



DON'T CROSS THE RED LINE.

NETHER PORTAL

— THE DISAPPEARANCE OF CHILDHOOD IN THE INFORMATION AGE

I USE THE NETHER PORTAL FROM MINECRAFT AS A METAPHOR, COMBINED WITH TOUCHDESIGNER, TO EXPRESS THE EROSION OF CHILDHOOD IN THE DIGITAL AGE. MY GOAL IS TO CREATE AN IMMERSIVE EXPERIENCE THAT ALLOWS THE AUDIENCE TO FEEL THE INVISIBLE IMPACT OF SHORT VIDEO CULTURE ON CHILDREN, PROMPTING REFLECTION ON HOW THE INFORMATION ERA AFFECTS YOUTH INNOCENCE.

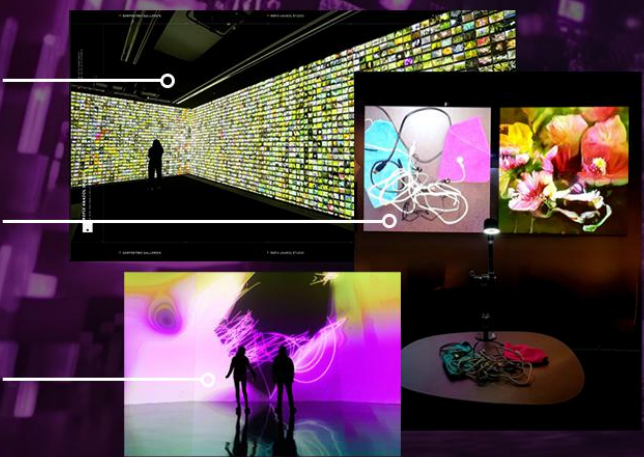


THESE PHOTOS CAPTURE **MOMENTS OF CHILDREN** FOCUSED ON THEIR SMARTPHONES, REFLECTING THE IMPACT OF **THE DIGITAL AGE** ON THEIR CHILDHOOD. SHORT VIDEO CULTURE CAPTIVATES THEIR ATTENTION AND ALTERS THEIR PLAY AND **SOCIAL INTERACTIONS**.

I DREW FROM **REFIK ANADOL'S DATA SCULPTURES**, WHERE DATA VISUALIZATION CONVEYS INFORMATION OVERLOAD, RESONATING WITH MY EXPLORATION OF SHORT VIDEOS AFFECTING CHILDHOOD.

MEMO AKTEN'S "LEARNING TO SEE" USES AI AND REAL-TIME VIDEO INTERACTION, INSPIRING MY PORTRAYAL OF SHORT VIDEO CULTURE.

ZACHARY LIEBERMAN'S INTERACTIVE INSTALLATIONS WITH REAL-TIME PROJECTION INFLUENCED THE GESTURE-BASED INTERACTION IN MY PROJECT.



REFERENCE



MY LAYOUT IS INSPIRED BY **MINECRAFT**, SYMBOLIZING THE TRANSITION IN THE PAST, PEOPLE ENTERED GUIDED BY SHORT VIDEOS,



NECRAFT, WITH THE **NETHER PORTAL** INTO THE DANGEROUS ADULT WORLD. PREPARED, BUT NOW CHILDREN, CROSS THE PORTAL UNREADY.

THE SHALLOWS: WHAT THE INTERNET IS DOING TO OUR BRAINS:

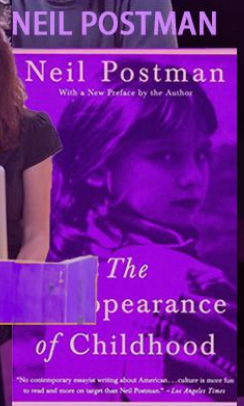
EXPLORES HOW THE INTERNET IMPACTS ATTENTION AND COGNITIVE ABILITY, WITH IMPLICATIONS FOR HOW SHORT VIDEOS AFFECT CHILDREN'S THINKING



AMUSING OURSELVES TO DEATH: DISCUSSES HOW INFORMATION OVERLOAD WEAKENS CRITICAL THINKING.



AI ART: OFFERS A PERSPECTIVE ON THE EXPLORATION OF INFORMATION, ESPECIALLY IN THE CANDY RUSH STYLE.



