shift

Think about something meaningful. What are you trying to tell us with your project?

The ocean is one of the most important and essential components of the Earth's ecosystem. The ocean contributes to society's poverty because of its resources. The goal of our project is to emphasize the importance of the oceans to allow people to recognize what our gestures and actions can do as consequences. In addition, oceans are the primary reason for global climate, it contributes to human health by providing us with water and oxygen. Many of us don't realize the importance of this resource. Over the years, the oceans have been destroyed by human activities which is crucial to the ecosystem. Oxygen is provided by the plants in the ocean by almost 50% of the amount that we breathe. Humans don't realize that the more we pollute our water, the more it would affect the production of freshwater. The decision of throwing plastic is slowly turning the ocean into a plastic soup which is affecting the marine species. Many of us are not aware that our actions can cause irreversible damages to the ocean; the resource to our breathing, drinking and even eating. Our project is to bring awareness to the entire society about marine pollution caused by our own actions.

Think of a context and an environment where you would like to intervene. Where will you present your project? Who is it made for?

Our project would be an installation presented at the Biosphere Environment Museum. The Biosphere is the perfect place for our installation because they strive to increase people's knowledge on understanding the environmental issues with their installations. They are dedicated to educating everyone from all ages to comprehend problems with water, climate change, and air. Our installation is made for people from all ages with the supervision of adults. Children and adults will be able to have fun while what our actions can create a damage to the oceans.

This project will also be available for pop-up locations because we would want to inform people on their daily basis. A pop-up event is great to create a different yet interesting experience since it can take people by surprise by attracting them to a change of space. The pop-up locations will be situated in central downtowns such as the old port, the financial district, and the entertainment district. People from different faculties would be able to experience our art installations and have a better understanding of how our actions are crucial to the environment.

Think about the notion of empowerment. Is your artifact really helping or challenging its users in any way or is it just another psychological prosthesis?

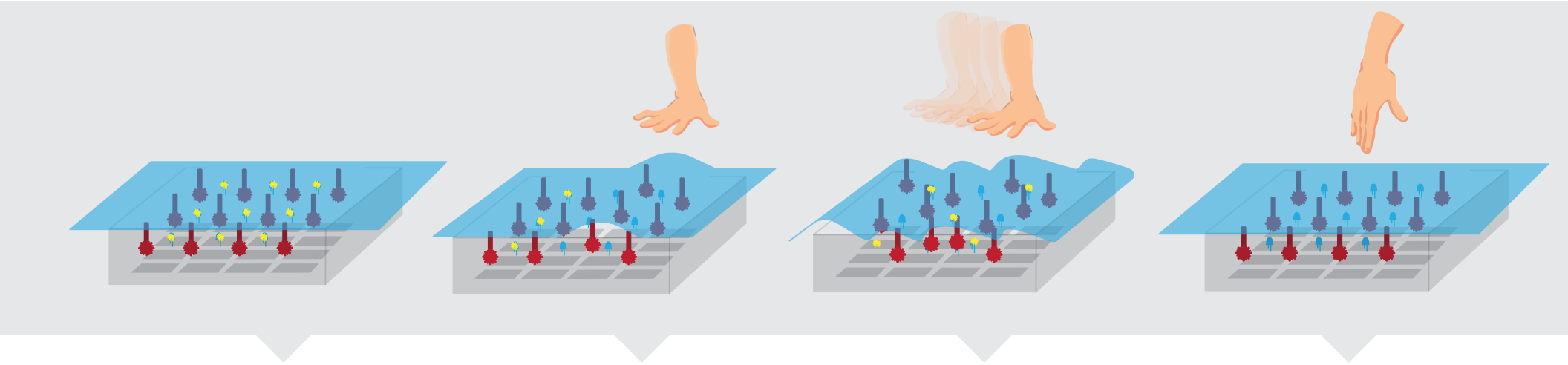
Studies have shown that people are less concerned about the environment now than they were 25 years ago, even thought environmental risks are more apparent now than ever. Due to the rise in technology advancement, people have become desensitized to what we hear on the news. When important issues are broadcasted across the web, mixed with all the memes and videos, it's hard to take things seriously. People have become numb to events that once has evoked strong emotion. Moreover, environmental issues do not effect individual people directly and it is also something which its affects take time to realize. Thus, another reason for individuals to not see an importance in paying attention to it.

With that being said, our installation allows people to experience a more personal relationship with the effects of global warming. When the user begins to interact with the installation, it creates a unique relationship between user and object. Therefore, when the object becomes over whelmed and turns off, the user feel uncomfortable or even sad. They begin to think about what did they do to break it. This unique experience makes its players reflect on themselves and hopefully impacts them to change their habits. Although we are targeting the general public, this type of installation would very well with children given how attached children get to things and how easily they retain information.

