



YouSelf

Audio-Visual Interactive Installation

23-24 Fall Design Informatics, Design with Data
Fashion Group 3

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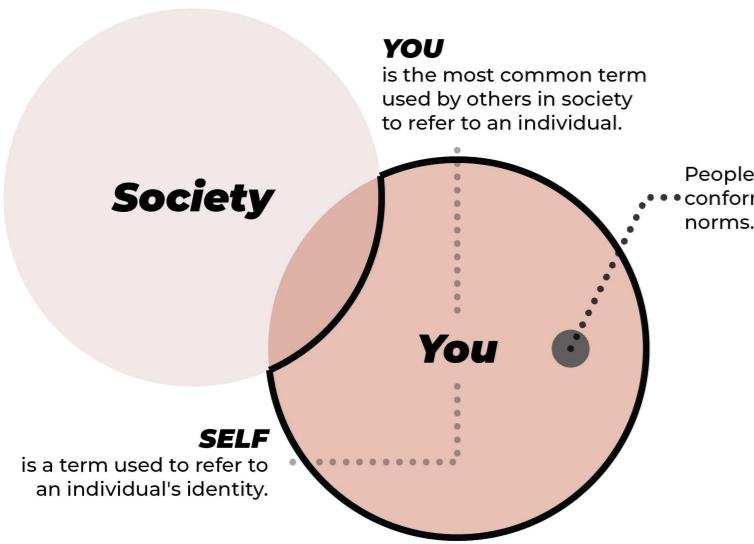
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Blindness within contemporary society prevents people from seeing the broader implications of their interventions and ways of being. What medium defines people's illness, disability, and identity? When you realize through a certain medium that your objective existence conflicts with social norms at present, what is your initial reaction? Is it to adjust yourself to fit into it, or to be yourself and change it?

YouSelf is an audio-visual interactive installation that invites participants to contemplate the conflict of their body to the standardized social framework. Taking data of an identity-related questionnaire, visualize them as a physical door, which represents the cultural value framework of the past. By creating an experience of walking through the data, visitors could either modify their body or not as the shape of the framework to pass through. The physical interaction of individuals will inform the construction of a new visual framework on the projected screen, symbolizing prospective trajectories, and subsequently influencing the evolution of their envisioned social identity constructs.

Background

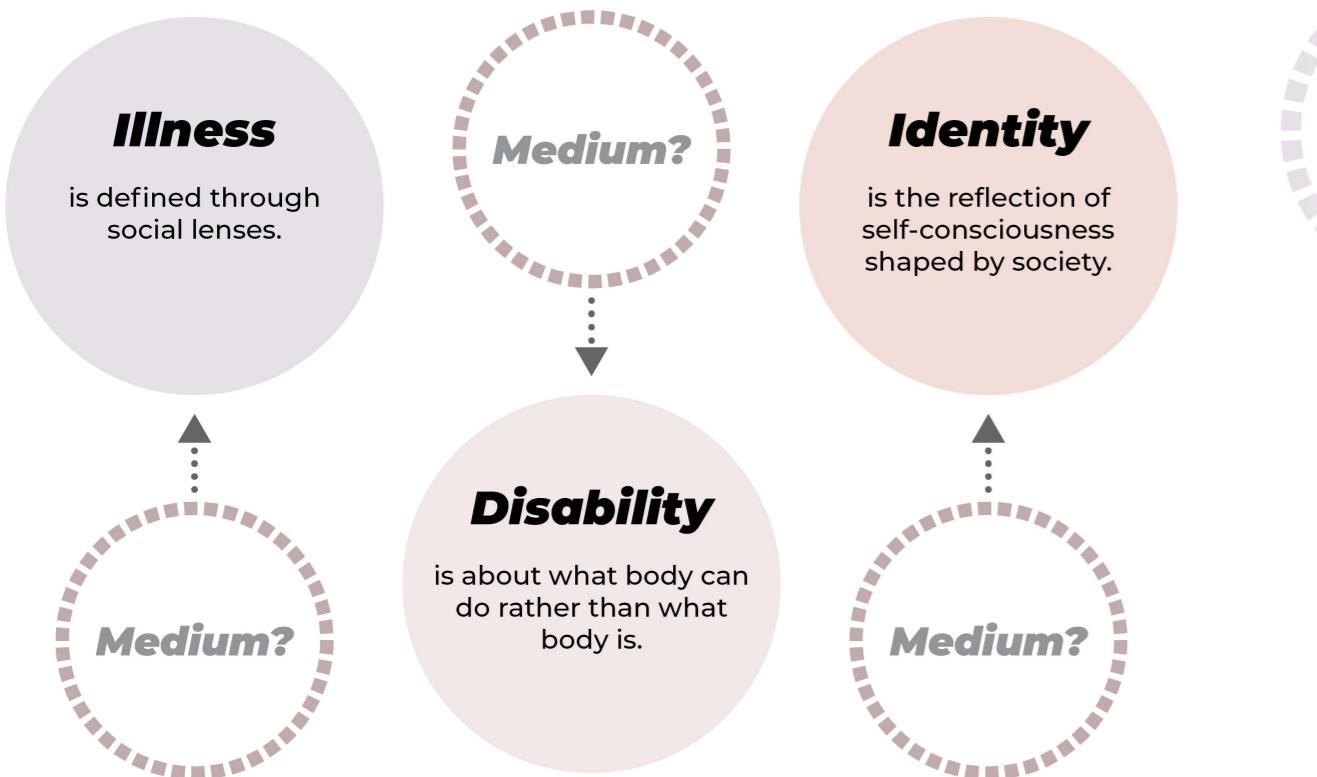
Inspiration



The project originated from a personal childhood experience in a Chinese primary school, where health assessments graded health based on height-to-weight ratios. Healthy kids is defined as unhealthy if their ratios are not in the standard range. Why is it in this range, and do they really need to do something extra to be "healthy" as defined by the society?

This prompted our exploration into societal definitions of health (illness & disability) and identity, questioning the mediums through which individuals are defined by society.

