

CINEPHIL

Designing

Identity

SELF

Through

Interaction

Bruno Hart - IXXN 311

WHEN YOU DO IT, YOU BECOME IT



We construct behavior.

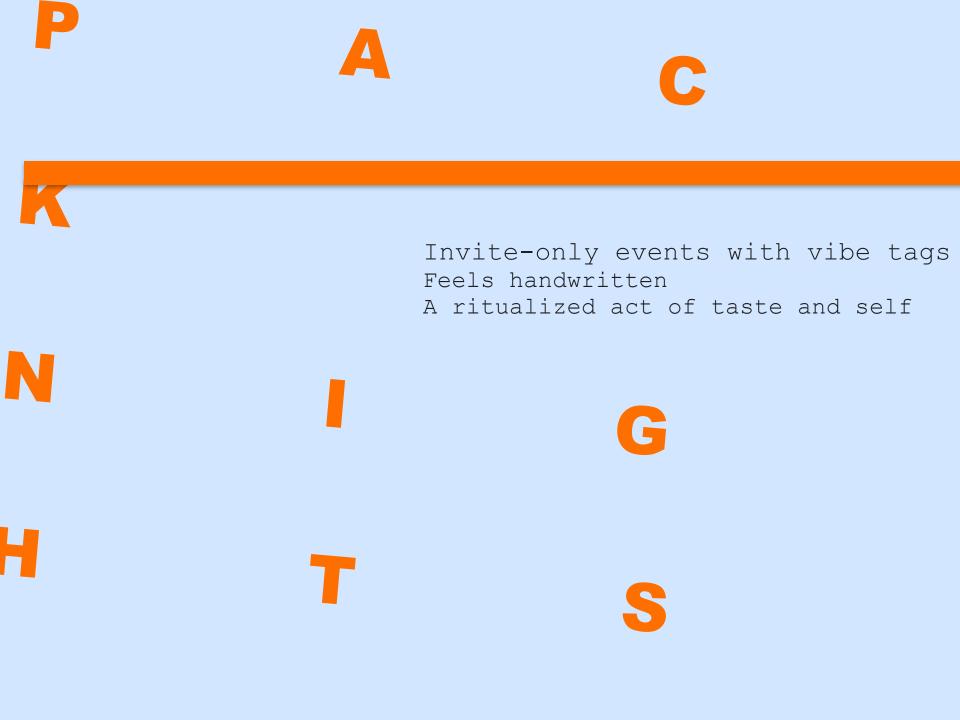
identity

from

observed

Re-enchant cinema-going through ritual.





Post-film journaling Attach moods, colors, textures

Interaction as expression, not submission

IdentityEMOTIO

BENEF

shaping

Intimaci

• Real-world connections over algorithmic likes

DESIGN PSYCHO

SPT → Behavior forms

belief

Social Capital → Shared rituals form belonging

Craving slowness, ritual, intimacy

Emotionally-attuned

Culturally curious

resting structure

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Experiments: Within & Between
          Metrics:
Affection,
                     Engagement,
                                  Community,
                                    Action
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PARTICIPANTS

Letterboxd Gen Z Users

3 in W-S design, 6 in B-S design

Balanced by location, identity, behavior

APP

Prototypes A & B

via TestFlight

Likert scales for:

- Brand Love •
- Community Cinema

Intent

ARATUS

Session A: Baseline → Break → Session B: Feature

Scales recorded

PROCEDU a days post

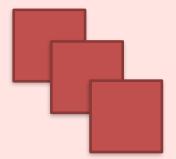
Diary tracked for 7 days post

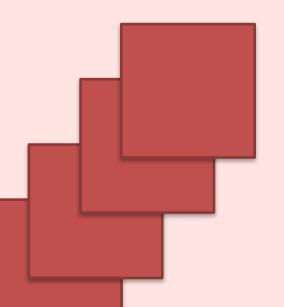
- Randomization
- Mood reset film
- Anonymous surveys
- Standardized scripts

RESULTS

Users felt identity alignment

Planned repeat events





Cited emotional resonance



- Analog metaphors confuse?
- UX too slow?
- Niche = Limit or Superpower?

VISION

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"This isn't just about watching films. It's about becoming someone through them."

Pack Night as ritual archive.
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