

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
CREATIVE CALL

1. Title

Convo

2. Organizers and presenters' names and affiliations

Peiyi Chen, 3rd Year Design and Cognitive Science Major

3. URL of the demo website or video

4. Abstract (ready for diffusion). 200 words maximum.

Smart phones have become people's best friend, and we tend to find our contentment or approval from virtual friends. However, relationships in real life are much more precious yet they tend to be ignored. Convo is an app that motivates people to leave their phone alone, encourages conversations between family and friends, and offers tips a platform to share conversations.

5. General description of the Project

The app will have different sections: Friendship/family background quizzes, tips for conflict resolutions, and the sharing platform. User can take initiative of a conversation by making quizzes about facts about themselves, and share it with a friend or family members and let them play. User will get points for making quizzes and taking quizzes. After taking the quizzes, either the maker or taker or both can record and reflect on their conversation. They can choose to either save it or publish it. The app will also include a step by step conflict resolution tips. Users will be guided to the possible solution after they answer each questions. These tips are from online sources or other users. User can endorse or comment on the solution. They can also chat with someone with similar experience and see what they think about the situation. To motivate the user, they earn points or water for their plants or something else they are trying to grow virtually, every time they share, converse, or offer tips.

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

Critical perspectives on the use of technology for peace.
Technology in a way disrupts people's relationships with others. The app aims to connect people back together and let technology connect relationships and not disrupt relationships.

7. Biographies of the Author(s).

Peiyi Chen is a third year Cognitive Science and Design major at UC Davis pursuing in the UI/UX field. She desires to combine her knowledge in both fields to create interfaces that are easy-to-use and visually-pleasing. Her vision is to create human-centered design that is about people and for people. She is passionate about the virtual interaction design and relationships with people in real life.