Research Keywords



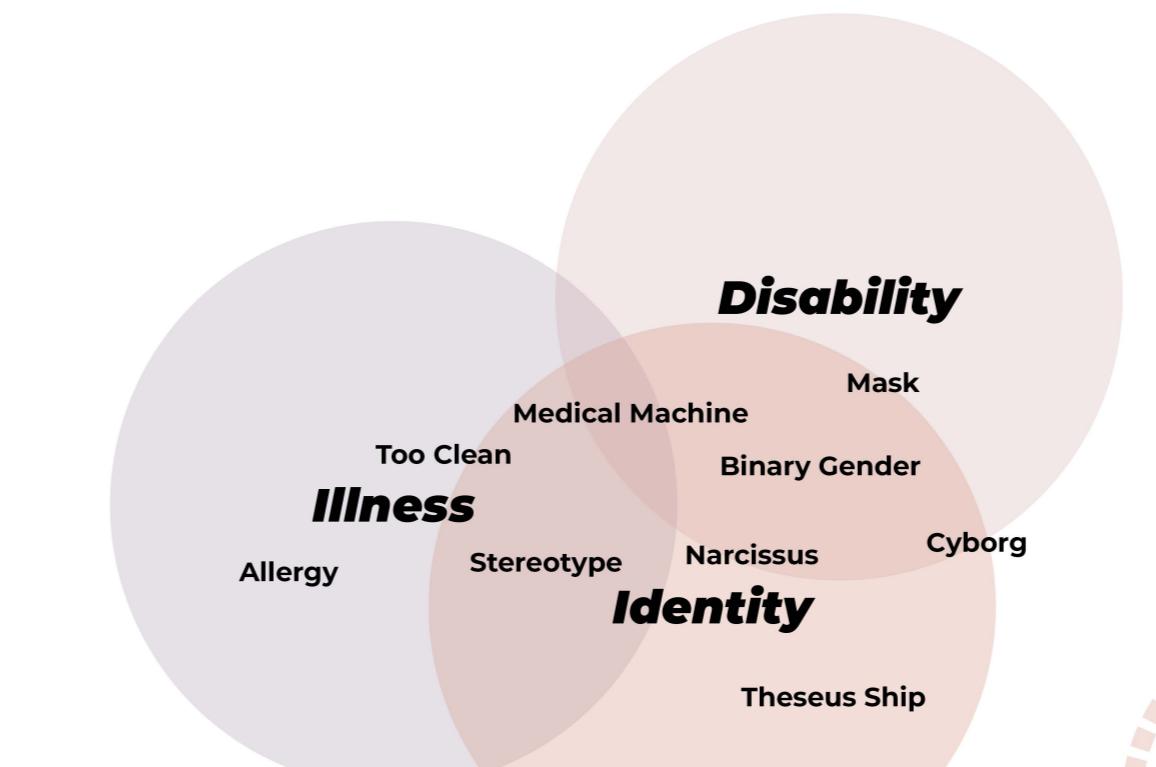
Task Research

people modify their bodies with what attitudes throughout the history?



