Etude 1

Stranger Things
Cart 360 - Tangible Media and Physical Computing

September 20th, 2019

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1.   Champ des Possibles

      The Champ des Possibles may have started as an anarchist green space. Sculptures, impromptu artistic installations and shows were once common in this area. With the advent of big tech and gaming companies in the surrounding neighborhoods, the space is beginning to be used more and more as a means of getting from one place to another. For these commuters, the Champ is just a path to use to get from home to their tech-related jobs in the Mile End and vice versa. The pathways in the Champ des Possibles have become wider and more certain, due to their daily use by bikers and pedestrians.

      This space is still meaningful to myself and others in the neighborhood because it is one of the few green spaces nearby. The plants in this park are left alone to grow as they would like, and therefore the park transforms wildly depending on the season: plants and wild grasses grow to great heights in the spring and summer, obscuring different corners in the park, but in the winter and fall the grasses die and flatten, allowing you to have full view of the park.

The park was never curated by a team of designers or landscape artists. Therefore, it is one of the only spaces where the means of interaction is up to the passerby. It is a place of solace for those who are comfortable in undefined, liminal spaces. The presence of the path and makeshift benches shows the struggle that is present within the park. The conflict between wanting to have an undefined space and humanity's anxiety and seemingly compulsive need to create purpose and functionality out of chaos. The fact that this space still holds an element of chaos, despite humans' never ending fight against entropy, makes it sacred. An oasis within a city.

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2.   Wool Sweater

This sweater has been with me for a while. It belonged to my mother before me. It was made back when clothes were designed to last. Despite it's strength and sturdy material, the wool is soft and does not irritate the skin. The wool acts a solid barrier against wind, rain, and snow. The sweater is also designed to be large and baggy. The shape of this sweater allows me protection by hiding my body. The bagginess also disguises bad posture and other subtle body language, thus allowing me more freedom.

The ability to hide myself in this sweater makes it cozy and secure. The most genius part of this sweater is in its color and delicate decorative linings. A sweater that is able to hide and disguise the wearer's movements so well might on a subconscious level illicit feelings of animosity and distrust in people who have to interact with the wearer of the sweater. However the pale pink invokes feelings of sweetness, friendliness and approachability. It attenuates feelings of discomfort the public might develop by being unable to read the wearer's body language cues. The public message displayed by the color and decorative elements of the sweater contradicts with the many layers of security the sweater offers its wearer.

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3.   **Rotary Phone**

I found this rotary phone on a sidewalk near my home. It reminded me so much of a phone my grandparents used to have. I really like the physicality of it, and how easy it is to see the moving interior parts of the phone.

Growing up, I spoke a lot to my grandparents on the phone. The phone connected me to them and their world which seemed so different to mine culturally, politically, linguistically and socio-economically. It was fascinating how just a phone line could bring my part of my grandparents into my environment instantaneously. It seemed like a strange vortex, or
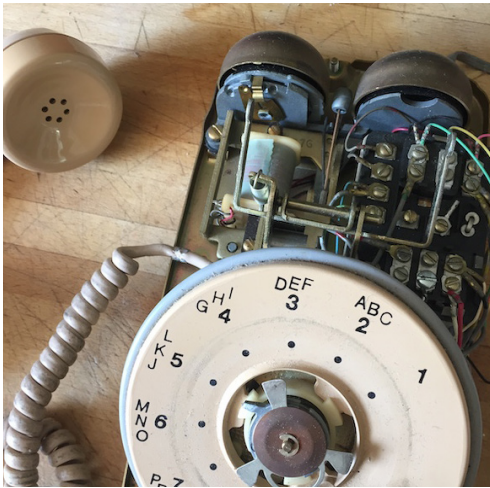
teleportation device, which could bring my grandparents across the ocean in a second. The phone is very well designed. Inside the phone box there are added weights to give the phone a sense of durability and stability. The coil of the phone serves as s built-in fidgeting device, which wireless phones greatly lack.

Sketch #1 - Light Show for One

I think the Champ des Possibles has the most potential. I like the idea of creating an interactive environment in a public space. I would like to create an interactive space which only functions when a person is in the space by themselves for a long period of time. The light show will take place in the fields where there aren't any paths. The lights will blink slowly at first, and overtime, if the person stays to watch, more lights will gradually blink. If the person leaves or if another person joins the space the light show will abruptly stop.

StoryBoard

      The storyboard shows the Champ des Possibles before anyone has arrived. It is dark. The installation uses a hidden camera to calculate whether there is only one body within the frame. After the person has stayed in the frame for longer an amount of time longer than five minutes, a light will blink. If the person stays in the frame for longer, more and more lights will begin to appear. This will be a slow and progressive piece, to encourage the indivudual to stay and meditate. As soon as the person leaves the camera's frame, or if they are joined by another person the lights will immediately turn off.