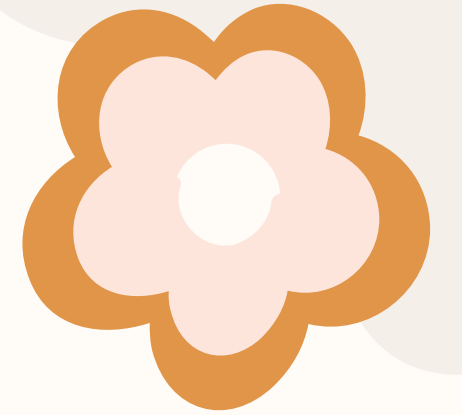
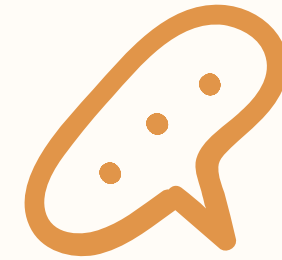




# SAFE CIRCLE



## Creative Design Project Documentation



Exploring the Commons and Feminism through social media  
and collective responsibility

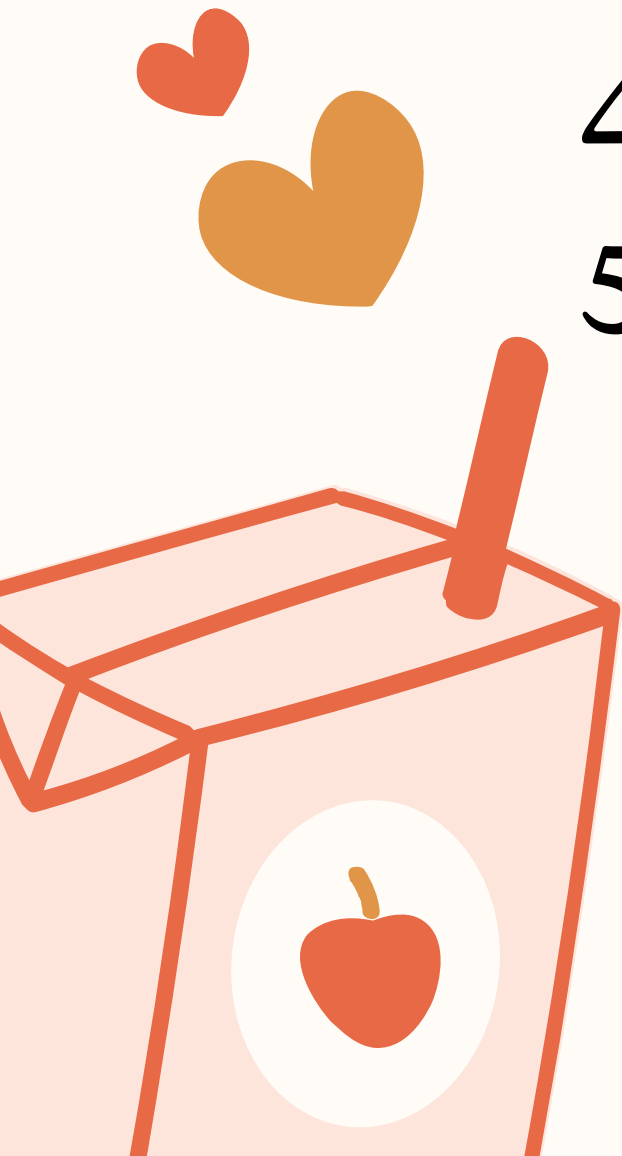
By Team 2a : Zelda Enjoyers

HATEM Sandra; GADET Martin; MOUGEL Alix; NGUYEN Khang



