Project One Writeup

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The Dream Recording Pillow

The dream-recording pillow will allow everyone to better understand themselves and make the most of the time they spend while asleep. The average person spends almost one third of their lifetime asleep, yet less sleep leads to a shorter lifespan. In order to find balance between taking care of the body and maximizing time to be productive, the dream-recording pillow will encourage sleep while saving time spent awake on uncovering emotions and desires. Sleeping allows for humans to process the events of the previous day while also creating very vivid imagery. The dream-recording pillow creates opportunities to better understand anxieties and fears, identify subconscious desires, and to dream bigger and better. Although the dream recording pillow is helpful, it is a non-essential technology, so this will predominantly influence more affluent groups of people.

While the dream-recording pillow's main purpose will help people think deeper and be more introspective, it will also create a new source of entertainment. The dream recordings will live on a unique device that cannot be accessed by or shared to any other devices. Data from dreams will be collected to improve further research into dreams and mental health trends, but your identity will be removed from your dreams. Security is a top priority and is promised to anyone who uses the dream pillow with password protection and the option to delete dreams. While the device could be stolen or tampered with, this is no more dangerous than your phone or computer privacy being violated, so protect your dream viewer with the same intensity. Dream recording also opens doors for addictions. Dreams are an enticing place to stay, especially if the individual has depression or escapist tendencies. The dream-recording pillow will not allow an individual to remain asleep for more than 12 consecutive hours, and gives the dreamer an option to be woken up if experiencing anxiety from nightmares. Dreaming opens doors for many things, but it should be a sacred time for yourself with your subconscious mind while your body rests, and the dream recording pillow wants to help you find that.

Project One

This project puts you in different player's positions where you have to decide what to do in situations involving the dream recording pillow. Through using complex state machine code, each decision made passes through different states which represent each situation. One player's decisions will always affect another player's and their score is shown on the right panel, on a score from 1-3, least to most happy. The score of each player is also determined through each clickable selected in the p5.js sketch.

The goal of the project is to understand how the dream recording pillow would influence different kinds of people's lives, mostly in worst case scenarios. The scenarios themselves are intended to be seen as satire at times, since the people involved are more wealthy and have a different outlook on life. Every situation is dramatized a bit to show how even though there are serious implications with this technology, most of the users will not truly understand how small these might be in comparison to other issues in the world.

The Aesthetic

As the satire situations the project explains, the aesthetic choices of the project represent that. I chose a very trendy, "modern" font and a clean layout to attract and represent most of the players in the project. The colors I chose follow the same trendy look, with a dark blue as the black color, and pastels to contrast and represent the different players. The gradient motifs I used are also very on trend and create a more dream-like nature of the look. Through using the gradients, it also ties in imagery of auras and entering in-between two different states of awareness, like sleeping. Another way I referenced the dream-based nature of the technology is the star shape I used throughout the project — in the title, the cursor, scores, and the selection clickables. Although it's not a typical star shape, it still references the night, the time where the pillow would be used the most. Overall, I wanted the project aesthetics to reflect the dream recording pillow itself, the times, and the audience of the technology.