THE DISAPPEARANCE OF CHILDHOOD: REVEALS HOW MEDIA HAS TRANSFORMED THE ENVIRONMENT IN WHICH CHILDREN GROW UP.

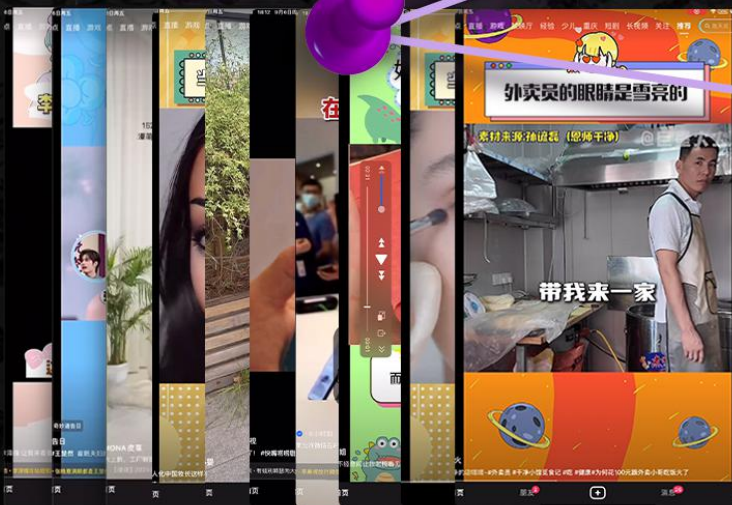
VISUAL PRESENTATION

The props, such as toys and the phone, represent key elements in the growth of modern chil-

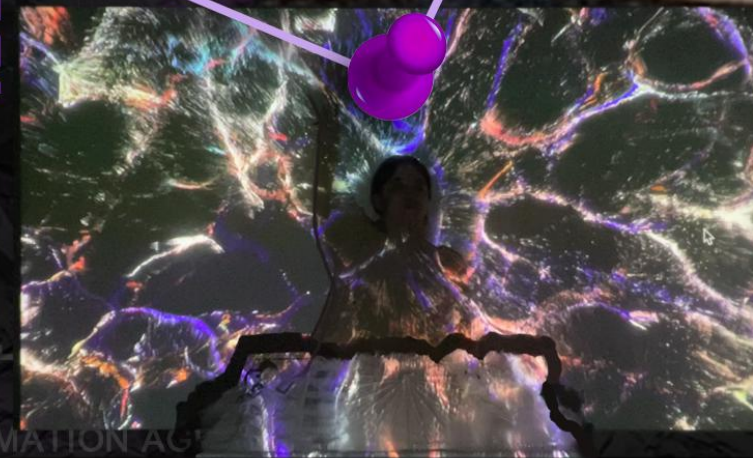
The white background and props create a pure space, symbolizing the innocence and fragility of childhood.



This effect visualizes the erosion of childhood's pure space by short videos, inviting



The colorful display on the phone contrasts sharply with the background, emphasizing the overstimulation and allure of short videos.



