

MY HOUSE IS ILL

# THE AIR IN YOUR HOME

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Very little is known about the various ways in which air moves around us and how pollution alters the safety of spaces we inhabit every day.


Most of us rely on a sense of visibility, smell and colour of air to assess air quality levels. Understandings around air are based on personal reference points – comparing air quality between places, seasons and time of day.

IT'S SO FOGGY. I CAN  
BARELY SEE THE SKYLINE.

I THINK THAT'S SMOKE.

PLANTS MAKE EVERYTHING  
BETTER! .. RIGHT?

CLOSE THE WINDOW, QUICK!



# WHAT IF YOU COULD SEE AIR?

OR LISTEN TO IT?



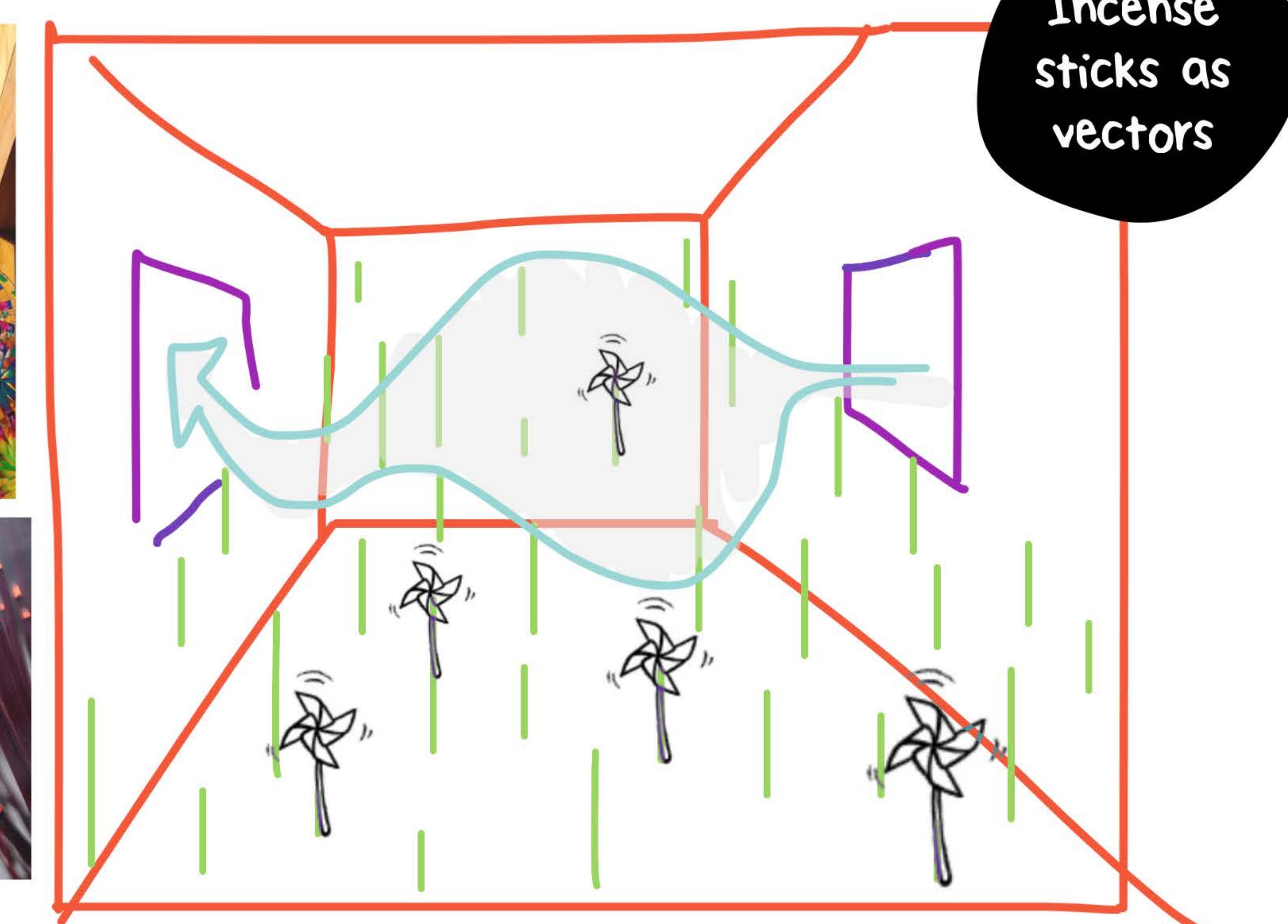
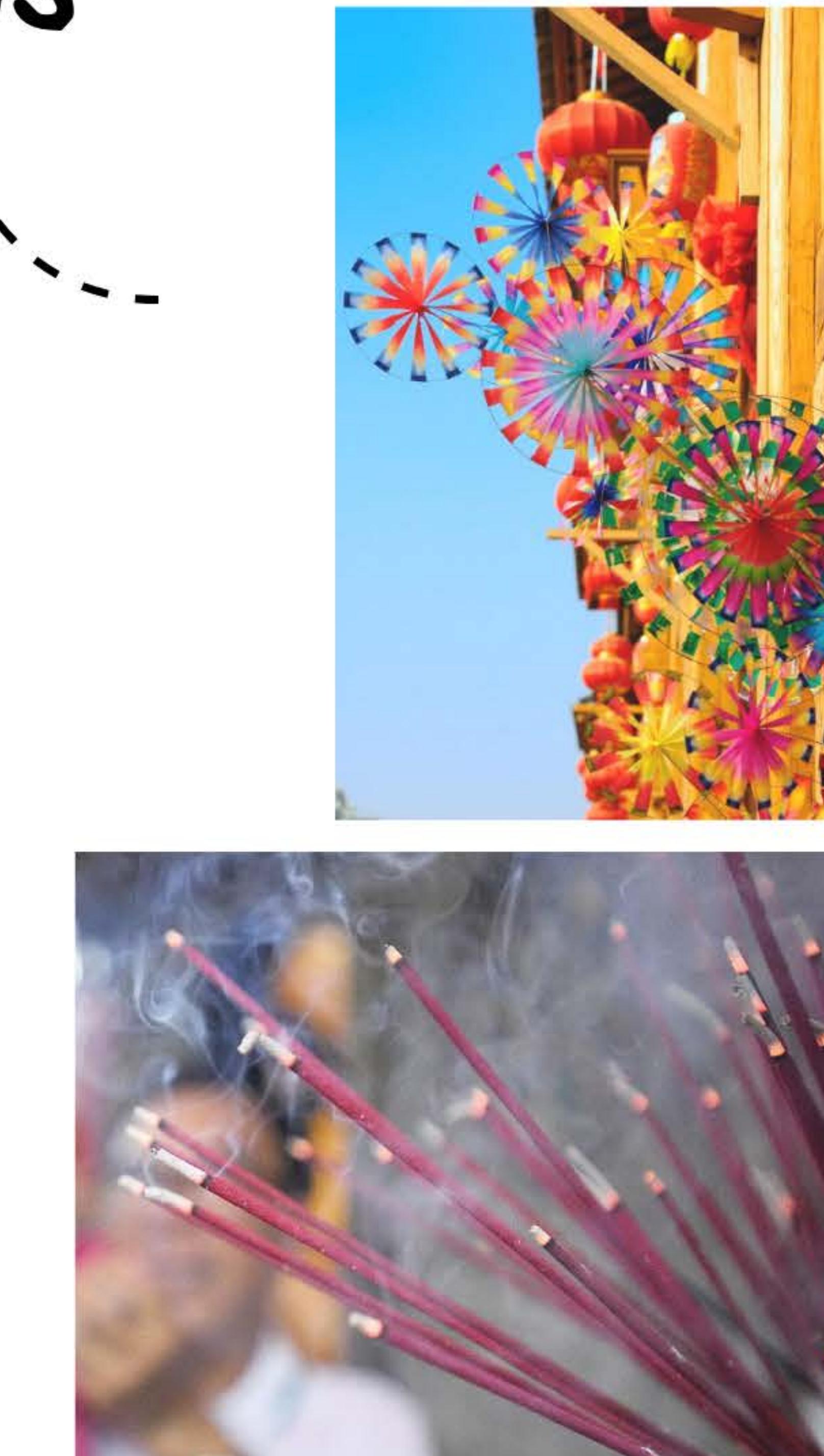
↓ ↓ ↓  
[bad idea #34] Radio experience  
that responds to air quality  
levels at one's location