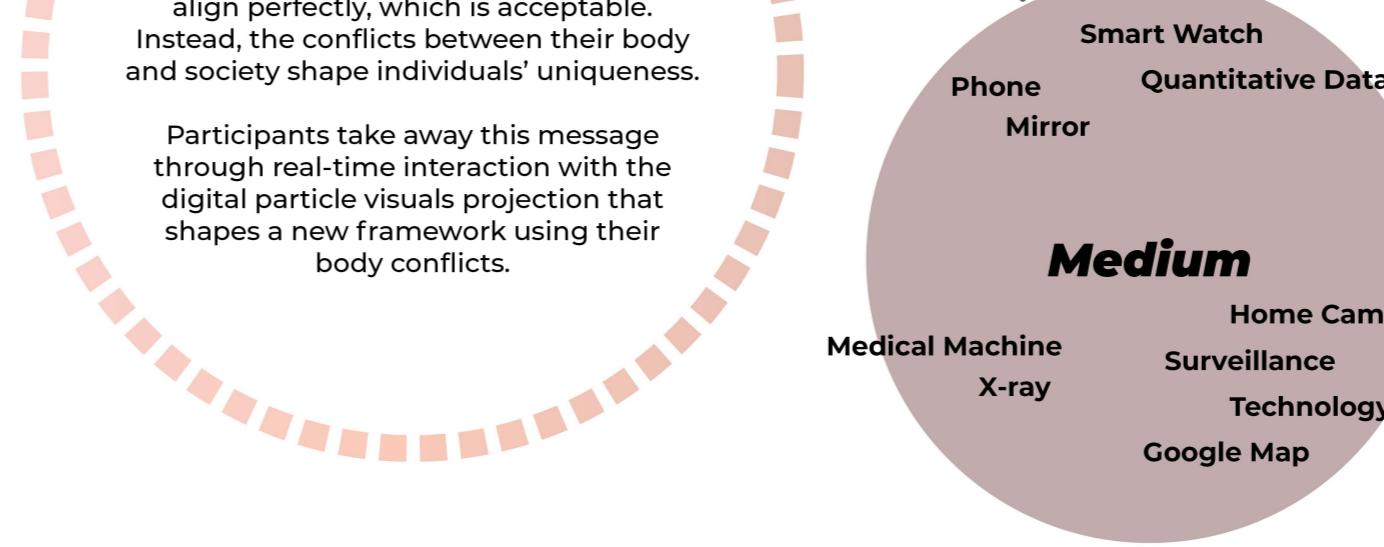
Concept Generation

Mindmap

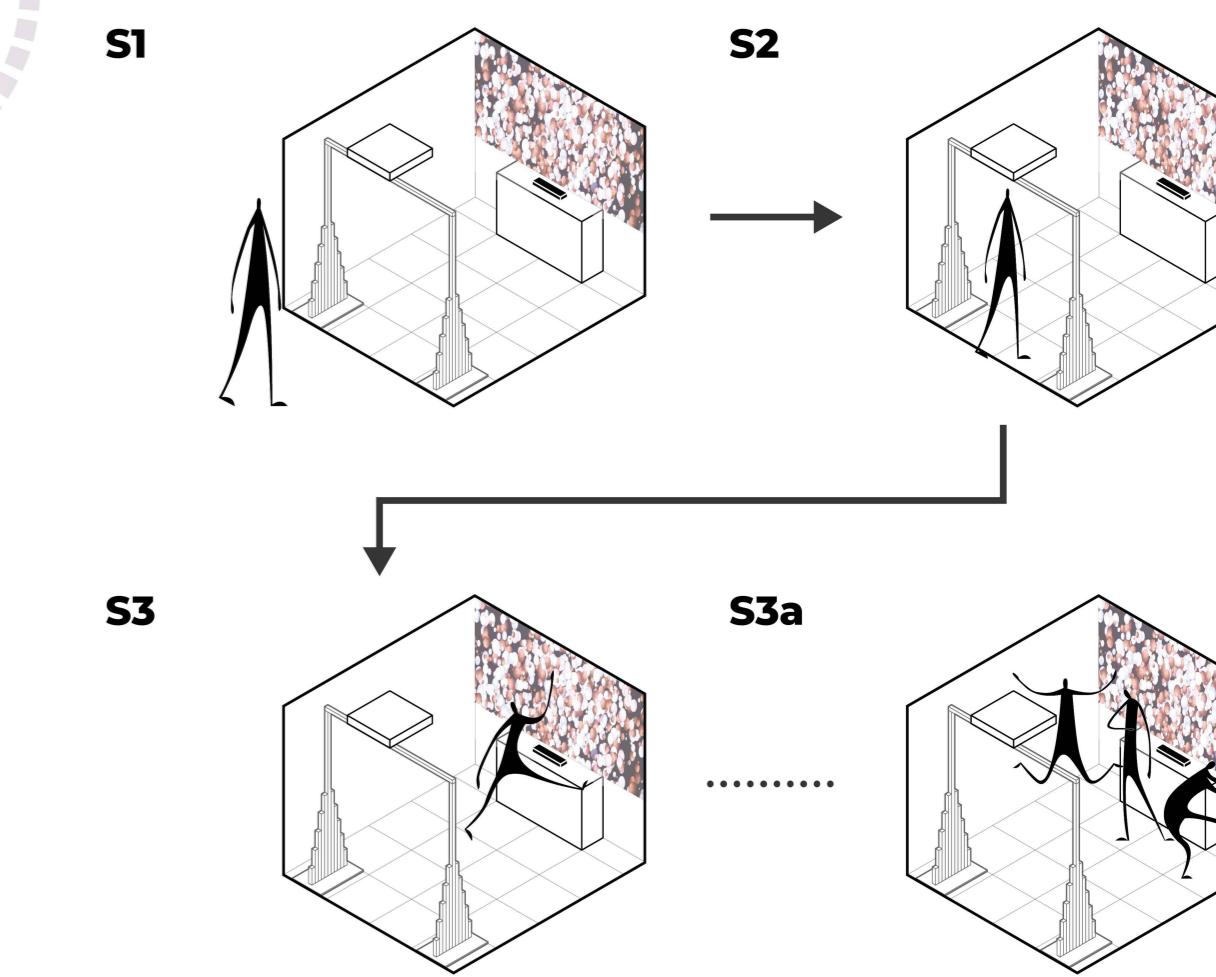
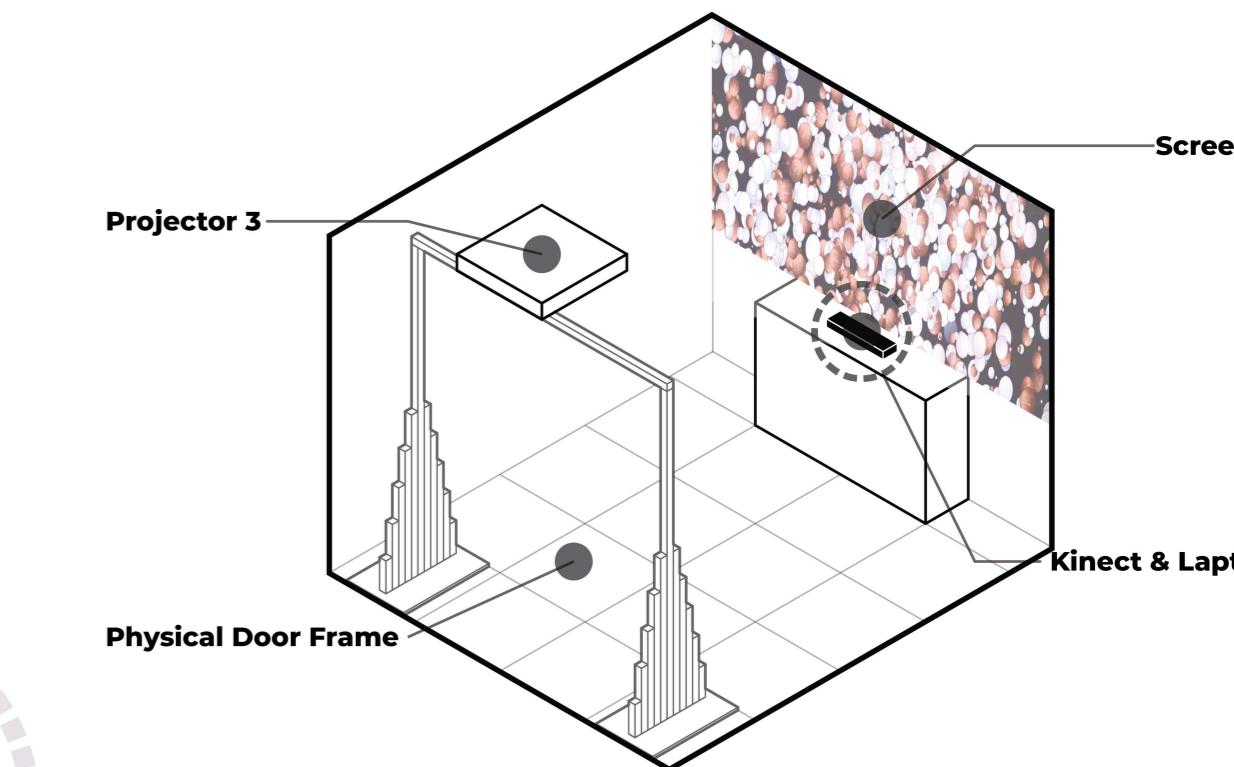


Core Message

Participants take away this message through real-time interaction with the digital particle visuals projection that shapes a new framework using the body conflicts.

