

SafeSpace



by Dana Capistrano

SafeSpace is speculative technology that provides a portable space for people to relax and get away from the world's hardships. Inspired by the concept of creating a safe space for people to share and be their authentic selves, SafeSpace aims to create a tangible product that provides the same luxuries. This technology explores the boundaries of what spaces are safe, whether that be from the hardships of evil landlords, the government, or even from our demons.

SafeSpace can be used for much more than the intended use. For those who are lower-income, it is helpful as a place to get refuge. For those who have mental illnesses, it can help get calm from the storm of the world. But for those who are more privileged and are themselves the evils SafeSpace protects from, they can abuse the uses to continue to oppress those below them.

Some people have used it as temporary housing, and some can use it as a private office or even a place to nap or eat lunch during work. With these uses, however, there can be ways to abuse its intent. Some people can capitalize off of it and make it harder to access. Some people can use it to do illegal activities. Some may even use it for human trafficking. SafeSpace does not take liability for the misuse from the public.

The project itself explores the ways that people believe that they can own property. If we dig deeper into the topic of land ownership, we would see that we cannot own mother nature. Ownership of land is a colonist idea. My project explores this idea by creating a little bit of space, or "land," that can be owned. It is an attainable object that can be purchased by everyone, and the situations that I explore in this project dive into cases that people abuse this product and its intentions. It exposes the irony of having a "safe space" that is not all that safe.

Although there are no specific players, each review shown is meant to represent different approaches and uses for the product. Rating the reviews as good or bad allows them to make decisions on themselves without giving obvious choices. I wanted to use the approach "less is more" so that the user will overthink whether or not they agree with the statement provided. Therefore, creating a much deeper reflection rather than a shallow one. I also wanted to use a futurist retro-tech look for the project to show what I believe big tech company design will look like in a decade or two.