Visualising  
pollution → →

[bad idea #24]  
What if PM particles  
were enlarged and made  
visible through the window  
as colours floating in the air?



ANALOGUE  
WAYS



↓ ↓ ↓

Can smoke from incense sticks tell us the direction in which air flows within an indoor environment. Do rotating pinwheels tell us whether the air flows in or out of a window?

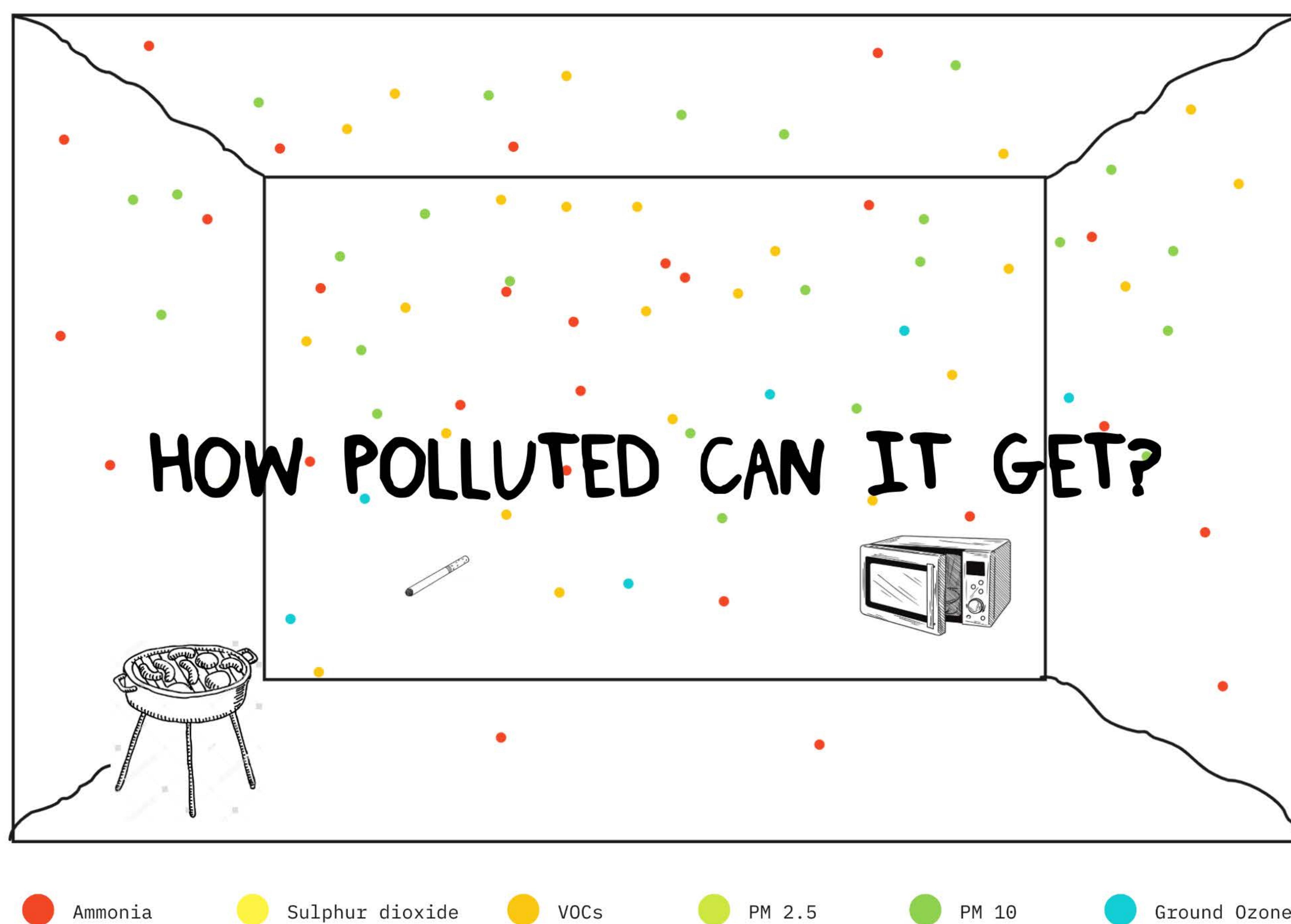


Litmus paper setups in public areas /pollution detection paper which reacts to pollution components in colourful ways to create art.