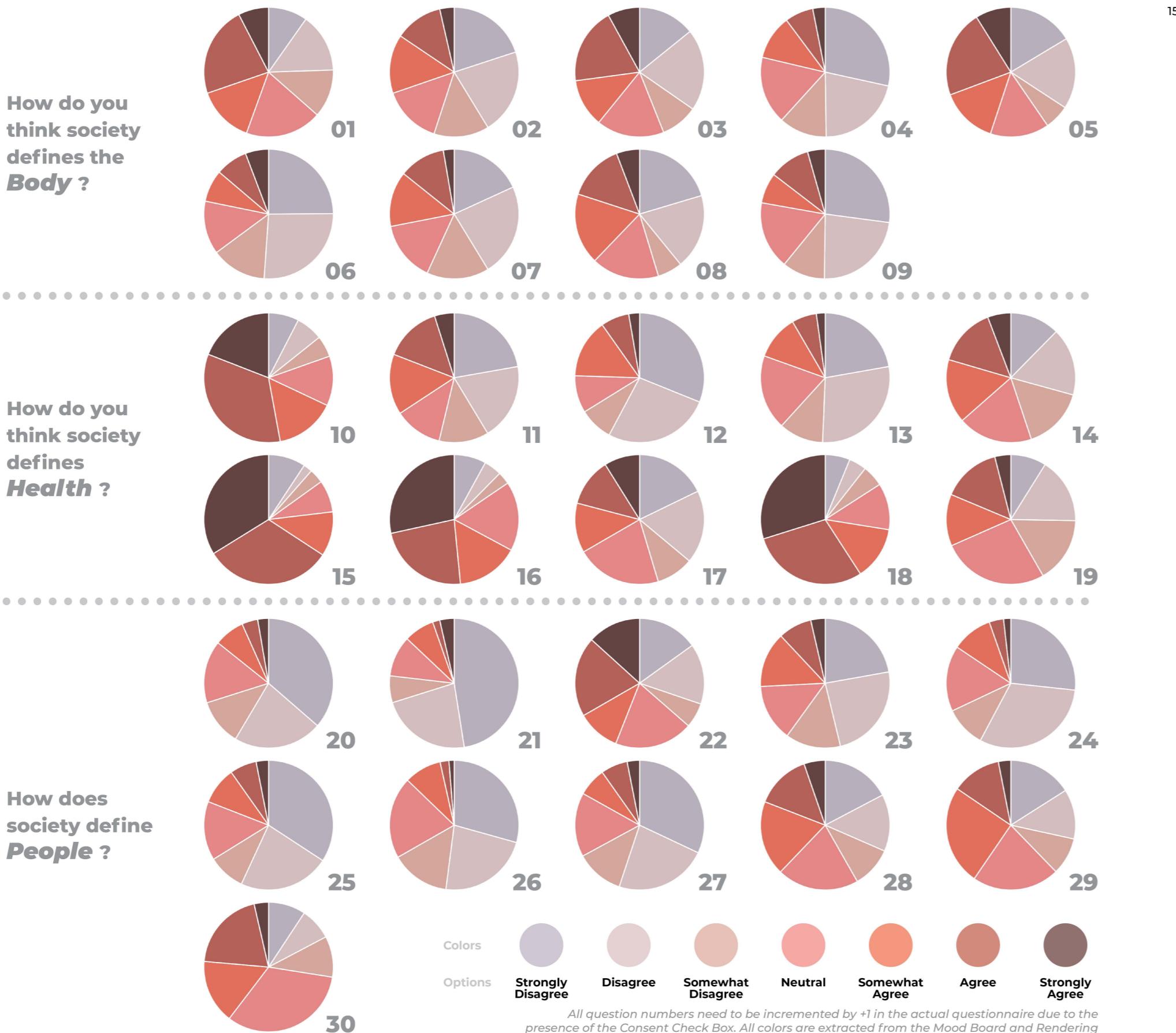
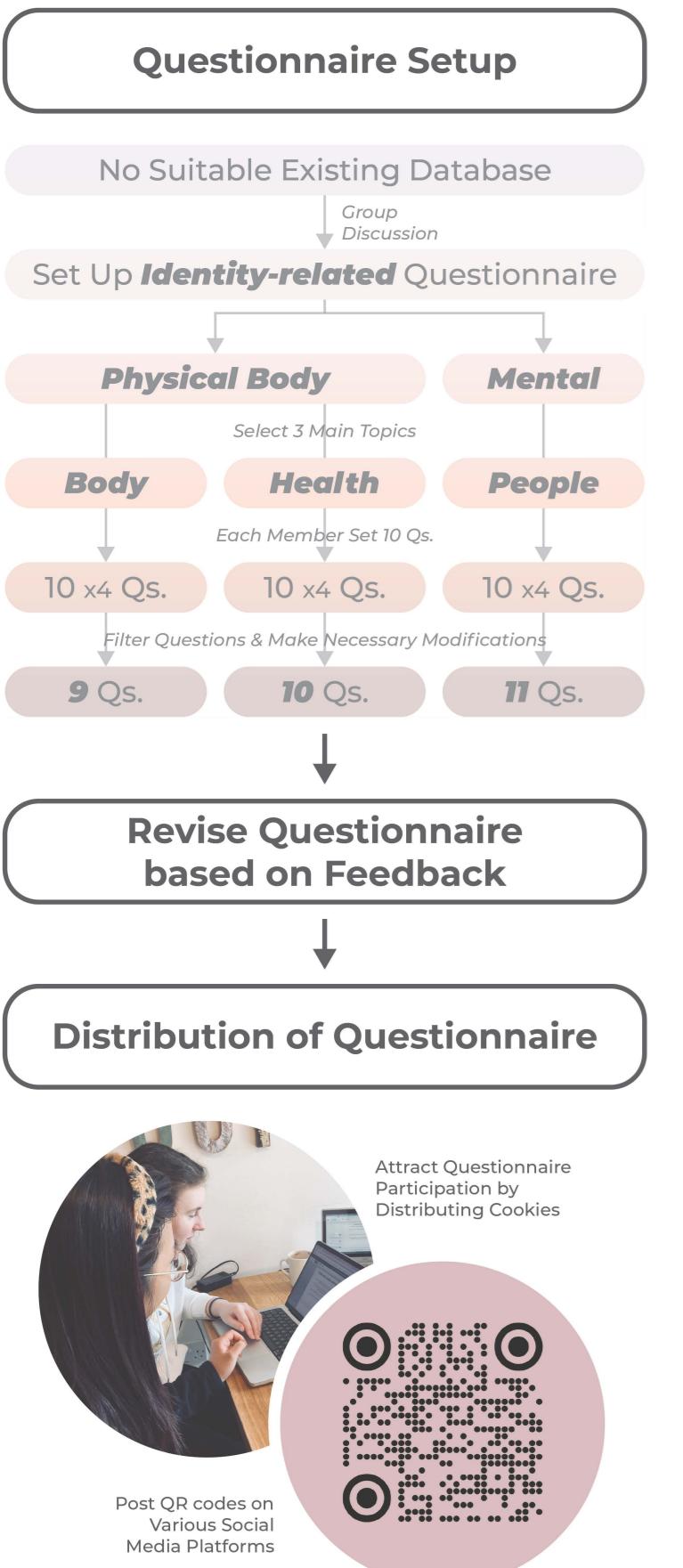