# Outline

1. Physical Design
2. Technical Design
3. Design Justification
4. Weekly Progress
5. Conclusion



# Physical Design



## Problem

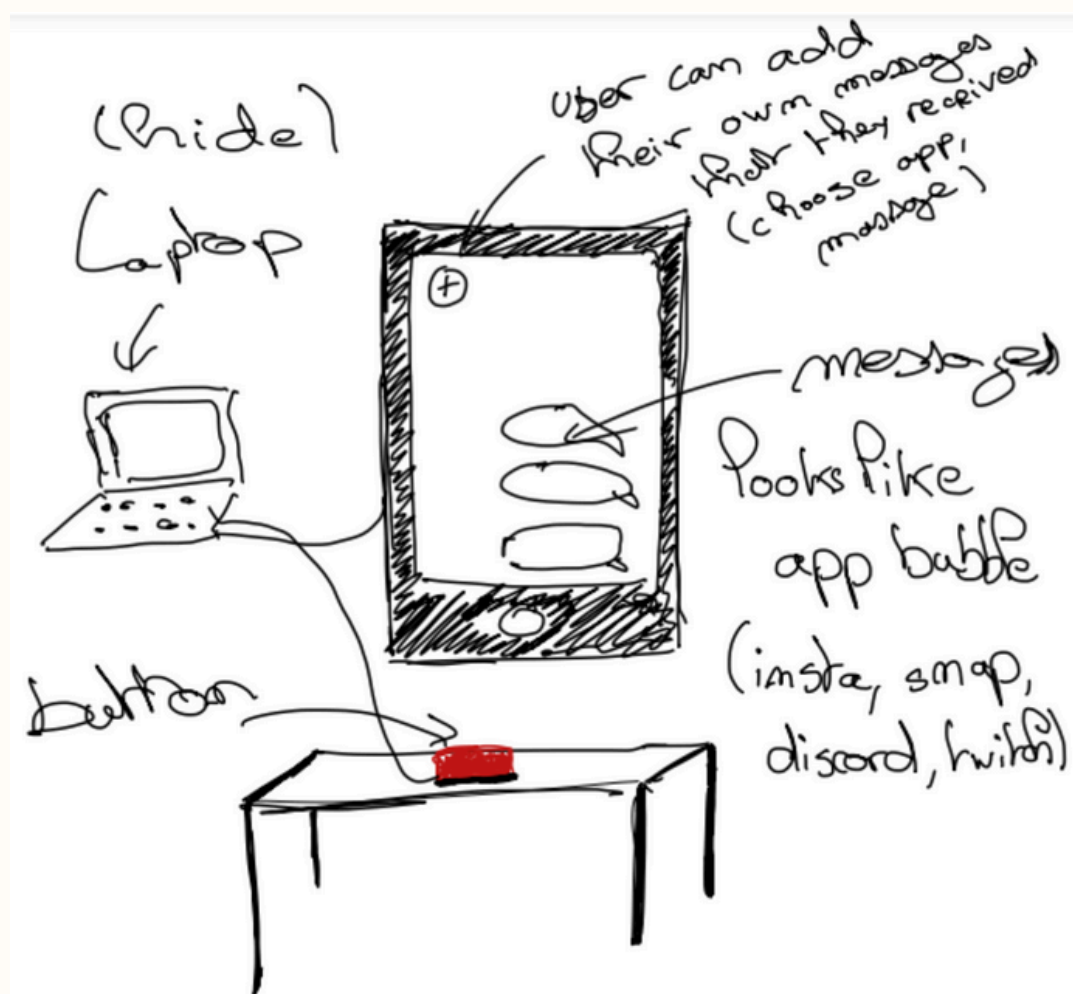
Harassment on social media is a widespread but underestimated issue. Women frequently encounter harmful messages across platforms, impacting their physical and mental well-being