# THE GAME OF AIR POLLUTION

Living with air pollution indoors is like an everyday challenge – where we have to navigate the crisis by opting for measures to safeguard ourselves and our loved ones in the best way possible.

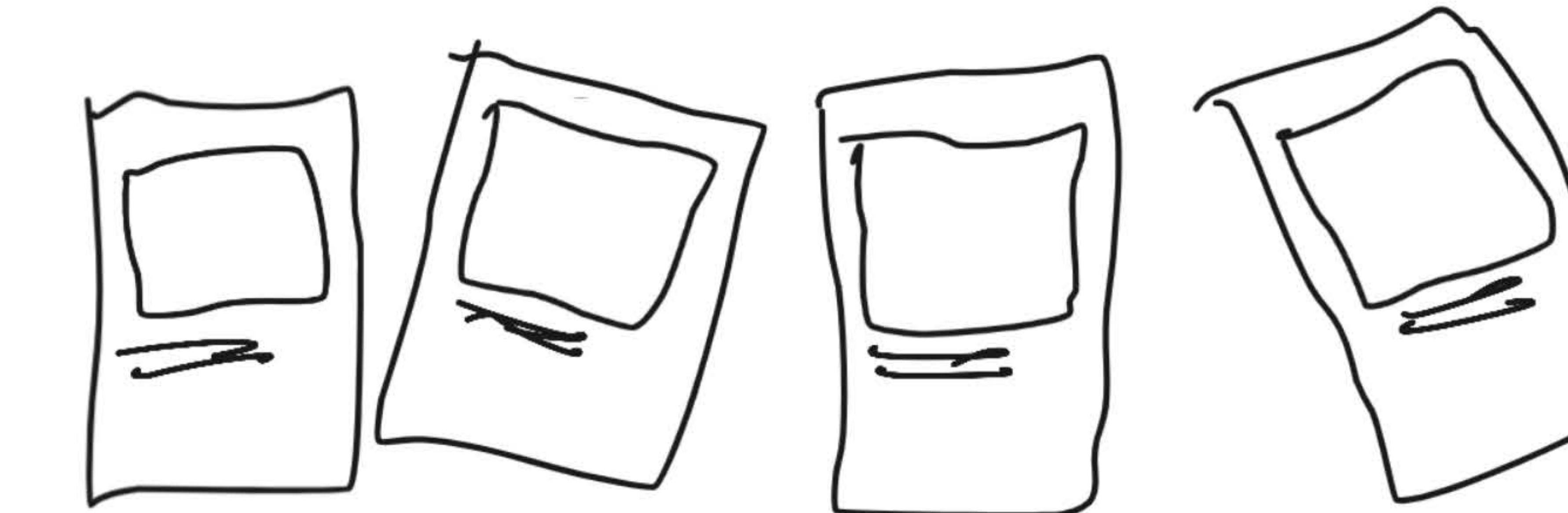
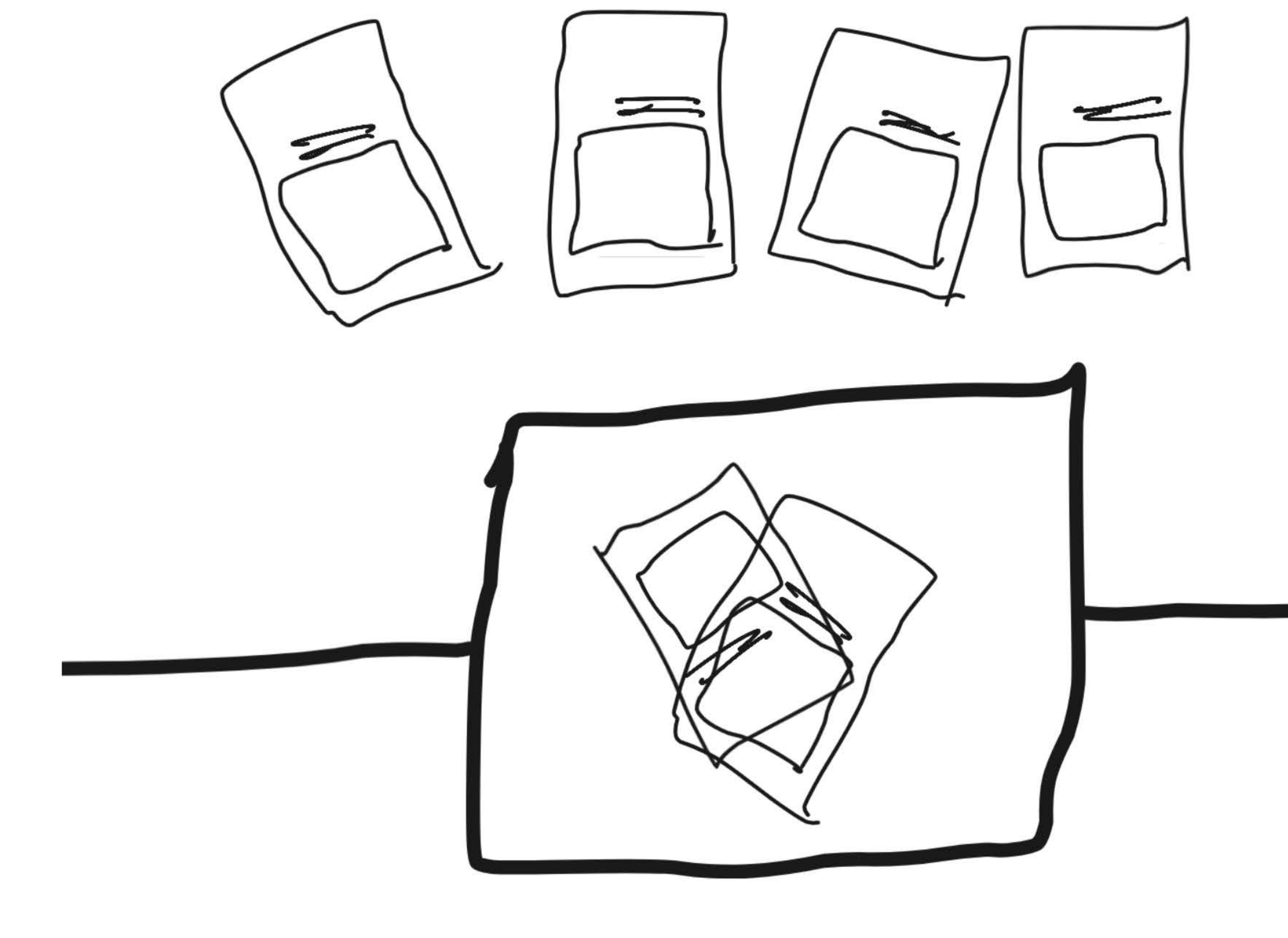
A game that we are most evidently losing.