Devices & Interaction

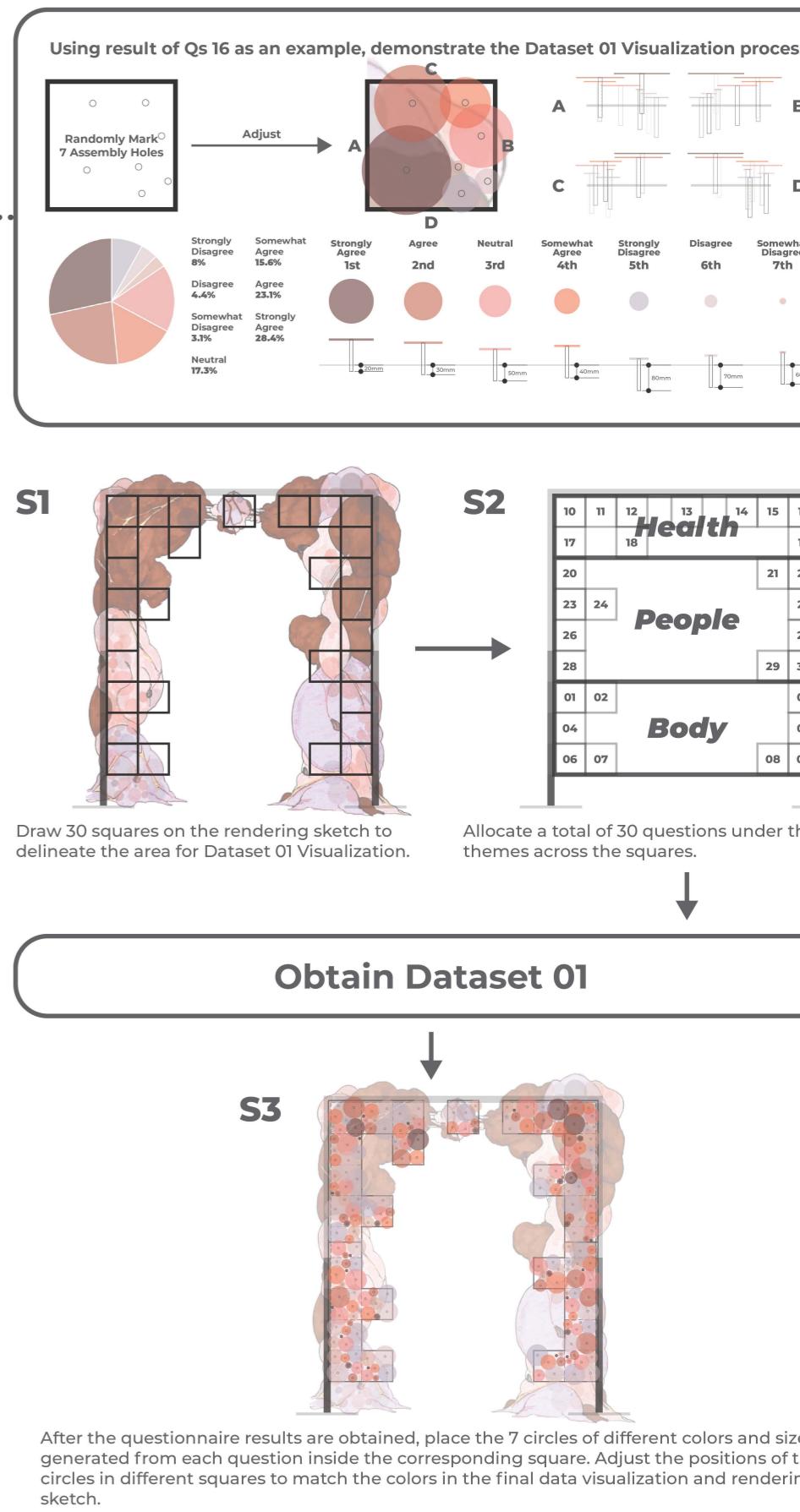
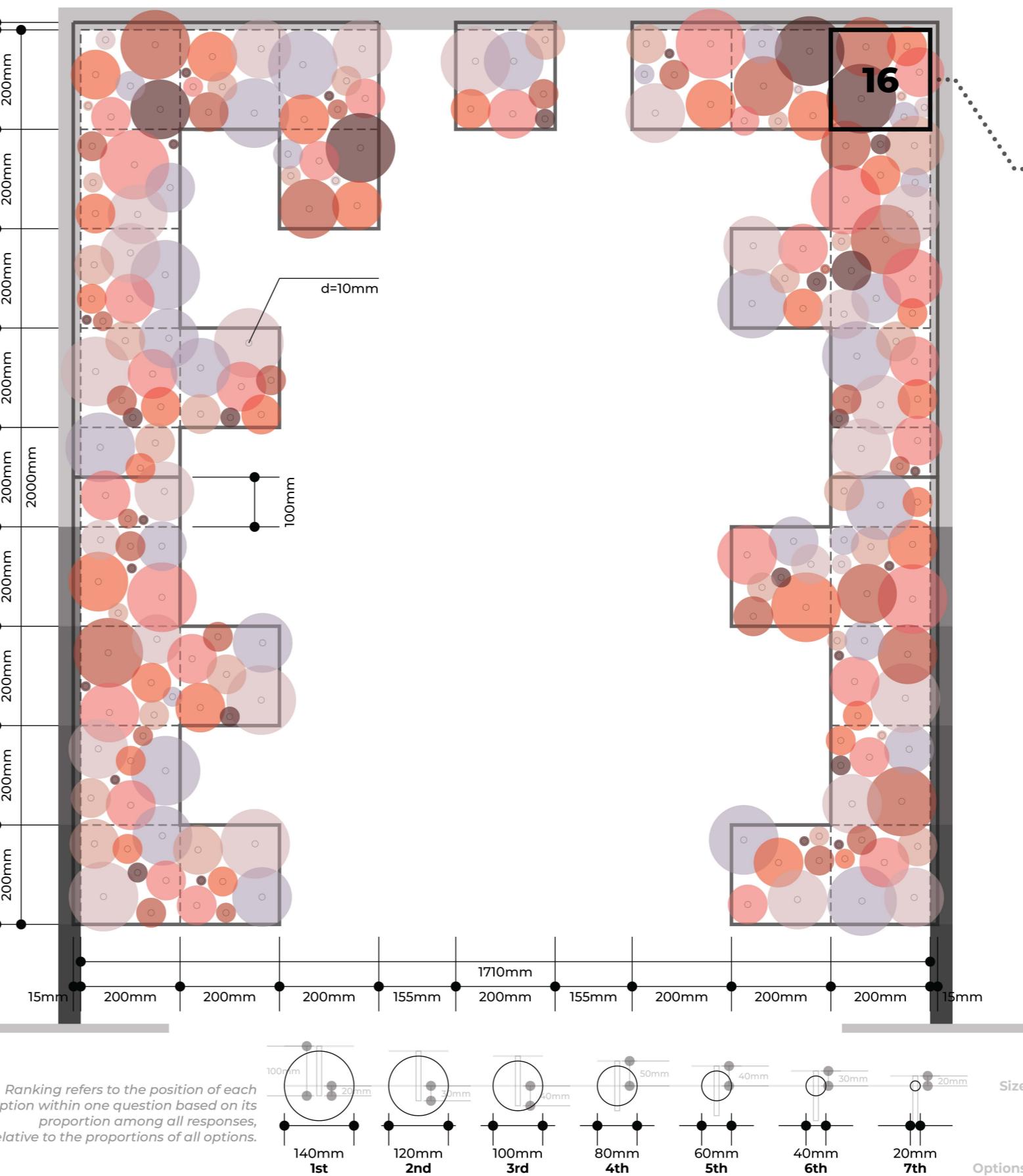


