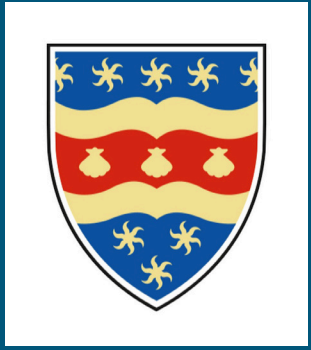


# “Mirror, Mirror on the wall...”

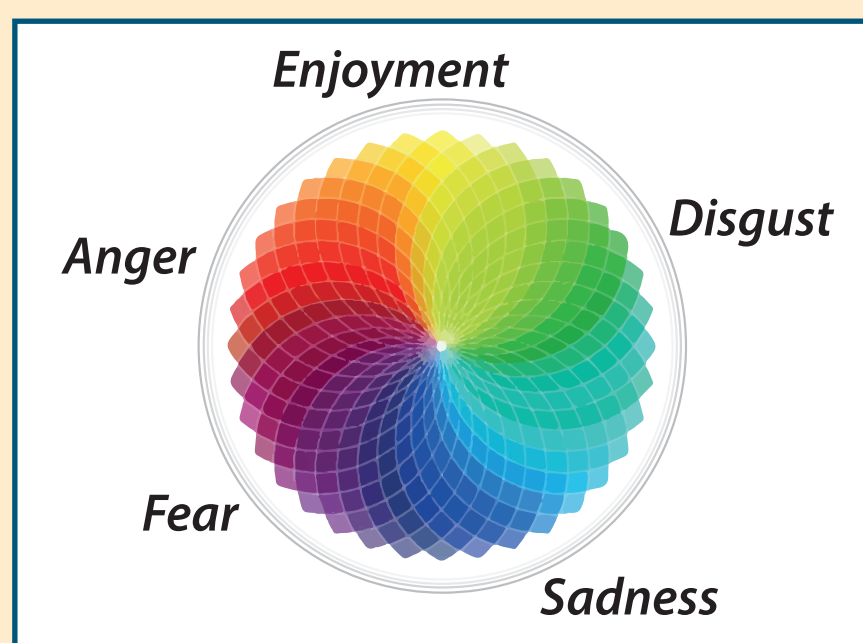


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## Introduction

Speculative design, as proposed by Anthony Dunne and Fiona Rab, allows us to think about the use we make of objects in our daily lives, how we interact with the globalized and highly technological world around us and what future implications will be from the point of social and cultural view.  
An object like the mirror is re-evaluated from the perceptual point of view, with the aim of going beyond the simple appearance and perceiving new emotions and sensations.



Visual representation of Color-Emotion association in “the Atlas of Emotion” by Paul Ekman and Eve Ekman (2016).

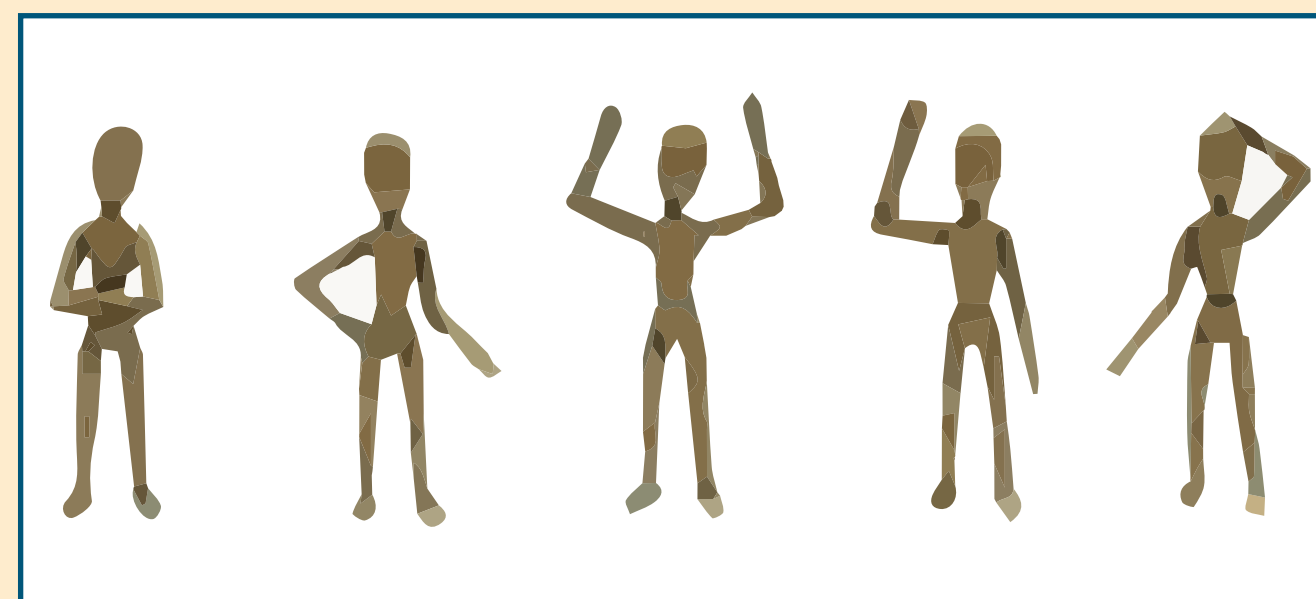
The main purposes of this project are:

- Explore new ways of using **common design objects**, used by citizens or as architectural elements of the city.
- Reflect on implicit **relationships between the colors** and the own **character** and **states of mind**.
- Highlight the condition of **synaesthesia** as a set of sensations perceived by a person, arising from a single stimulus linked to multiple perceptive channels.