You can drag from the list of items that are part of our daily life and drop in a room.

Once added in the room, it will show amount and types of pollutants it is adding in the room through slowly moving colorful

Card game, Top Trumps style to create a ‘Plague’ style game to pollute the space as soon as possible.



LET'S TALK ABOUT PURIFIERS >

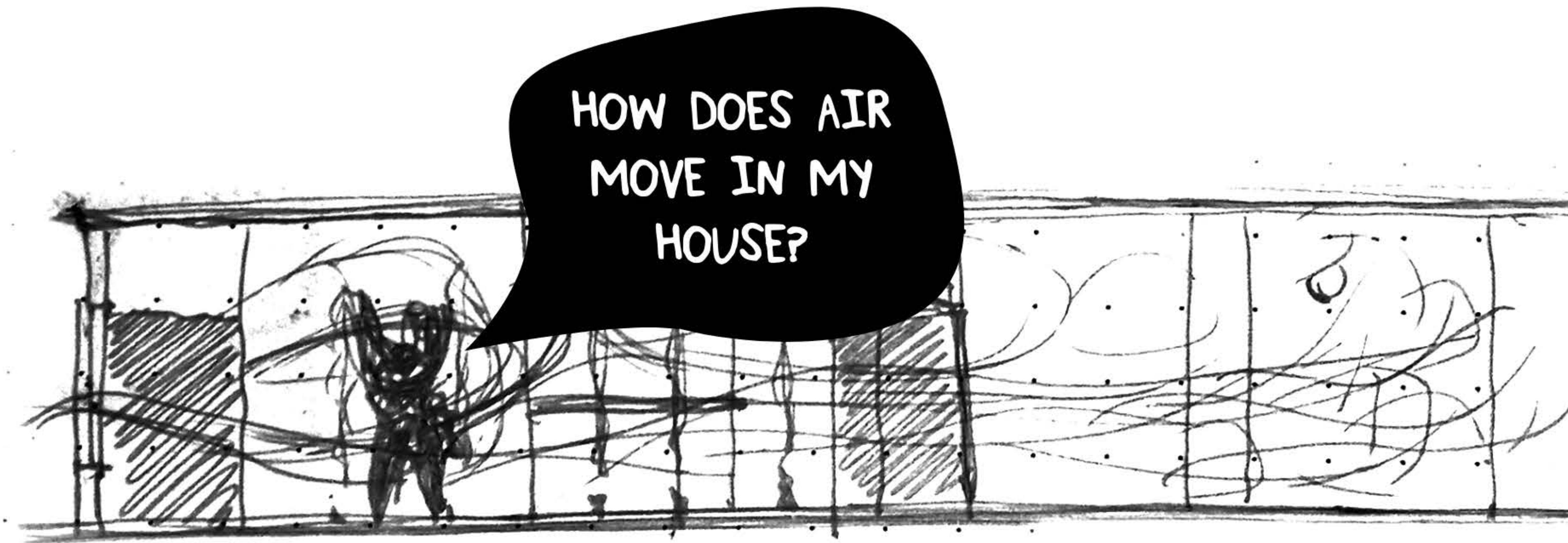
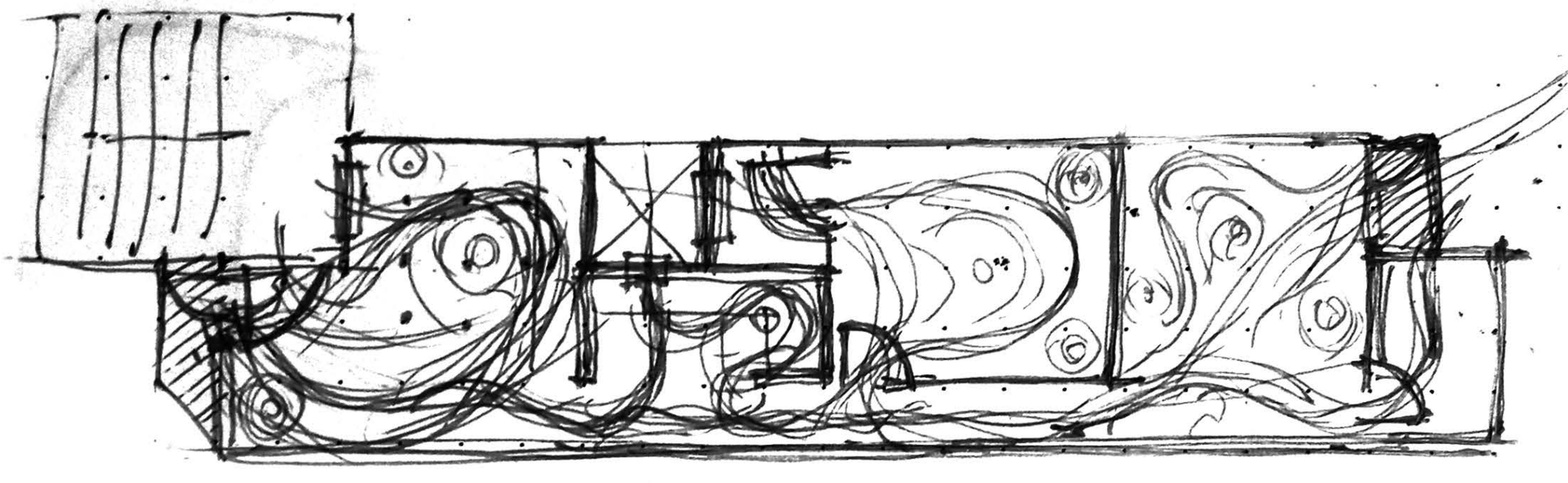
Even existing solutions like purifiers leave much to wonder around if and how much they help.

The effective impact of the device remains fairly ambiguous.

# EXPERIMENTS AT KHIRKI TEST LAB \*

We took up an apartment on lease to conduct a series of experiments at the intersection of air and space.

A test lab in the neighbourhood.