Design Process — How did *Identity-related Questionnaire & Dataset 01 Visualization* come into being?

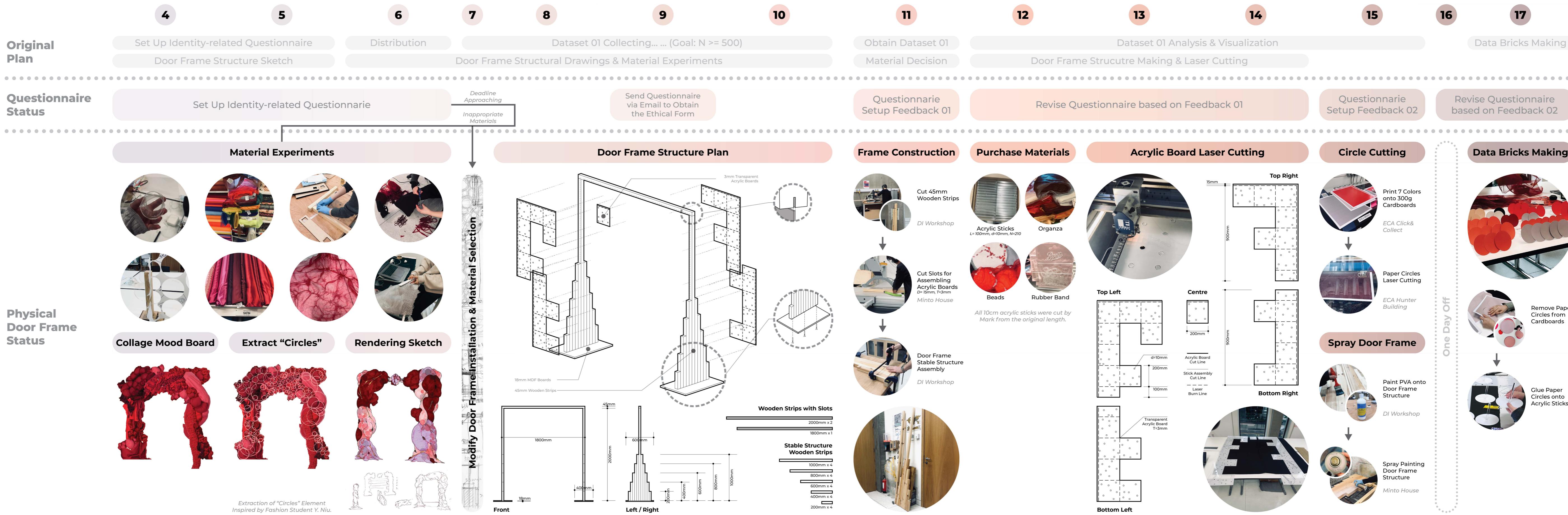
Identity-related Questionnaire — How do you think society defines the *YOU & SELF* ?



