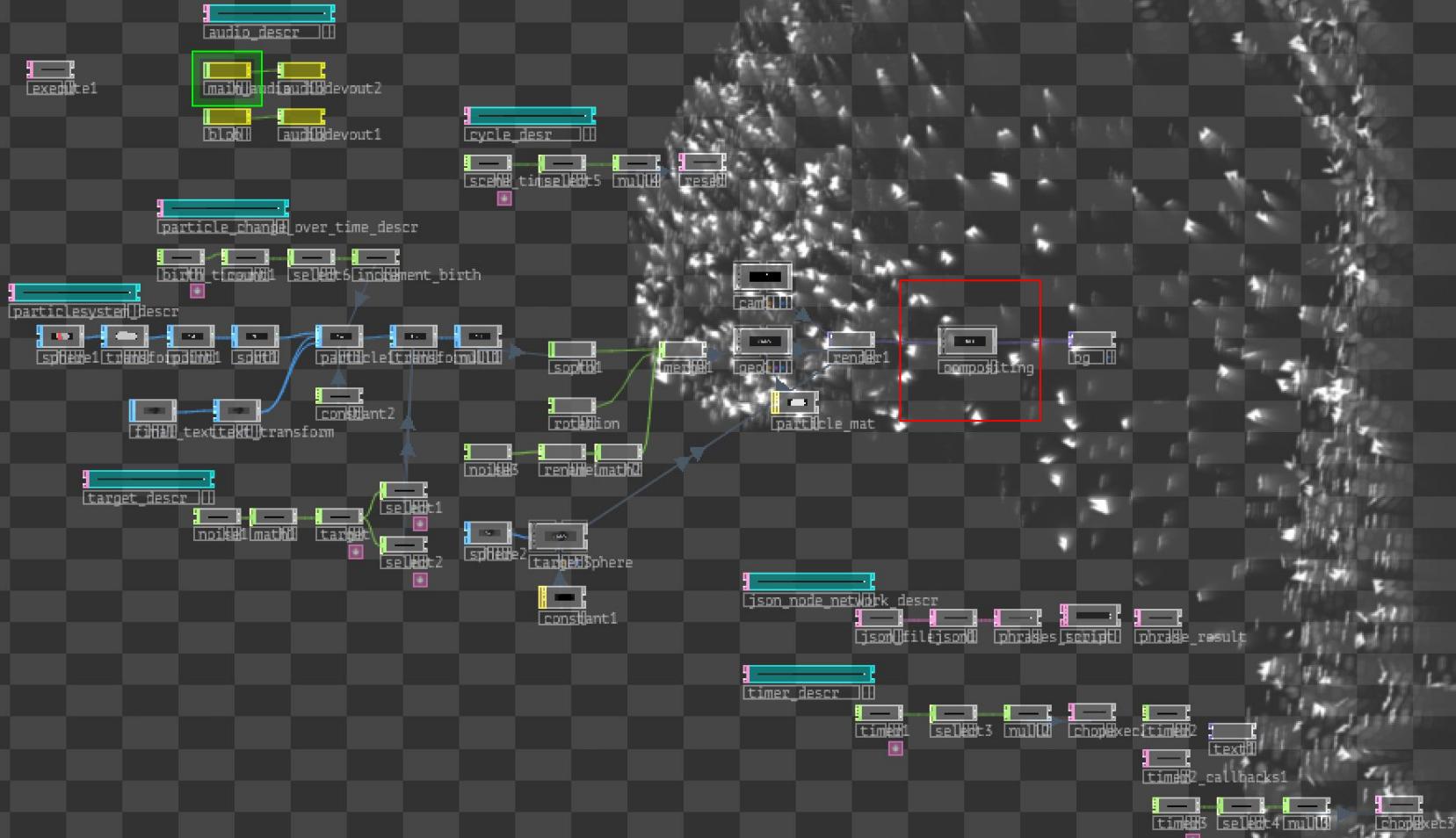


# visualisation

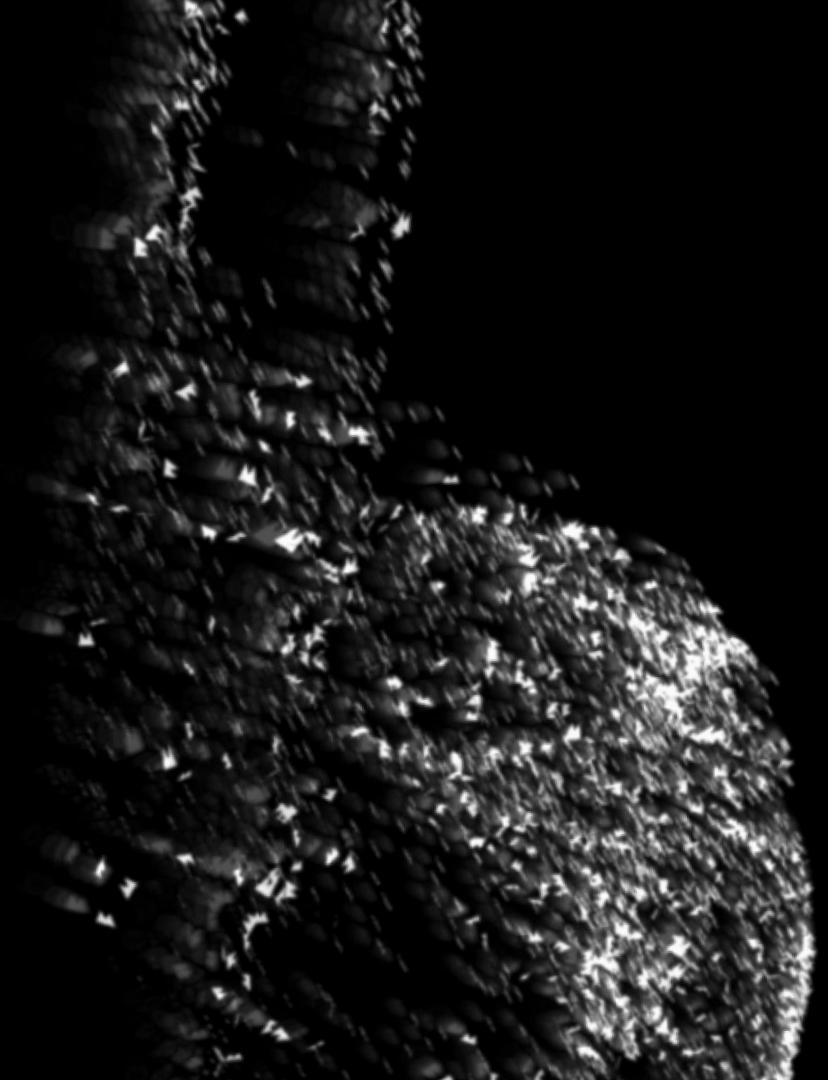