**THE FIRST PHASE** of the project was intended to understand how air moves around us.

Visualising airflow and behaviour in spaces is critical in bringing to light the movement of air around us.



## EXPERIMENTS WITH SMOKE

THE SECOND PHASE was to understand how air becomes polluted and its impact on spaces and people.

Air pollution is often invisible and difficult to create mental models around.



HOW CAN WE MAKE  
AIR QUALITY DATA  
RELATABLE?

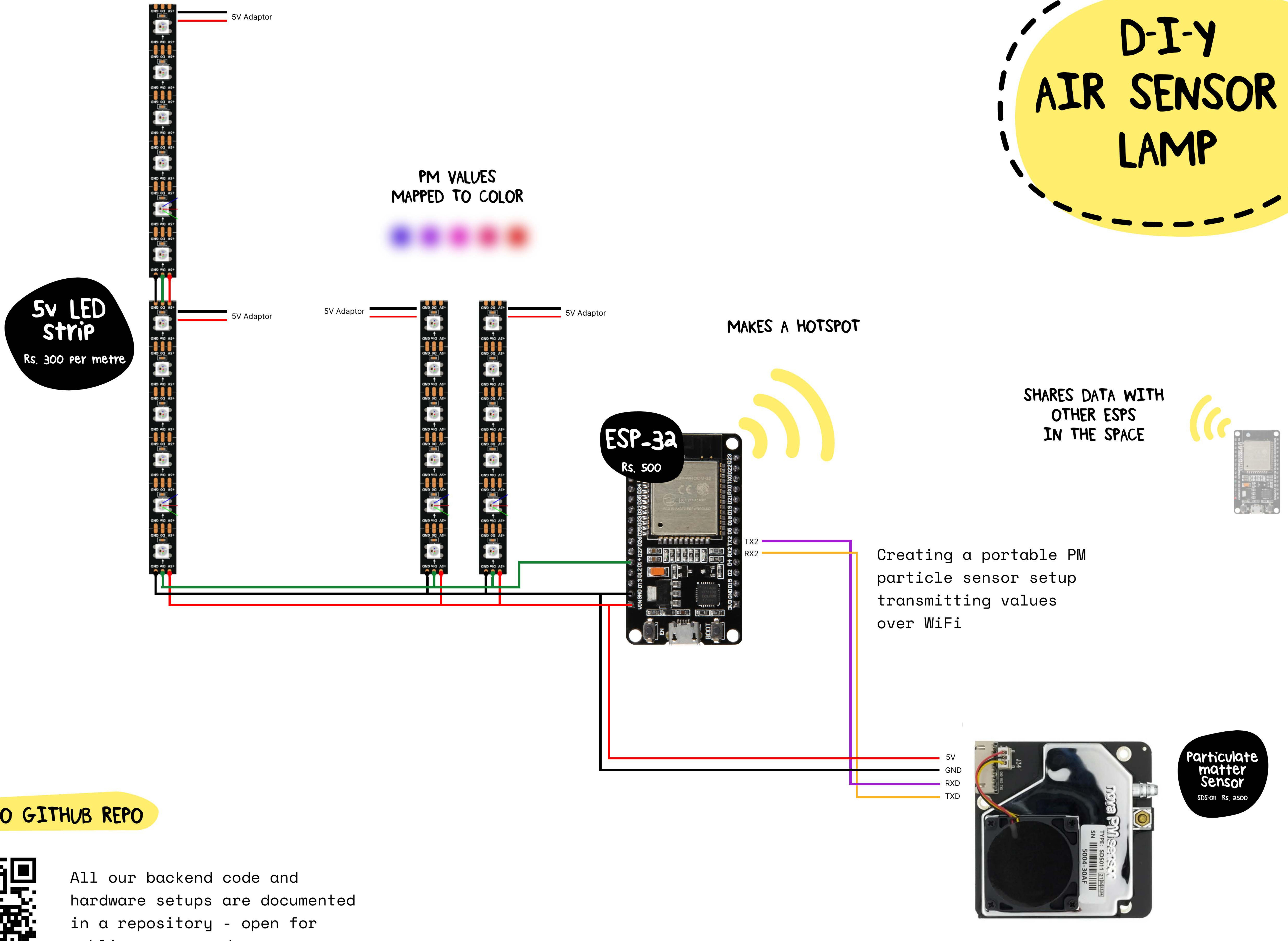


LET'S TALK  
ABOUT AIR  
AROUND  
US.

हमारी हवा  
आज कैसी है?

What can my  
neighbourhood  
do to have  
better air?

# D-I-Y AIR SENSOR LAMP



# SO WHAT LIES AHEAD OF US, FOLKS?

Imagining A Future With Air Pollution



ATTACHED PLANT ROOMS  
BECOME A LIFESTYLE  
TREND ?

Most people put their faith in indoor plants over masks and purifiers for protection from bad air.



When outdoor air is unhealthy all year round, virtual windows become the norm. Pay per view projections offer exquisite views without the risk of bad air.

