

### Boy or Girl:

An interactional experience guiding the user through a self-reflective journey on one's own gender. "Boy or Girl?", at first, draws the user in with its title then educates and provides resources. It guides the user through three different topics that might help them get a better understanding about gender identities. First being the difference between sex assigned at birth versus gender identities, the second is the wide range of gender identities, and lastly resources for individuals or parents of individuals who are interested in transitioning. "Boy or Girl?" aims to eliminate discrimination and stereotyping of people who are not cisgender, or those who do not identify with the sex they were assigned at birth. It invites the user to consider their own identities within others as well. Eventually creating a space where we are self aware and respectful of ourselves and others as we leave the experience.

### Intended Audience:

"Boy or Girl?" is set to be projected on a wall, or screen within a museum or art exhibition that focuses on gender identities. There is supposed to be a screen for you to see yourself and you can touch the buttons to navigate the pages. It is intended to be an opener before entering the museum or exhibition. The intended audience is open to all but aimed more towards teenagers, young adults, and parents who are looking to explore their gender identities, or their child's gender identities.

### Overview:

"Boy or Girl?" is a projected experience because making the user view themselves and interact with the programs allows them to reflect on their own bodies and how they express themselves. It forces the user to face themselves and to consider how they present themselves and why they present themselves that way in the first place.