How can you use your project to destabilize the users and make them reflect on themselves, their environment and society?

Our project will be able to destabilize the users once they play with our installation for a certain amount since the installation will “break”. The user will keep trying to play with our installation but it will just stop working. This creates an experience for them to reflect on what their actions have done to the ocean environment. It will allow the user to understand that the more pollution and destruction that we create with our own hands, the easier it is for the marine environment can die. They understand how humans need to be more informed about the earth’s ecosystem and how the ocean can affect our health. Their hands will navigate on the surface of our installation and when it breaks, it will be time for them to reflect on why did this installation stopped functioning. The outcome of our actions controls our health and create extravagant damages to nature.

storyboard



First state

The beginning state of the installation is neutral. Therefore, all the lights are on and the landscape is calm. This is meant to illustrate the peaceful planet, full of life. The red components refer to the motors, the blue pins in the middle of the motors refer to the lit LEDs. The dark grey squares refer to the motion sensors. The light grey box refers to the maquette. The light blue plane refers to the fabric.

Second state

The second state begins when a user begins to lightly manipulate the landscape by motioning their hand over top. Where ever the user hovers their hand, the motors move the fabric in the same area. Equally, the LED lights turn off in place of the hand. This illustrates the first instances of human interaction with the planet. At first, it was harmless but now humans have overdone it.

Third state

The third state is triggered when the users greatly manipulate the landscape using faster and vast motions. The movement of the fabric becomes more intense and LED lights will begin to flicker. This illustrates the ocean trembling and being negatively affected by humans. Our neglection to our environment has made a great impact. At this stage, the user will begin to feel sttached to the object.

Forth state

The forth and final state is triggered after an overwhelming amount of manipulation from the user. Once the user has manipulated the landscape for more than 20 seconds. The motors and LEDs will shut off. The fabric is not motionless and lifeless. This illustrates the path humans are on if we don't change our ways with sustainability. The planet has already started to deteriorate and if we continue this way, we can kill our home.

task division

For this project, the research and gathering materials will be split up evenly. Cayla and Loreanna will take control over the code while Ana shadows. Ana will be in change or determining the structure. Ana and Cayla will take more control of the circuitry while Loreanna shadows. When assembling the maquette, Loreanna, Cayla ana Ana will work together so they all experience working in the workshop and they can also ensure everyone is happy with the final product. The end goal for this final assignment is to break everyone out of their comfort zone and push them to try new things.

Pollution Table Installation

by Josh Carpenter

Josh Carpenter's Pollution Table Installation is a interactive water-friendly table that demonstrates the effects of pollution in different river ecosystems. It was built on a large platform with legs in order to look like a game table. The design required several prototypes before actually getting built, and the final product resembled a miniature village with small rivers running down the whole surface. What we like about this project is that it has a similar setting to what we had in mind for Shift. We want to create an interactive installation situated on a large canvas in order for the public to feel more attracted and have a better feel of the impact of their input when they move their hand around the canvas. Not only that, but the goal of the installation is to create awareness with regards to the environment, more specifically, water. This is the goal of our installation as well. Additionally, the Pollution Table Installation is extremely well designed. Every part of the structure was thought about and taken into consideration before actually building it. The creator even made a prototype on Cinema4D to have a feel of what it would look like once built. This is important to remember as our project has a lot of details to it, and every step needs to be evaluated carefully before putting it all together.