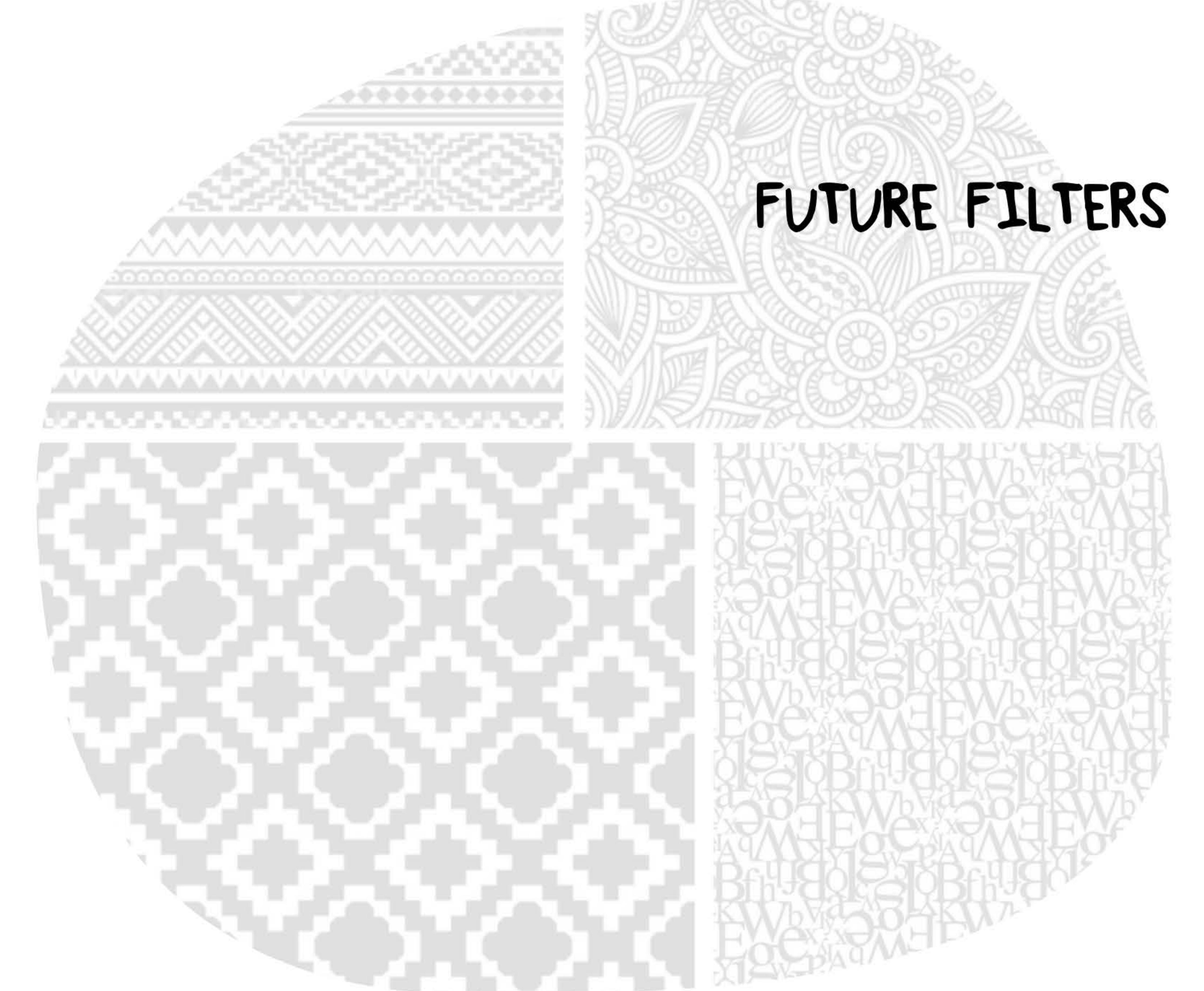
Netflix starts on-demand window streaming services.

WHEN THE AIR OUTSIDE ISN'T FRESH ANYMORE, WHAT HAPPENS TO WINDOWS?

Steady pollution levels outside the window incentivise the adoption of filters on a mass scale – acting as screens for windows and verandahs.

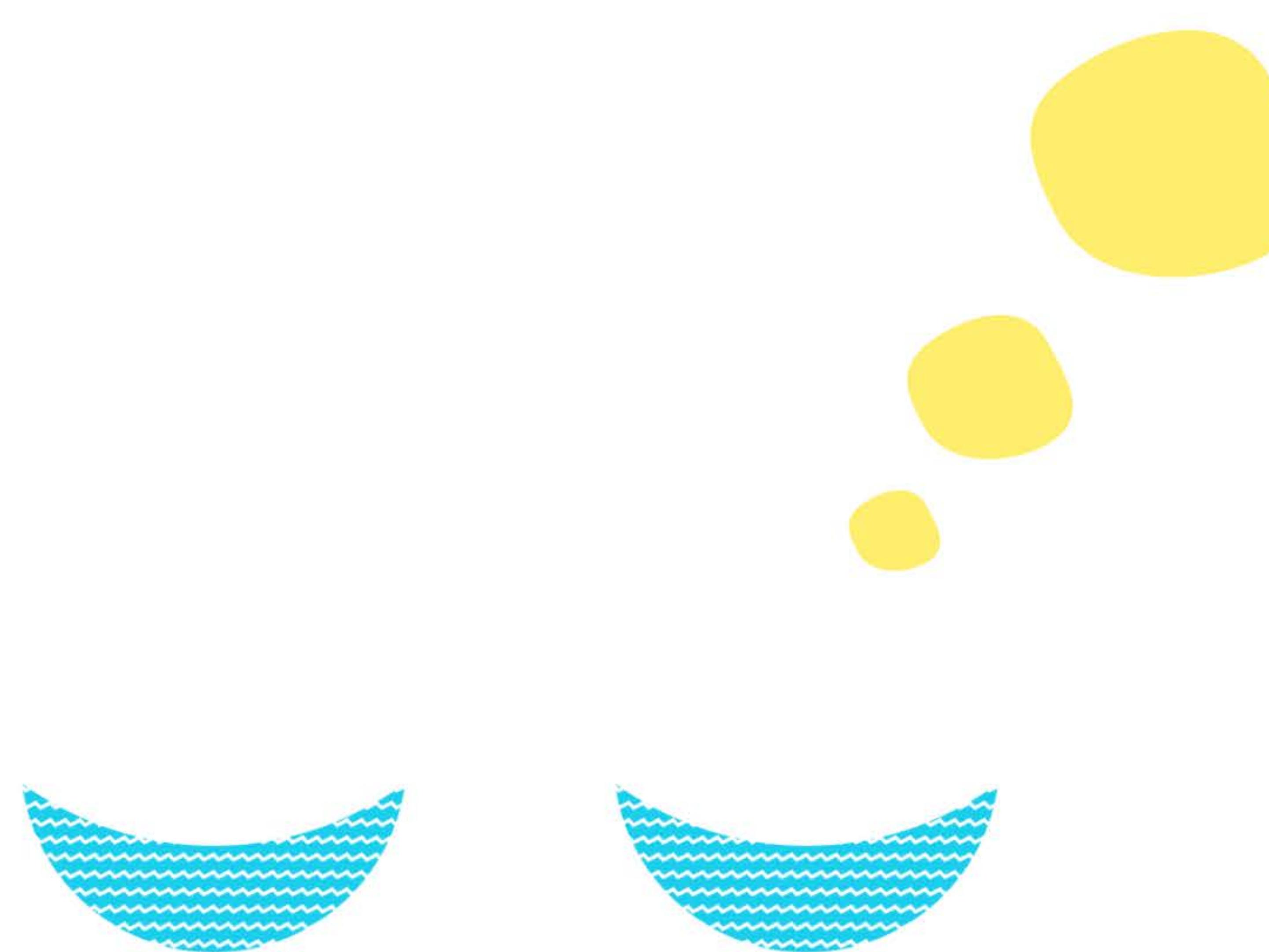
As prominent architectural elements, how would filters be adapted to suit cultural aesthetics and individual ambition?