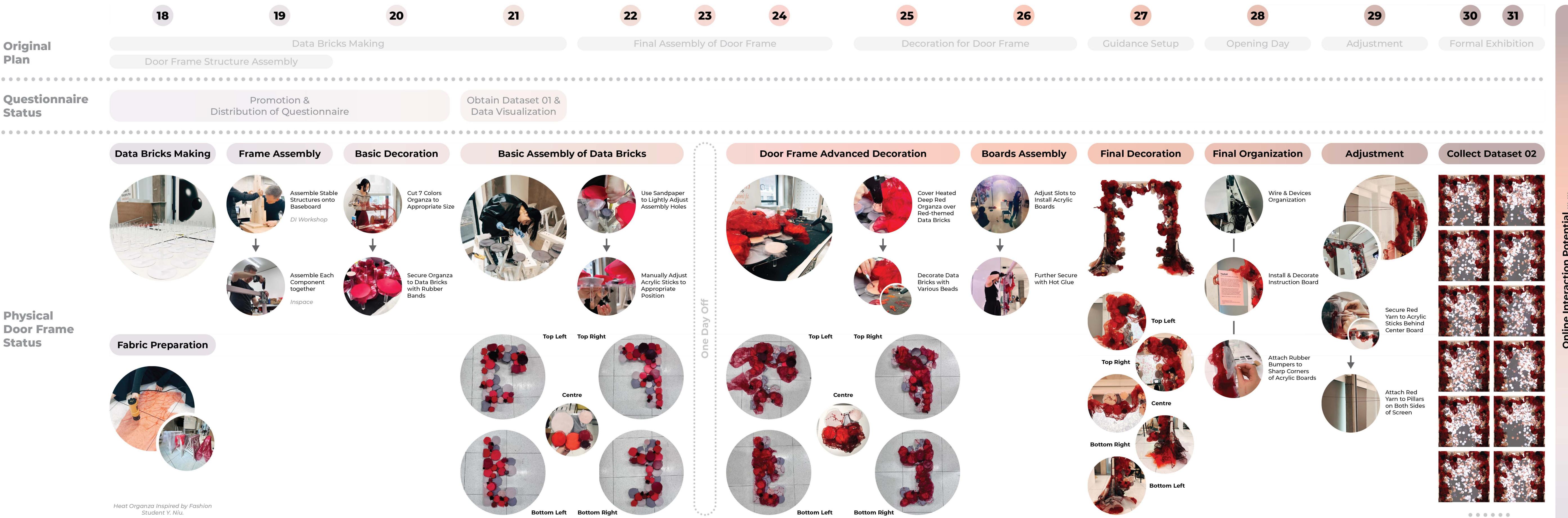
dataset 01 Visualization



Design Process — How did **Physical Door Frame** come into being?



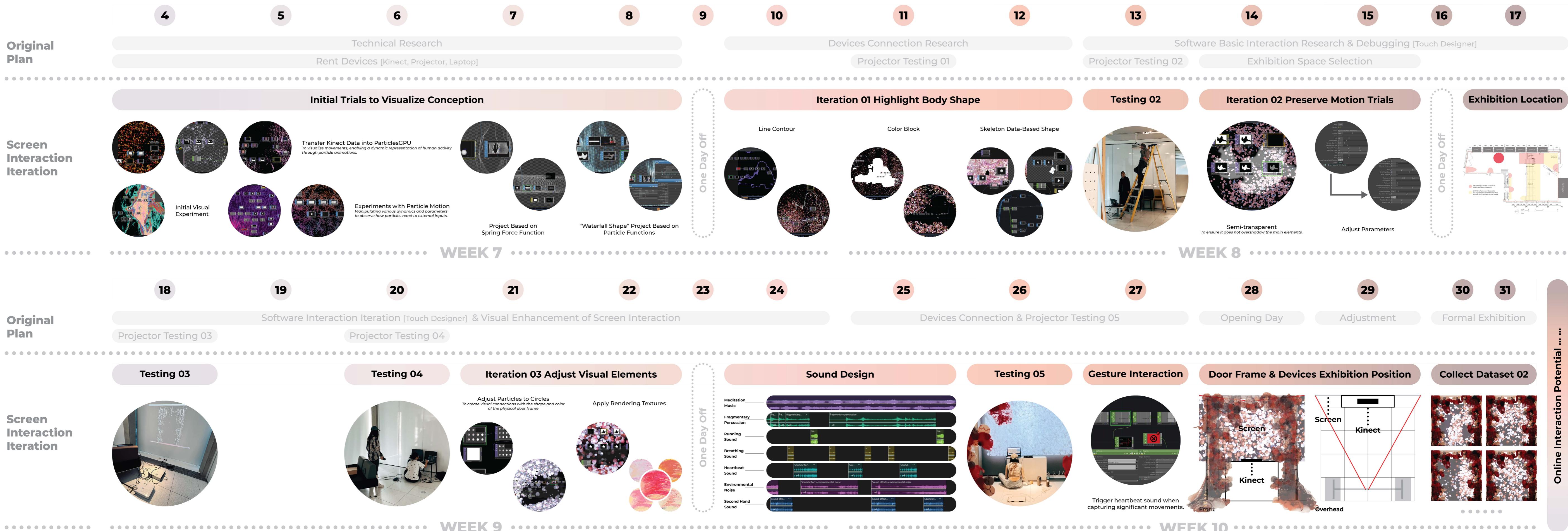
Design Process — How did **Physical Door Frame** come into being?