## Development

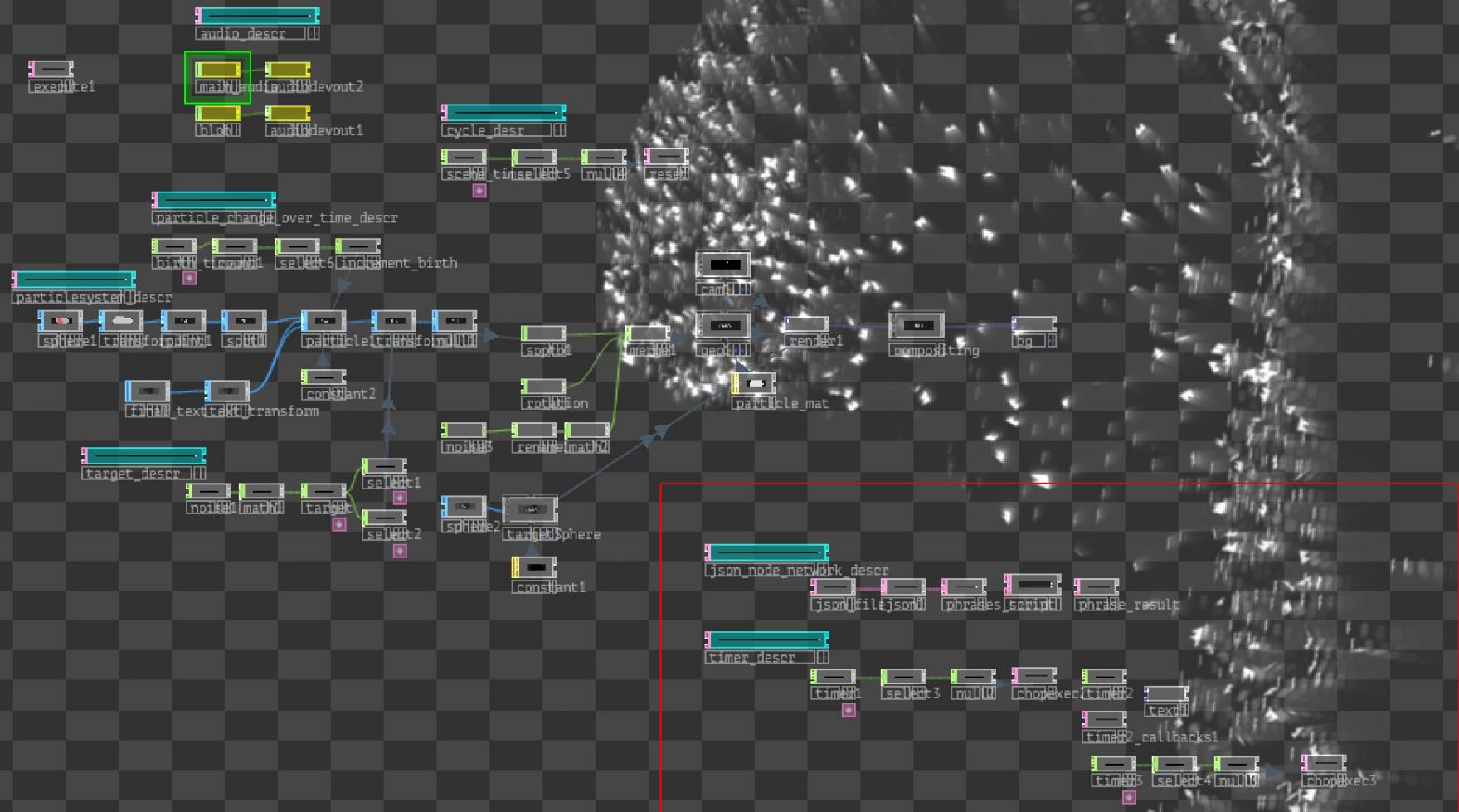
- Overall look
  - Trail
  - Color
  - Shape
- Timing
- Incrementation speed
- Amount of noise
- Integration of sound











```
1 ## description of Js  
2
```