CURRENT FILTERS



FUTURE FILTERS

IT SEEMS TO BE GETTING QUITE DUSTY AROUND HERE.



## WHAT IF YOUR APARTMENT SPOKE TO YOU ABOUT IT'S HEALTH?

A network of particle-sensors share health status of different spaces and offer real-time notifications and recommendations.

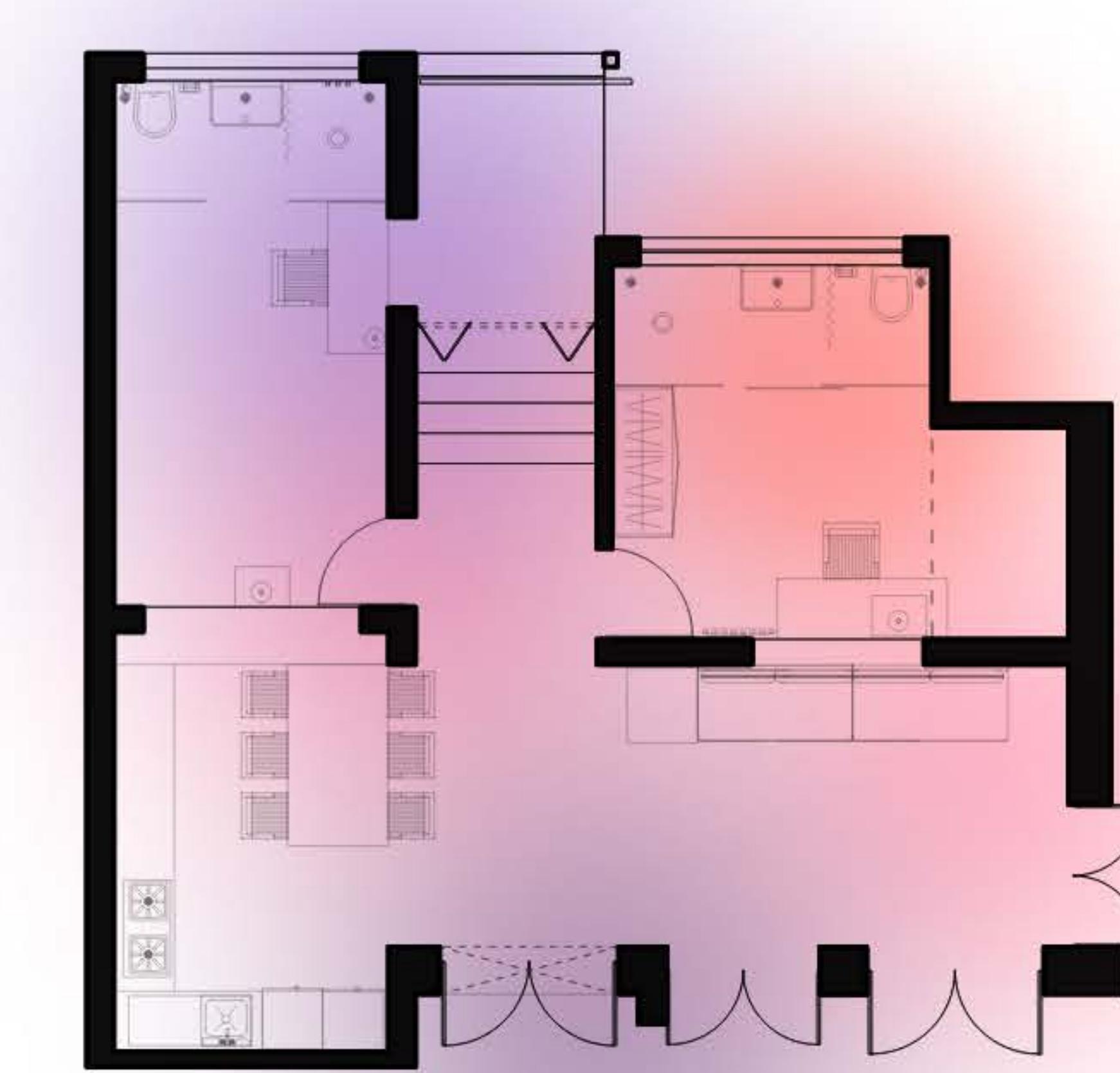
BLUE > PURPLE > RED

↓ ↓ ↓

## WHICH ROOM IS THE SAFEST TO OCCUPY?

Each room in the apartment reflects the real-time pollution levels through the colour of the lighting .

Given this information, would you use the space differently? How would your routines change?



'My house is ill!' invites you to an imagination of a home that allows us to 'see' air and action on it.

The space attempts to validate ambiguities that lie around the subject, and in the process challenge common notions and prompt curiosities.

