

Creative Design Project

presented by

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Description

The main topic of our project is feminism. We think about different ways to talk about this topic. We had an idea for a project linking feminism and computer science.

The installation will represent a giant phone with a white screen. Users will be able to do 3 things :

- Press a button to make appear some real or fictional harassment messages received by women on the internet just as if the user received them on his phone. These messages will come from different apps so the design of message bubbles will match the application the message comes from.
- Add to the database a message (or an example) that the user received before. He will precise the app where it comes from and also the pseudo of the stalker.
- Report a stalker by providing a pseudo. This pseudo will be added to a database that could imaginarily help ban this kind of person from several applications at once if he has a similar pseudo.

This project denounces the quantity and violence of harassment messages received by women everyday on social media. The installation is also a commons because it's a simple, interactable and collaborative system where users can participate by adding messages and report stalker pseudos.

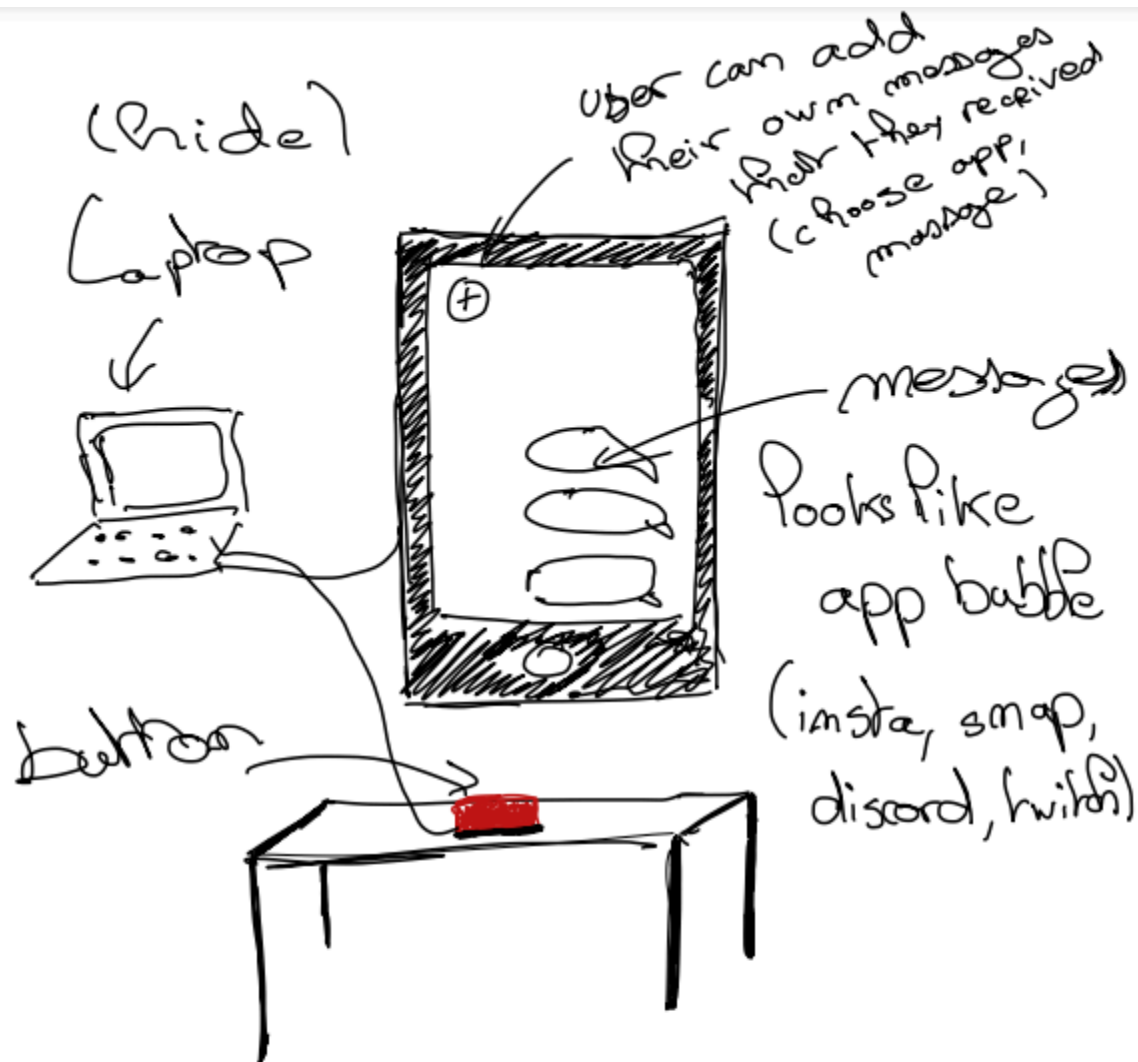
We also thought about a way to show a data visualization of our database to show more clearly the number of messages, keywords, most used apps etc... But we don't really know how to do it and also if we have enough data to have interesting data visualizations.

How will we do it ?

The main app will probably be made with JavaSwing because we know how to use it and during the exhibition the app will run on a PC plugged into a screen. If possible we would need a large screen which could be put vertically. Also to make the screen look like a giant phone we need to create a fake phone border using cardboard and paint. We will need a table and a chair so that the user can sit down. On the table will be placed a keyboard plugged into the PC which will allow the user to interact with the system. We will try to make something very simple to not confuse the user, maybe by adding some stickers on the keyboard to show which keys launch which actions.

Sketches on the next page...

Sketches



These are not the final sketches because we change some ideas on the road but we can see the screen and the table. The button will be replaced by a keyboard to allow the user to add their own messages and stalker pseudo in the database. The PC is plugged to the keyboard and the screen and it will probably be hidden behind the big screen. We also see the phone border in cardboard which turns the screen into a giant phone so everyone can see it. We don't do some precise sketches about the interface of what is on the screen but basically it will be a white screen with messages, a button "+" to add messages, and a button "report" to just report a stalker pseudo. When a user adds things, we will use simple forms where he will have to provide information (app and message for adding messages and pseudo for reporting).