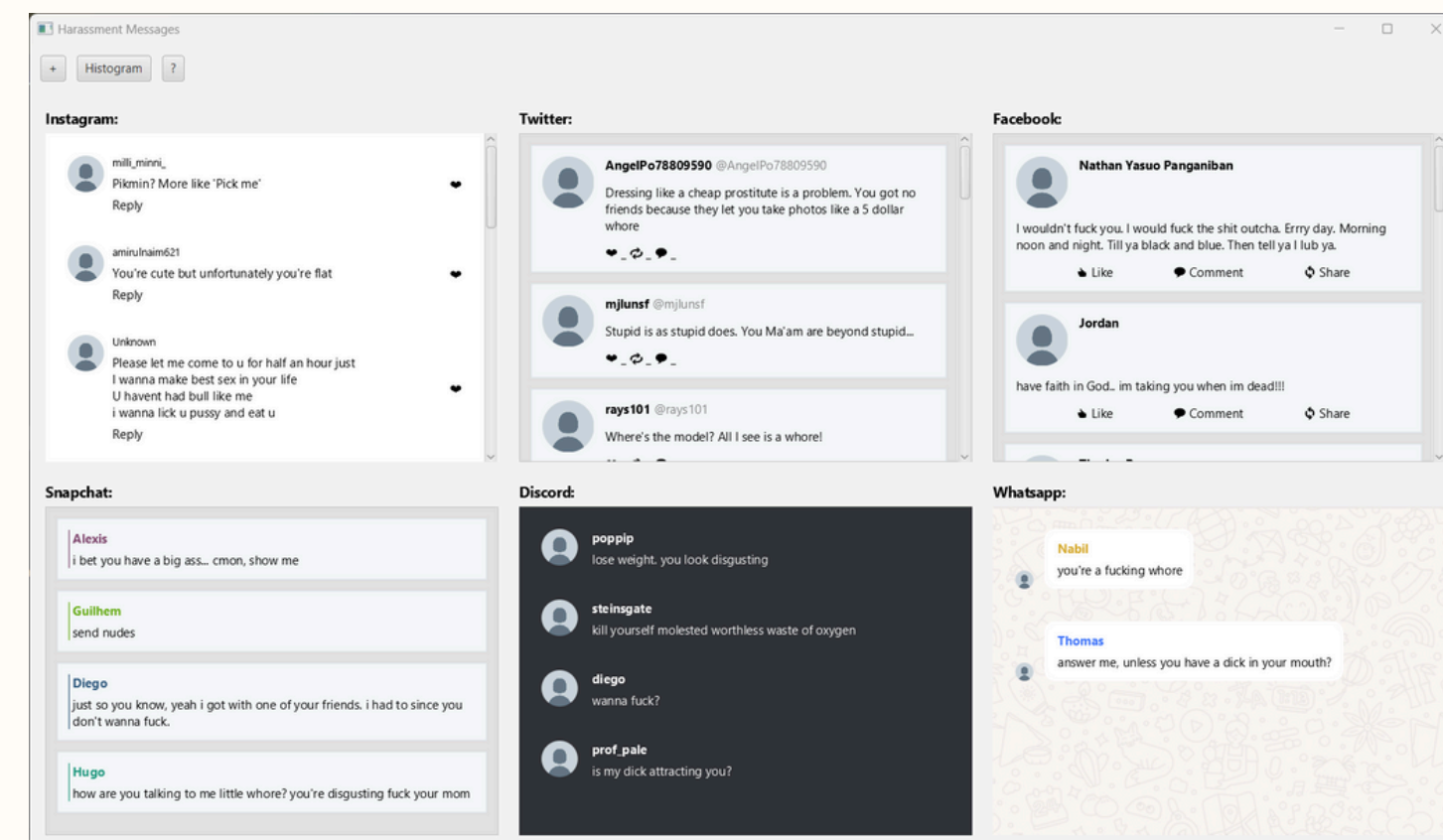
## Design

- Giant interactive phone screen simulated on PC with social media apps
- “Enter” key to display the message
- Report message to database
- Visualization for message analysis

