

The dynamic between humans and computers is being challenged by the introduction of synthetic media.

As our physical world is being captured, predicted, and used to create increasingly accurate forms of media - the differences between the material and data worlds is diminishing.

The experiences of interacting with these algorithms represent a shifting behavioral change and reimagining of the relationships between humans and computers. In relation to media ecology, the proliferation of synthetic media is blurring the boundary between what is real and what is not. Our traditional understandings of truth, authenticity, and authorship is being challenged.

What is the boundary between these worlds? Where is the user experience of moving between these worlds.

The computer moves between these worlds by capturing data of the physical world (through sensing machines) and then creating a reaction depending on the sensor input that effect the physical world (such as turning on a light).

To design an interactive experience, I need to consider movement between these worlds from a human perspective.

The most relatable human experience of moving between physical and digital would be the act of 'logging-in' and 'logging-out'

Often done subconsciously, there's a ritual in the act of logging in or on, out or off. I felt there was potential to prototype that human experience of 'logging on' in order to question the physical/digital boundary.

From the body tracking experiments, I tried to apply it to the idea of synthetic media. Most instances of synthetic media being applied today are in the field of service design.

Biometrics such as facial recognition and fingerprint ID are used to verify humans in order to grant us access to digital services and spaces.

The idea of verification. The act prove yourself in order to access a digital space. It's similar to using a set of keys or a security card to open a door and access a space.

I prototyped the experience of using a physical key to unlock a digital space using synthetic media to identify a unique shape or movement.