

Info graphic part----Siyao Chen

What I will do:

After collecting and tidying database in first step, I will use these databases to create an “emotion map” based on our campus.

The entire database are related to emotions which including what we seem, what we hear, what we feel and what we smell, in this circumstance, the emotion map will according these database as well as combining graphic element to create a map in graphic aspect and use graphic language to express these emotions.

Since emotions are variable and changeable in different time and different people, even for one route people will feel different according to different daytime, i.e. morning, afternoon and night. Also different feeling, which can be classified to positive and negative, or more specific, likes happy, upset, peaceful, pain etc., so, I will focus on how to use graphic elements to interpret and explain these different feelings and situations.

Here is couple of examples of emotion map Christian Nold did in 2005. My work will be similar at some level but not exactly same since the focus, the range we covered and the way we collect data is quite different.



How I do it?

The outcome of the project would be an interactive flash that will represent these databases in a more dynamic way.

Users would be able to check different emotion by time button, that is to say once click the time button (morning, afternoon and evening), they will see which kinds of emotions will appears and get peak at this time. Meanwhile, users also can check different emotion of this area, which means they can choose different emotion and then check which area people will feeling this emotion, these emotions may including negative and positive as well as visual, aural, olfactory and mental feelings.

The way to express these emotion and time would be use colors, such as white represent morning, yellow symbolized afternoon and blue means night; and patterns, like smile face help express positive and cry face is saying negative mode. The graphic style about the map would be similar to the real map in atrium for keep consistence of the whole project.

In this way, use graphic method to help users to explore the emotion map of our campus and understand the information we want to express more clearly and directly.

Here is a simple sample of my work.

The whole flash will represent as a map with database (tags on it). Meanwhile, there will be buttons on it, and once click different button will show different emotion according to times, feeling etc..