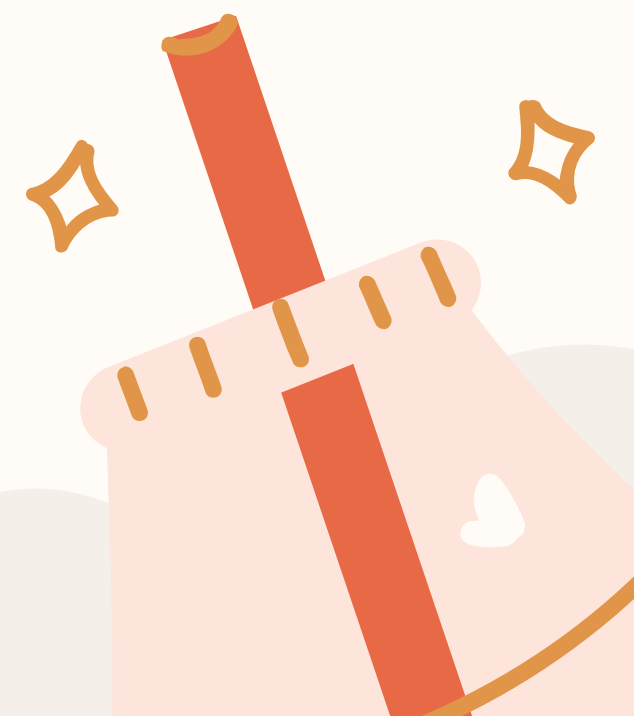




Insta	Discord	Video Game
Twitter	Twitch	Tiktok



**From early sketches to final design**





# Technical Design

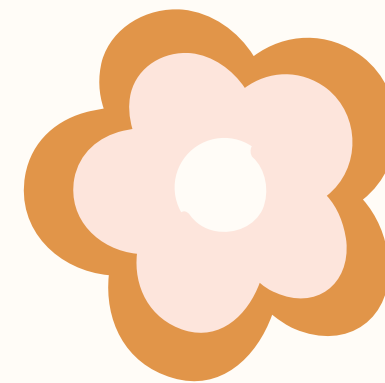
## 1. Software design:

- Language: Java
- JavaFX for building GUI:
  - Each app is displayed in a panel using HBox, VBox, ImageView, and TextFlow
  - User can add harassment messages by a box designed with TextField, Button, and VBox
  - Displays a histogram using JavaFX's BarChart to visualize data