json node network\_desc

1 {  
2

json file

1 [  
2

json1

1 r  
2

phrases table

1 # Th  
2 # fo

script

1 You  
2

phrase rebuilt

```
1 ## description of timer  
2 # this node custom 1
```

timer\_desc

1  
2

timer1

0 done

select3

0 done

mult2

1 #  
2

chopexec1

1  
2

timer2

1  
2

text1

1 #  
2

timer2 callbacks1

1  
2

timers

0 done

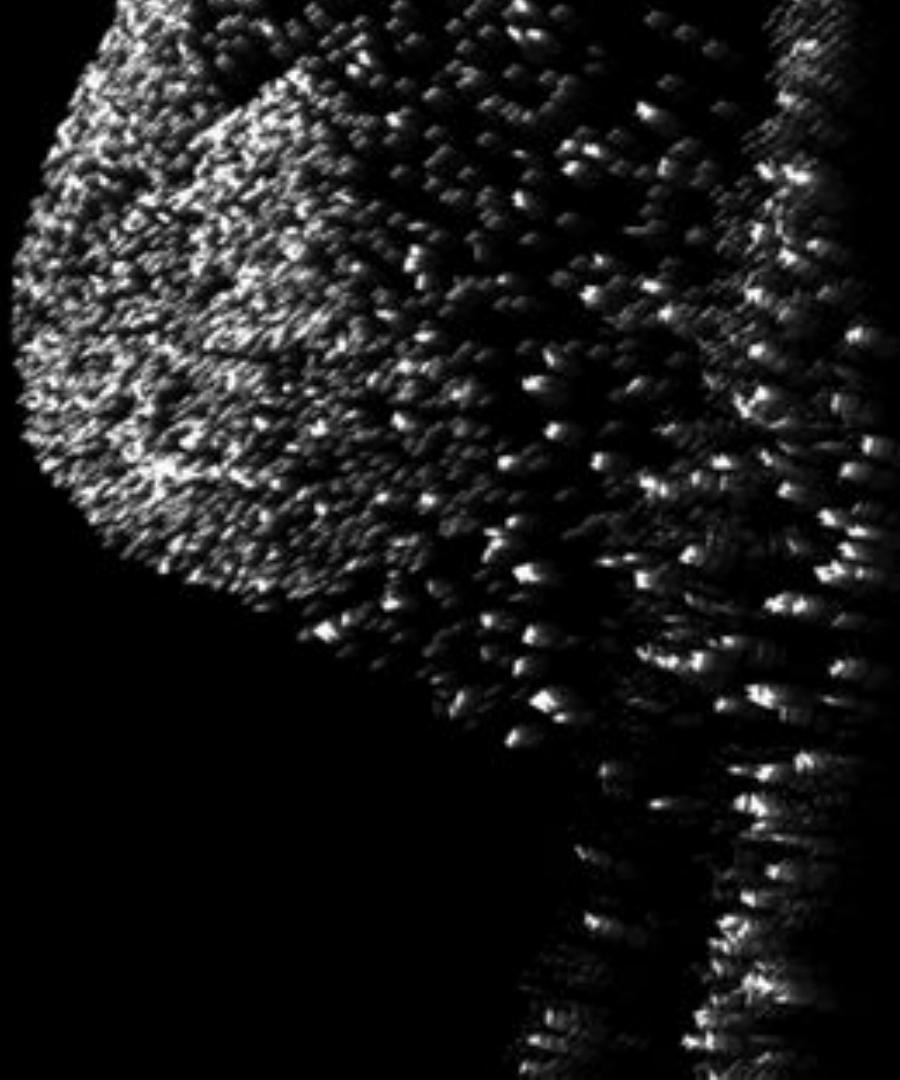
select4

0 done

mult3

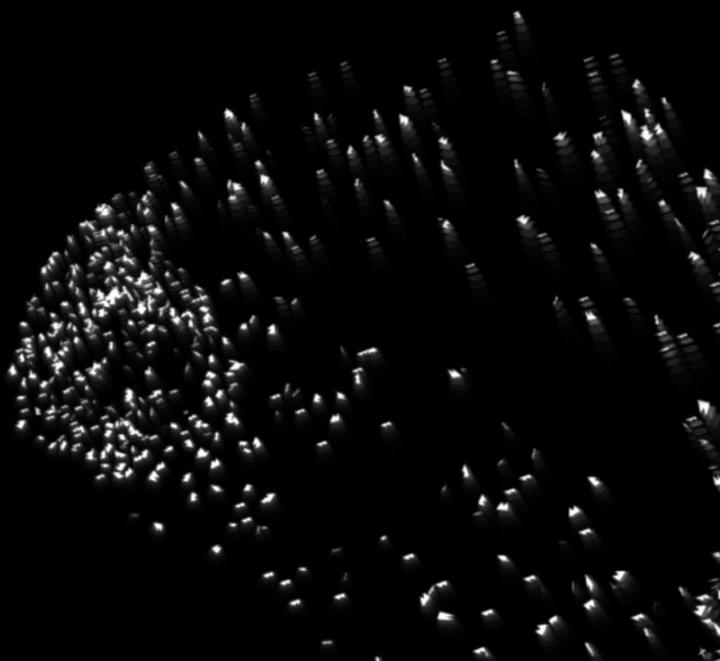
1 #  
2

chopexec3



# sound

KIND ACTS OF CRUELTY



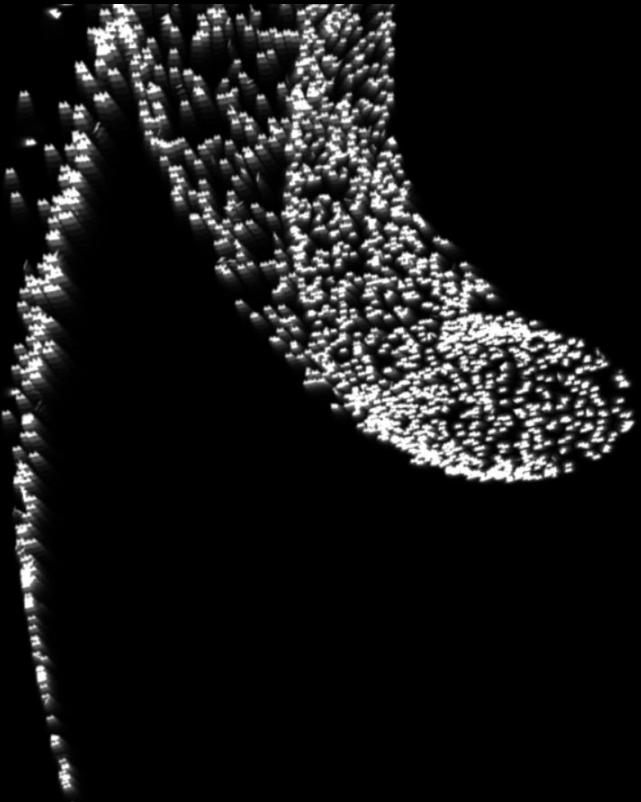
# sound

- creation of atmosphere