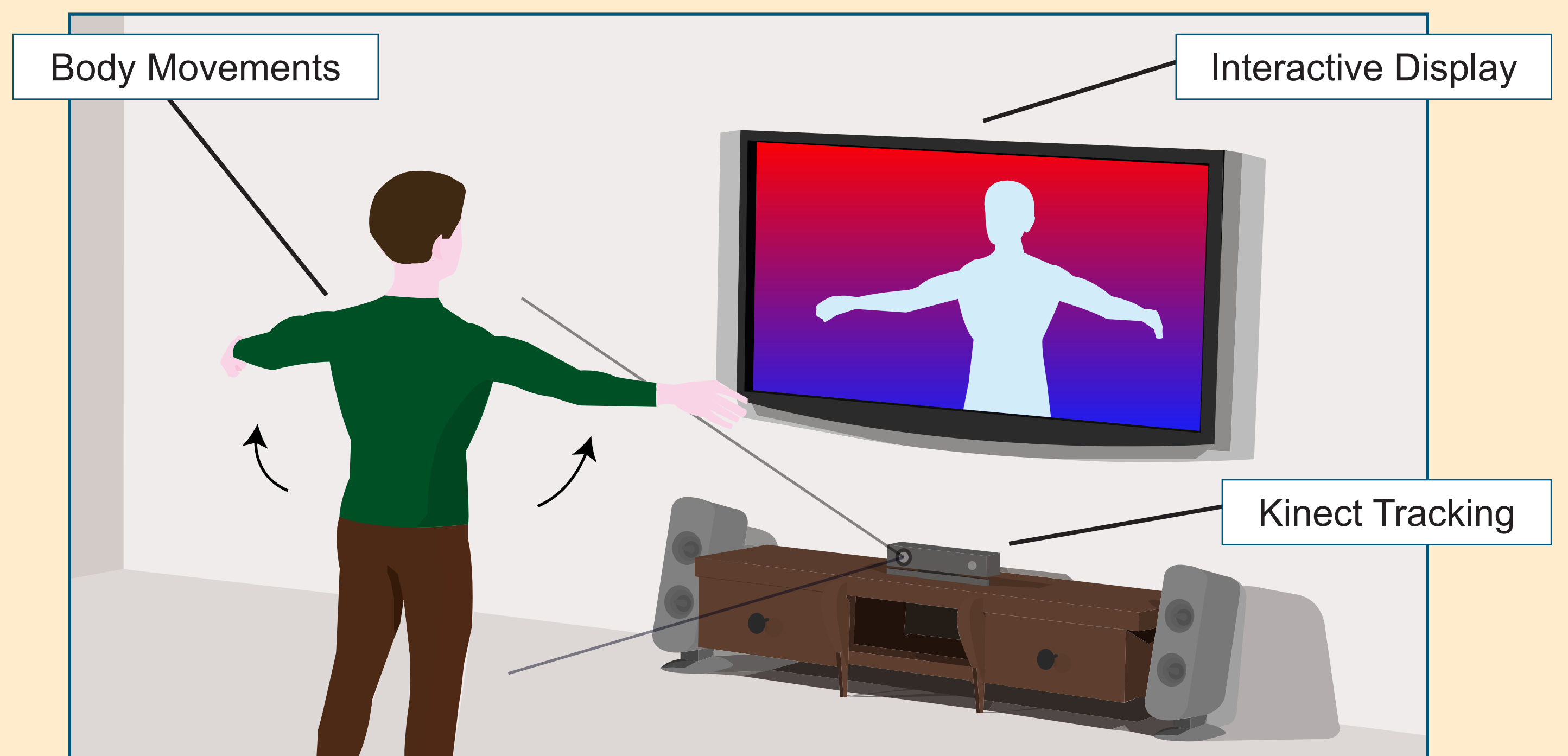
## Background

**Non-verbal language** is the connection created between the movements of a person’s body and the emotion which he is feeling at same time.

Emotion can be exploited using the **psychology of colors**, the study of colors from the point of view of the influence they have on feelings and mood, as theorized by Lüscher in Psychology (*The Lüscher color test*, 1972) and Kandinsky in Art.



Posture according to Coding Body System (CBS) by Jasna Legiša (2015).



## Description

An interactive **display** allows users who stand in front of it to be able to see their mood “mirrored” or the emotion experienced at that moment.

A **kinect** is placed on the display for tracking movements of the user and both are connected to a **computer** that allows to process the tracking, convert it into transitions of colors on the screen and play a **sound** associated with the color shown.

## Conclusion

The use of an object of daily life as a tool to transform our emotions into a visual representation highlights how contemporary design represents a new system where experiences and emotions coexist without interruption.

This allows us to discover new ideas for reflection on our condition as man and citizen and to explore our potentiality from a perceptive and cognitive point of view.

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