## 2. Techical components:

- PC screen
- Keyboard

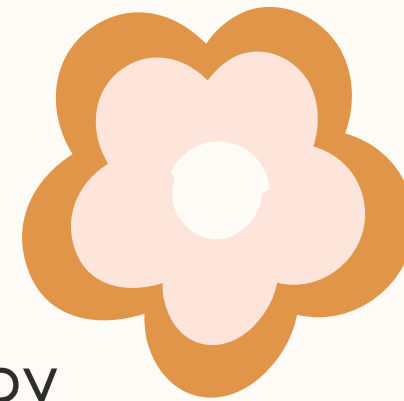
# Final Design



# Design Justification

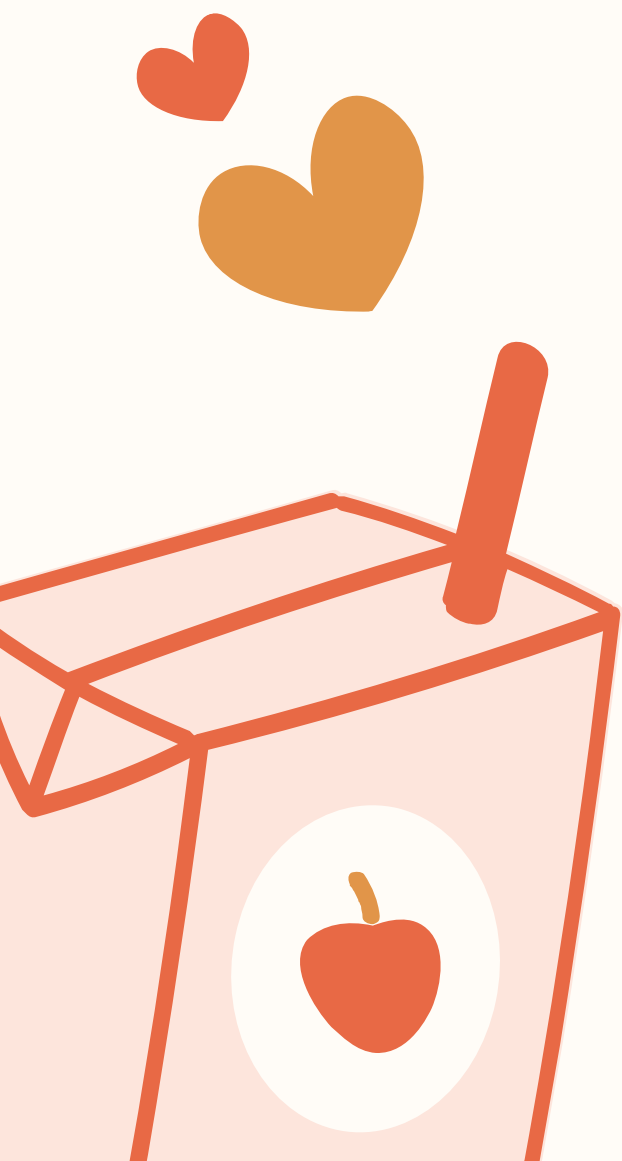
This project embodies the themes of the commons by creating a shared space where collective experiences of online harassment are documented and visualized. The database acts as a repository where individuals contribute their stories while gaining insight into others' realities, fostering solidarity and shared understanding.

The interactive design, allowing users to report harassment, reflects the participatory nature of the commons. By contributing to a collective pool of knowledge, users emphasize that addressing harassment is a communal effort, not an individual burden.



By illustrating harassment across multiple platforms, the project highlights the interconnectedness of digital spaces and critiques the fragmentation of accountability. The visualization of harassment statistics transforms individual experiences into a collective narrative, making systemic issues visible and empowering the community with actionable knowledge.

Ultimately, this project promotes collective problem-solving and stewardship, encouraging users to actively resist harassment and foster a culture of care and advocacy within the digital commons.



# Weekly progress

## **Week 1: Grouping, Ice-Breaking, Understanding the Commons**

We began by forming groups and engaging in ice-breaking activities to build rapport and communication within the team. We explored the concept of the commons, discussing its significance in shared resources, collective experiences, and communal responsibility. This foundational understanding helped us establish a framework for the project.

## **Week 2: Exploring the Theme of Feminism and the Commons, Sketching Potential Ideas**

We delved into how feminism intersects with the commons, particularly focusing on shared experiences of online harassment and gender inequality. We brainstormed potential project ideas, sketching out initial concepts and discussing how they could represent collective struggles and solutions. This session helped us align our project with key feminist themes.

## **Week 3: Developing the 'Bus Stop' Concept**

Building on our earlier discussions, we began developing an initial idea centered around the concept of a bus stop as a metaphor for shared experiences and public spaces. We explored how this idea could illustrate themes of harassment, safety, and community. We created rough sketches and considered possible interactive elements.



# Weekly progress



## Week 4: Formulating the Final Idea

After refining our earlier concepts, we formulated the final project idea: an interactive installation illustrating online harassment experienced by women. We conceptualized the giant phone screen, multiple social media apps, and the reporting mechanism to emphasize the prevalence and impact of harassment. This week focused on solidifying the structure and purpose of the project.