Vel02

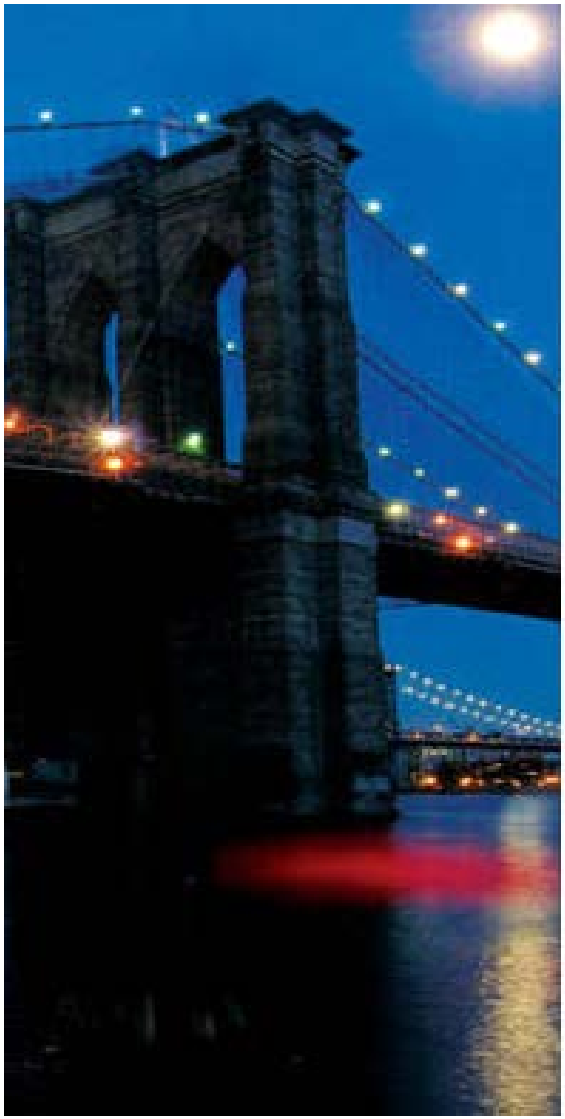
by Rachel Winfield & Mathias Gmachl

Vel02 is a LED light based interactive installation situated in the urban environment of Taipei. It is a dynamic structure that is not only pleasing to the eye but that also raises awareness to air pollution in overcrowded cities. Essentially, the installation consists of big light trails that illuminate and shift colours when people are cycling around the tracks. It is a way of demonstrating the importance of an active lifestyle and how having one can also benefit the air quality of cities. The lights retrieve data in order to shift coloursusing air quality sensors which detect movement on the tracks. The design of the structure of Vel02 was shaped in the form of human lungs, which is a unique and symbolic detail. We enjoy how the user is the one who controls the lights based on how much they cycle around the tracks, which creates a connection to the piece. This is something we want to portray in our project as well. We really want the user to feel in control of what is happening to the ocean when one starts to manipulate it too much, and to feel the shifts that they make to it. Additionally, the incorporation of lights is also an idea we wanted to add the Shift. Lights tend to be a very capturing detail to the public and can make them visualize what is going on with the installation in a clearer way.

WaterGlow Project

by Soo-in Yang and David Benjamin

The WaterGlow project by Soo-in Yang and David Benjamin is a urban art installation that not only makes the public question the impact of environmental pollution but that also monitors it. Indeed, the WaterGlow project consists of a floating light system situated in the city's river that lights up different colours depending on the quality of the water. Thus, at night it is beautiful to see while also indicating people if the water is safe enough to fish or swim in. When the faulty of the water is bad, the lights create a bright red underwater glow. When the quality of the water is good, the lights are green. Essentially, it is a project that opens the public's eyes to the environmental issues with regards to water pollution in a pleasing way. The lights used for the WaterGlow project are able to monitor environmental conditions as well as being bale to measure water quality with the help of sensors. Additionally, the creators had to use interesting materials in order to make this work since everything happens under water. They used floating strips of film photovoltaics to power the battery, pH sensors to detect the quality of the water and LEDs connected to uncoated fiber optics strands in order to work under water.



How/why is our project different and more interesting in comparison to these projects we've researched?

After having researched interactive installations that raise environmental issues awareness like the ones mentioned previously, we realized that our project needed to combine what each of those pieces had to offer in order to create something that would be captivating, thought-provoking and attractive. Indeed, Shift will do just that. Shift will not only be an interactive installation but an experience for the user as well. With the motion sensors detecting the user's hand, the waves will shift up and down like the ocean, and when the user will manipulate the environment too much, the installation will change, dim down and demonstrate the user how easy damaging the environment is. We will thus be mixing LED lights, motion sensors and motor sensors in order to create this experience for the user while letting them be in control of what happens, all this while creating environmental issues awareness.

bibliography

"How Can We Make People Care About Climate Change?" Yale E360, e360.yale.edu/features/how_can_we_make_people_care_about_climate_change.

"Syria: How Technology and Social Media Has Desensitized America." The Baltimore Zeitgeist, 7 Dec. 2015, baltimorezeitgeist.com/2015/12/07/syria-how-technology-and-social-media-has-desensitized-america/.

"Pollution Table." Josh Carpenter, www.joshcarpenter.ca/pollution-table/.

"Loop.pH Illuminates the Link between Active and Healthy Cities with VelO2." Frame Publishers, 2 Mar. 2016, www.frameweb.com/news/loop-ph-illuminates-the-link-between-active-and-healthy-cities-with-velo2.

"RIVER GLOW: Water Pollution Monitor / Urban Art Installation." Inhabitat Green Design Innovation Architecture Green Building, 11 June 2007, inhabitat.com/river-glow-water-pollution-monitor-urban-art-installation/.

Cayla Leung | Ana-Maria Arrese | Loreanna Lastoria