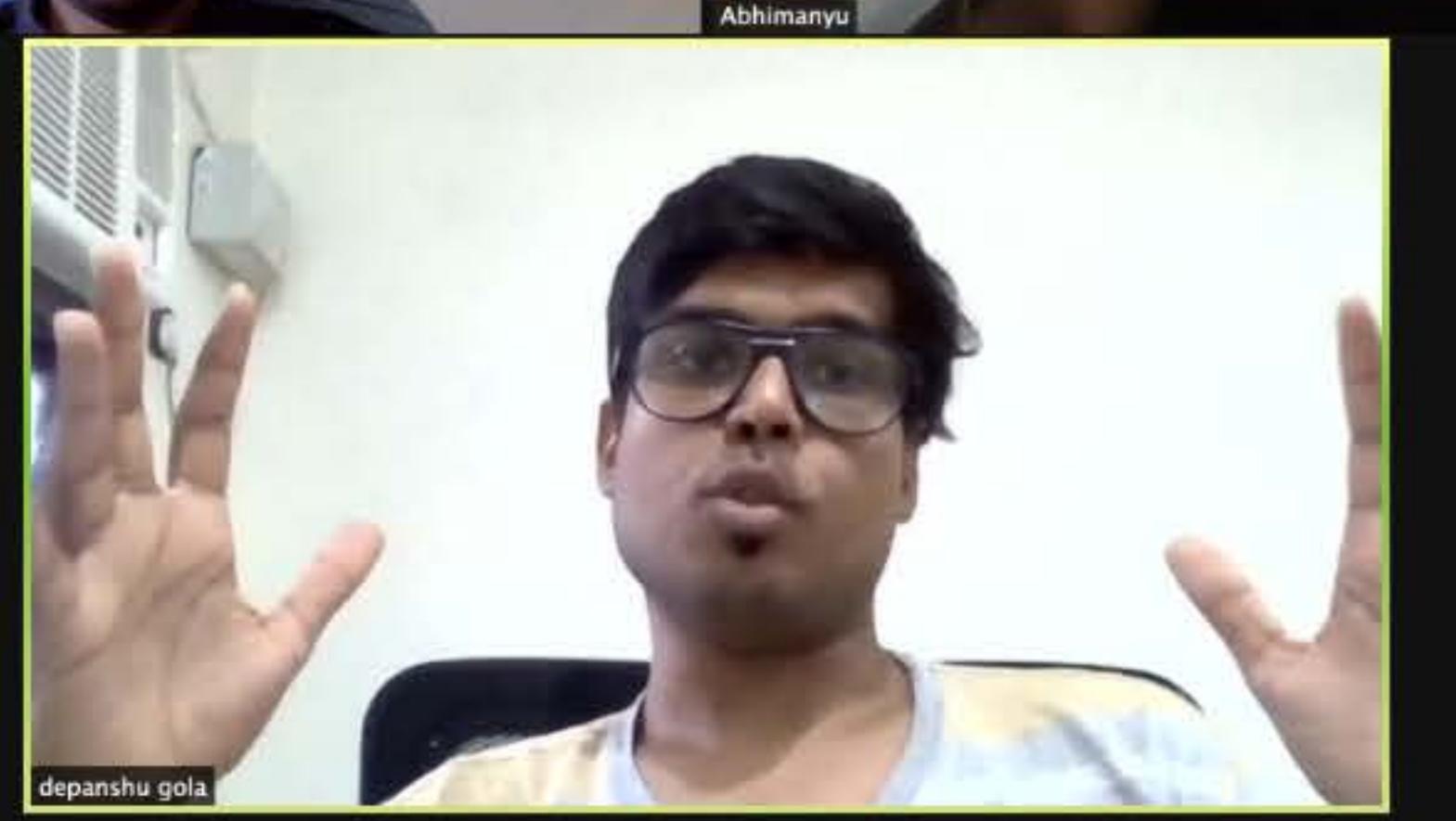
## AN ALTERED LIVING EXPERIENCE!

### A NOISY PLAYLIST

Sound-based clues fill the space – acting as a reminder of what is otherwise invisible.

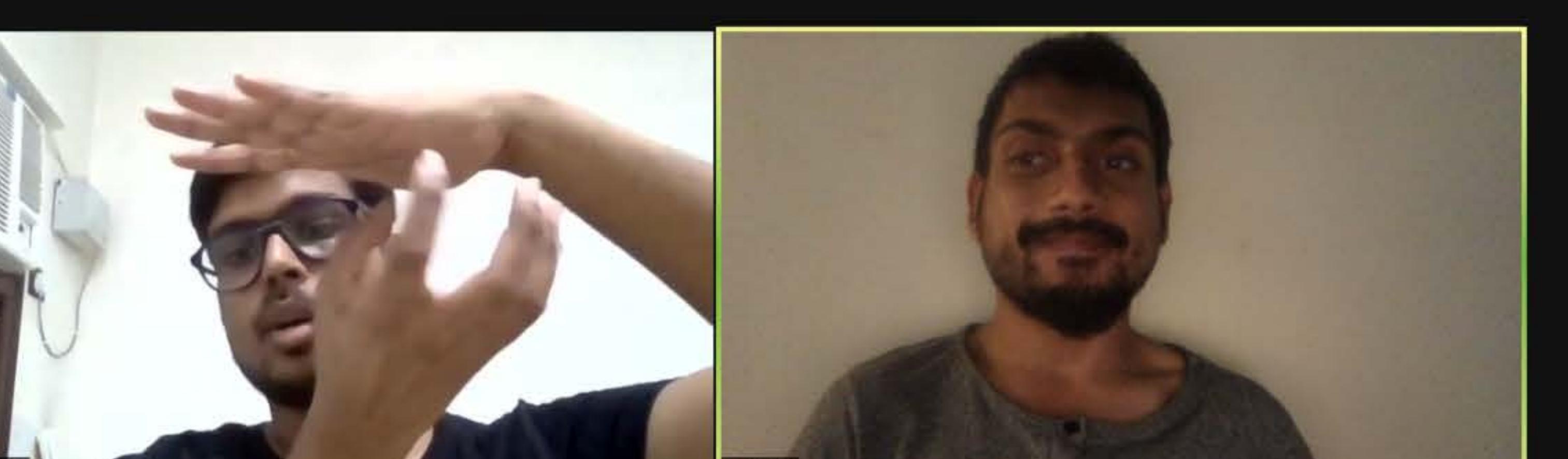


# Zoom calls and our curiosities around air and space



I am curious about how we measure air quality and who governs that data?

How are building envelopes supposed to evolve in response to the pollution crisis?



**SO, YOU ARE ARCHITECTS?**

Um yes! Two of us are, and we are joined by Salil, who's an exhibition designer turned creative technologist.

Air pollution is closely tied to spaces, and as architects and space designers we see value in adopting a spatial lens towards understanding the phenomenon.

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**Depanshu Gola and Abhimanyu Singhal** co-run '**Architecture for Dialogue**', a research and design practice pushing the boundaries of architecture across physical and digital mediums. AfD specializes in creating transformative spaces that inspire thought and instigate conversations around the future of living. In a short span of time, the young studio has propagated a research-backed spatial design approach across domains of street design, food systems, water security, waste management and air pollution. AfD was selected as one of the top 20 emerging design practices for the annual DesignXDesign Exhibition of 2021.

**Salil Parekh** is a design researcher and creative technologist. He has worked on new-media based projects for education and digital heritage and is an avid gamer-developer-artist. He is currently an MFA Design and Technology candidate at The New School.

#### **Support team →**

Dhruv Singhal (production)  
Ashima Mittal (participant research)  
Ketan Dua (sound design)  
Archita Goyal (cover illustration)