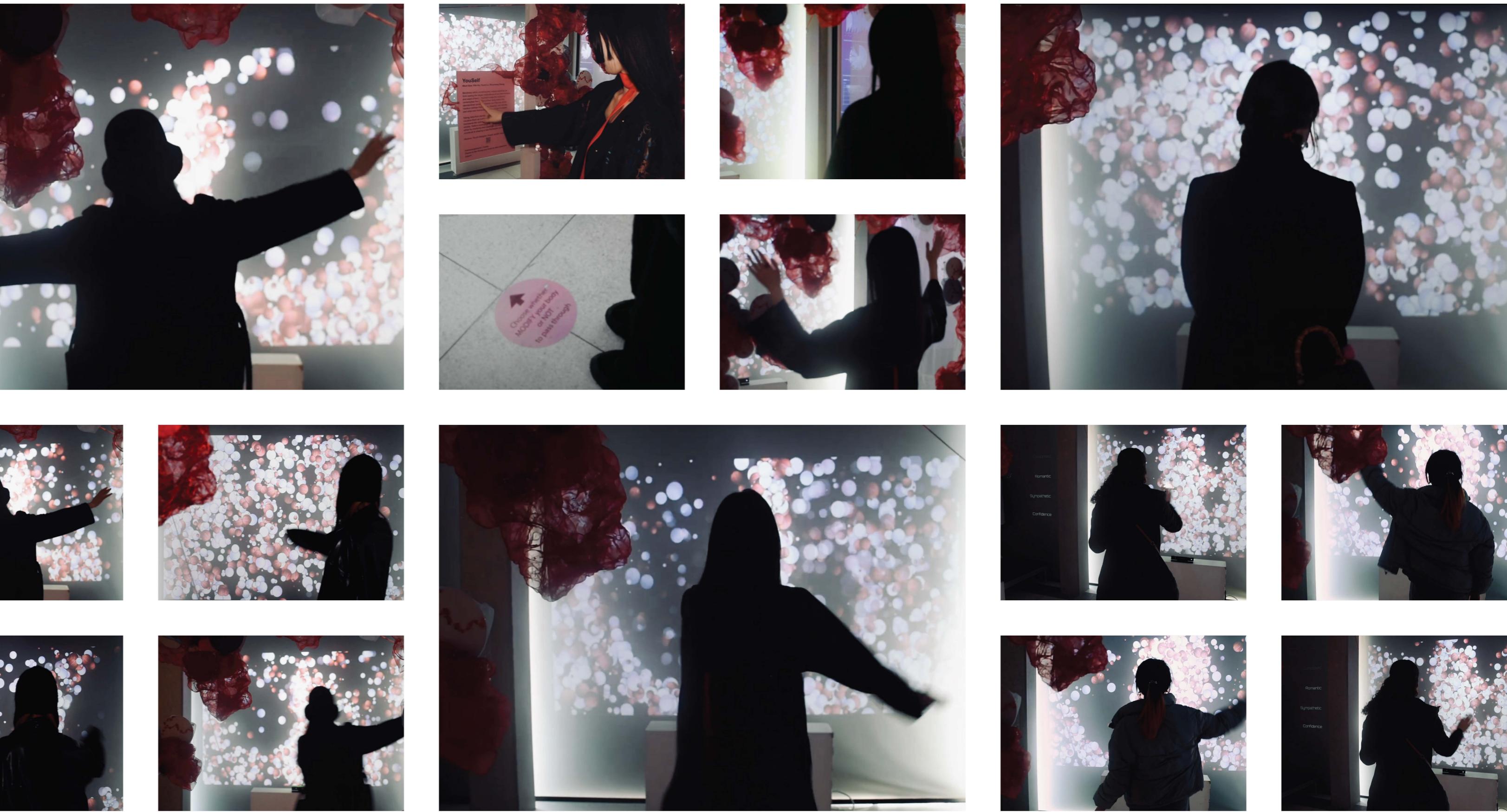
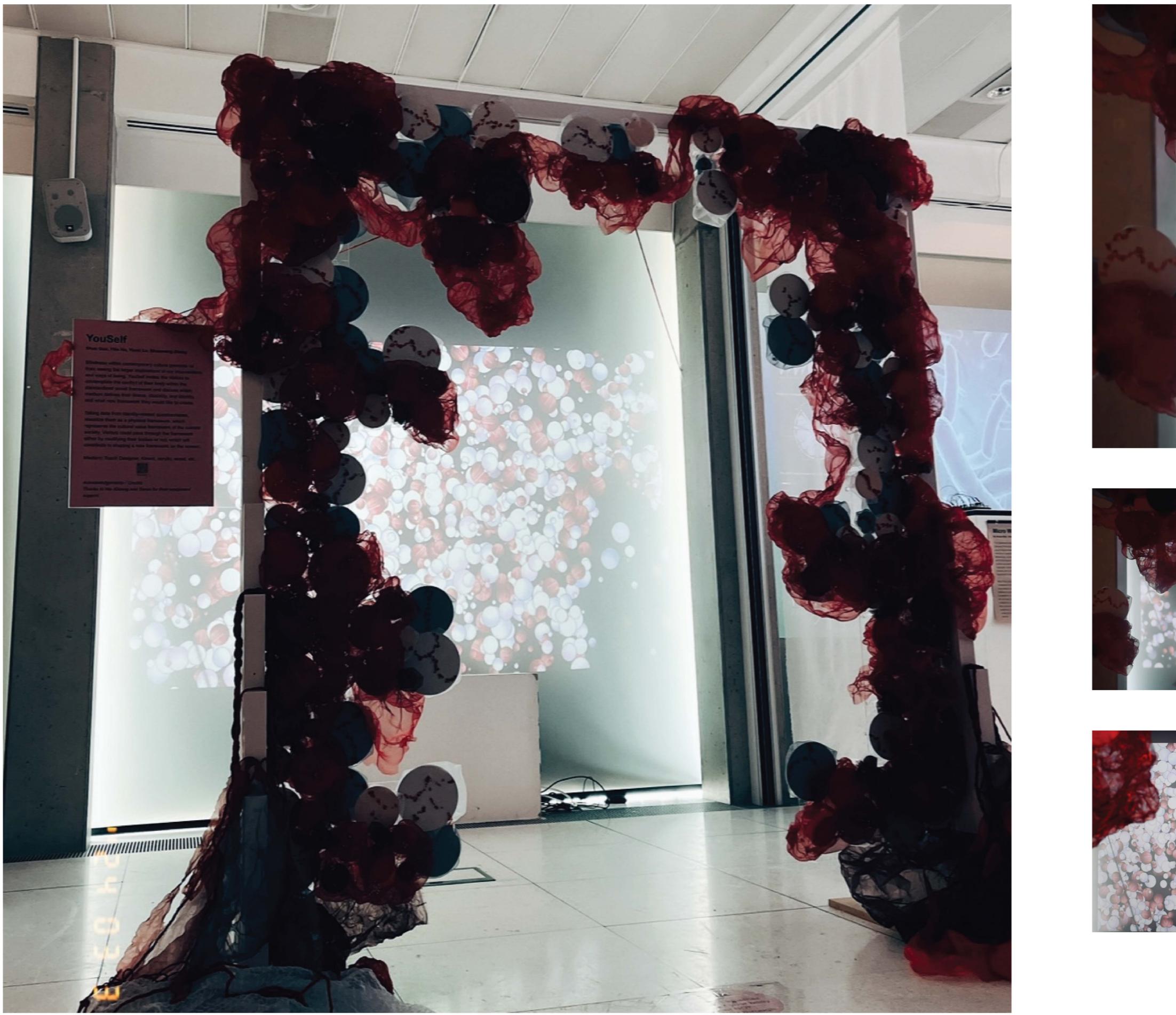
WEEK 9

WEEK 10

Design Process — How did **Screen Interaction** come into being?



Final Work



Project YouSelf Video Link: <https://youtu.be/jpOf2ih3-7I>