CODING MEMORY

CURSOR

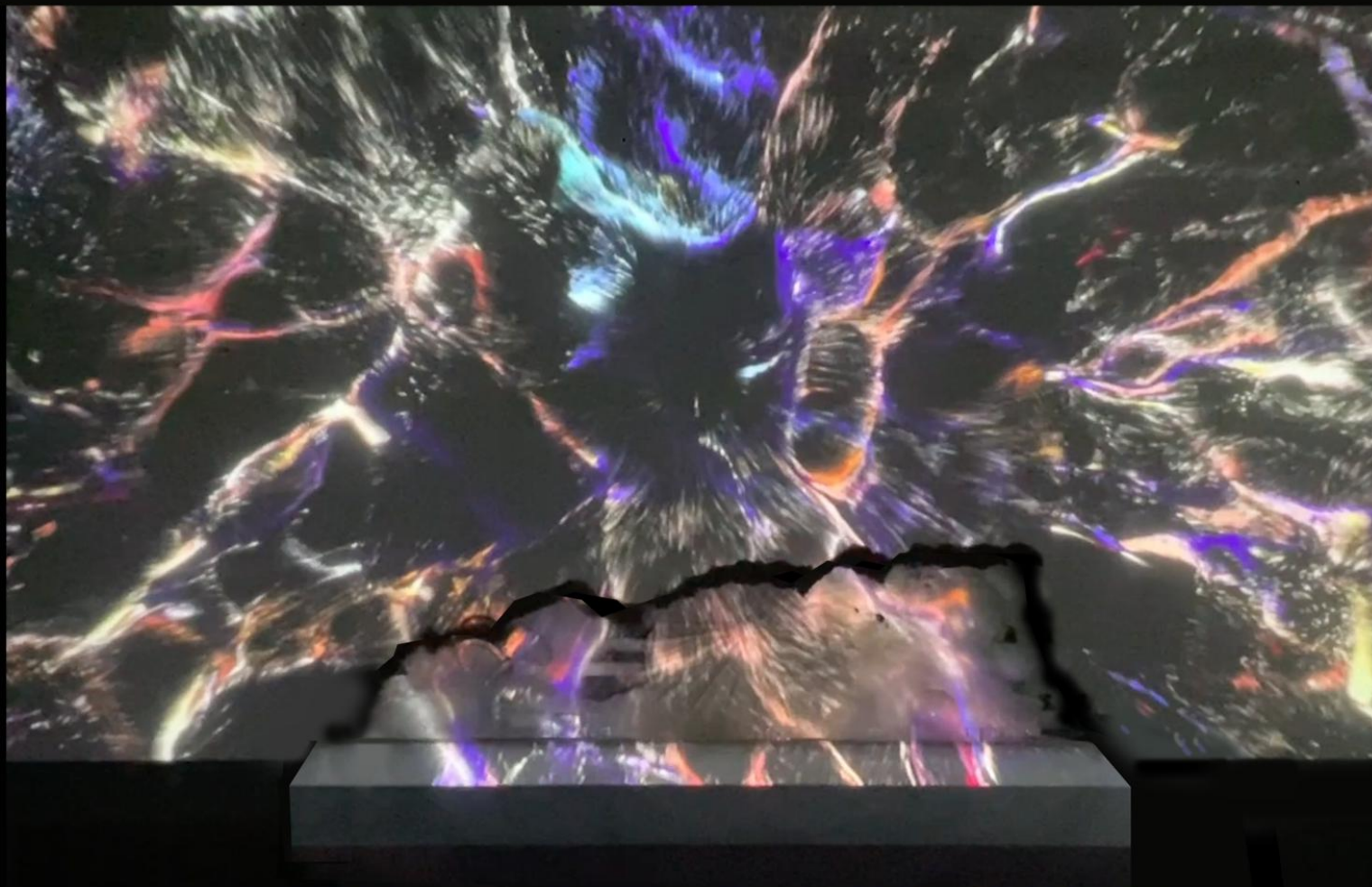


ARDUINO



TOUCH DESIGNER

VIDEO TOUR



THIS VIDEO PRESENTS THE IMMERSIVE EXPERIENCE OF MY INSTALLATION. THE AUDIENCE IS INVITED TO WITNESS THE TRANSITION FROM A SINGLE SHORT VIDEO TO A MULTITUDE OF OVERLAPPING VIDEOS, SYMBOLIZING THE OVERWHELMING INFLUENCE OF MODERN MEDIA ON CHILDREN'S DEVELOPMENT. THE USE OF GESTURES, COMBINED WITH THE INTERACTIVE DESIGN, EMPHASIZES THE SHIFT FROM INNOCENCE TO EXPOSURE TO A MORE COMPLEX AND CHAOTIC WORLD, MUCH LIKE THE CONCEPT OF CROSSING THE NETHER PORTAL.

LINK:<https://youtu.be/a903xQYHBPk>

FINAL THOUGHTS



WHY ARE THERE SO MANY
PICTURES?

THESE ARE YOUR FUTURE
WORLDS.

IT' S SO NOISY AND MESSY.
I DON' T UNDERSTAND.

YOU' LL LEARN. BUT FIRST, YOU
MUST LEAVE THIS PLACE.

BUT I LIKE IT HERE.
WHY SHOULD I LEAVE?

BECAUSE INNOCENCE IS
FRAGILE, AND THIS WORLD
WILLV NOT WAIT.