  - distress, subsonic sound
- fit to visualization
- responsive audio
- help from outside



Further  
development

KIND ACTS OF CRUELTY



# future work

- sound
  - responsive audio, final version
- installation
  - projection synchronisation, building it, materials
- interviews
  - organisation, more people
- website
  - Interaction, bug fixes



# future work

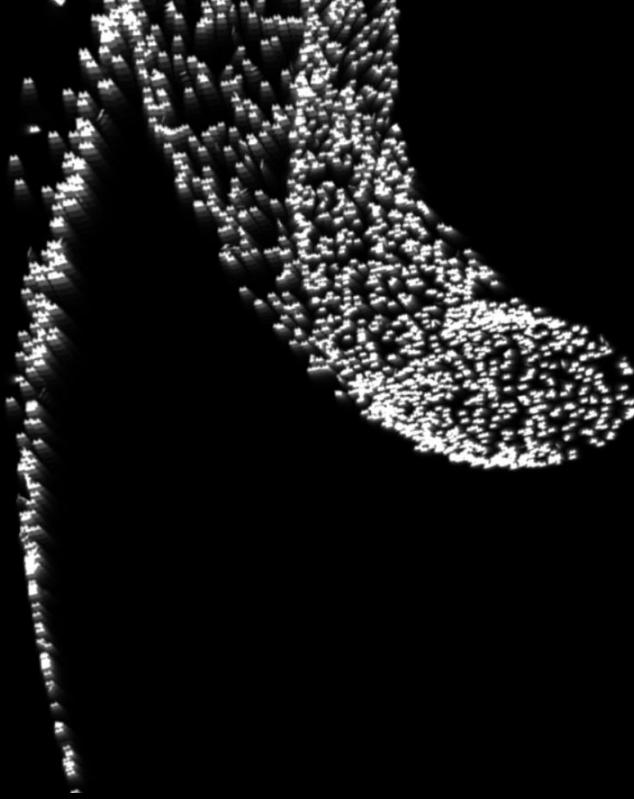
## Reaching people with our message

- Applying for other festivals
- Communication about the project



# conclusion

KIND ACTS OF CRUELTY



# conclusion



# conclusion