## Week 5: Visit to IRCAM and Centre Pompidou

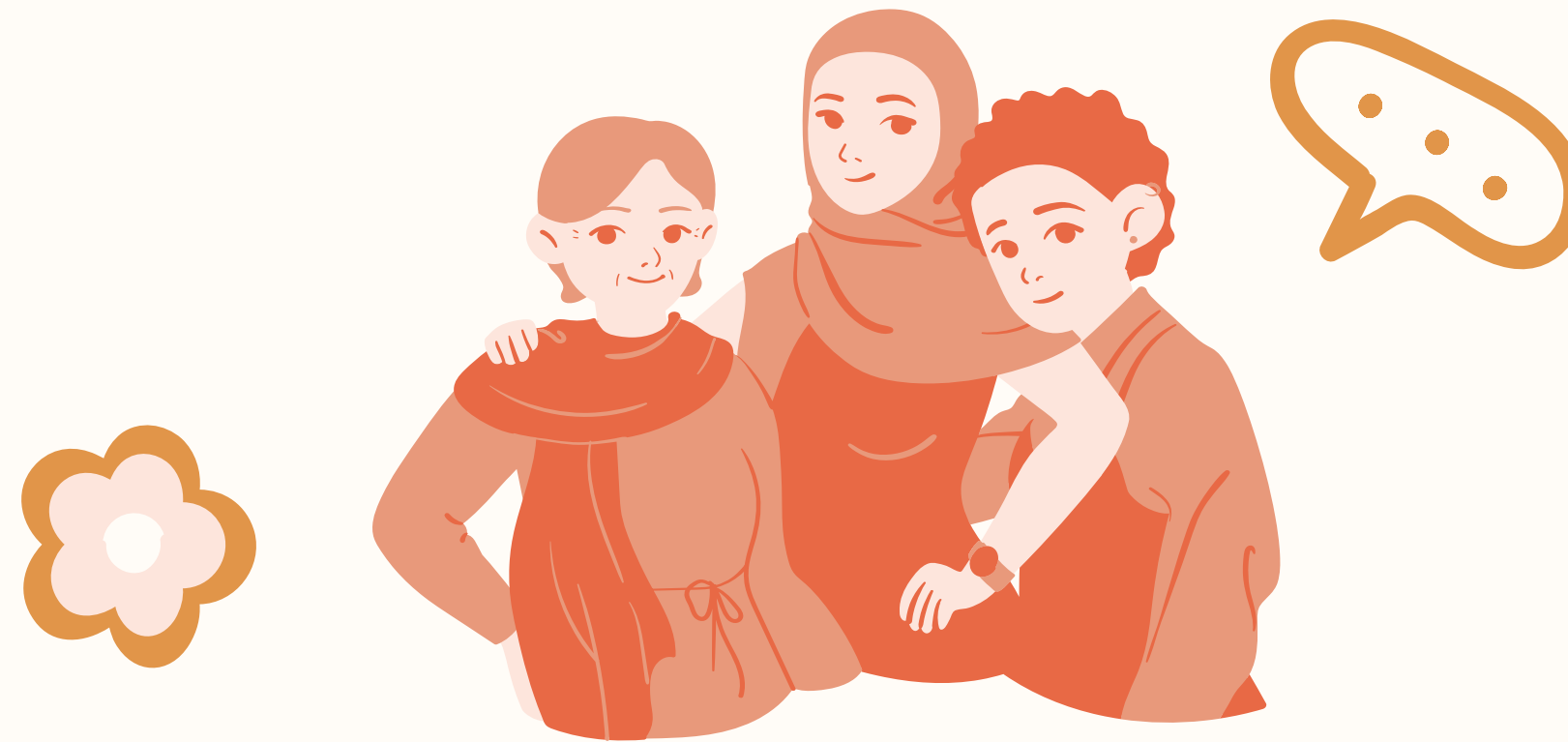
Our visit to IRCAM and Centre Pompidou provided inspiration and insights into interactive design and multimedia installations. We explored various exhibits that demonstrated creative approaches to technology, sound, and visual art, which informed our project's design choices and interactive elements.



## Week 6: Finalizing the Project

We dedicated this week to refining and finalizing our project. This included finalizing the design of the interactive phone screen, integrating the reporting system, and developing the visualization of harassment statistics. We ensured that all elements effectively conveyed the theme of the commons and the collective experience of online harassment.





## Conclusion

Through the design, we aim to raise awareness about the scale of harassment faced by women on social media. We emphasize the urgency for action—encouraging platforms to strengthen moderation, users to report harmful content, and society to advocate for safer online spaces. Together, we can create a more respectful and inclusive digital environment.

**Thank  
you so much**

