Etude 4: StrangeDays
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Concept #1: Symbiotic Watering System
context: world today, individual + plant experience

My first proposal is for a symbiotic watering system that could feasibly be created using technology available today. The inspiration comes from owners of house plants who have trouble remembering to: a) water their house plants b) remember to drink enough water themselves. To combat this issue and promote healthy levels of water for both plants and humans I propose an augmented plant pot and augmented cup that are linked and give information to the user through lights, screens and an app on their phone. Data collected would include how much water the person has drank during the day, how much water the plant has, how much water both need as well as goals for water intake. By tying self-care to plant-care I hope to foster a closer relationship between humans and plants via a shared experience of needing/providing water.

A person's cup glows red to remind them that they need to drink more water – if they read the text they can see how much they need to drink to reach their goal. They also see that their plant is not in need of watering.

A screen on a potted plant glows green to show that it is not in need of watering. If the person reads the text they can see that they however need to drink some more water!

Concept #2: Personal Tree Program
context: climate catastrophe in the future, collective ways of fostering safety for all organisms

My second proposal takes place in a speculative future that has experienced a climate catastrophe due to climate change. In this world air pollution is extremely high and dangerous for most lifeforms to intake. People must spend a lot of time indoors and can only go outside when air pollution levels are below a safe threshold. As part of an experimental program in Montreal to lower air pollution the government has assigned one tree to each household in a given neighborhood. Trees are outfitted with bio sensors that determine how well the tree is faring in the polluted neighborhood. Humans receive updates on their phones as well as a light ring outlining their window which indicates the health of their tree. Naming, caring and checking up on their tree is encouraged through a point system and cash rewards are given out when people make better choices for the air pollution in their neighborhood. By seeing the direct effects their actions have on trees in their neighborhood this program aims to foster the knowledge that humans aren't the only ones impacted by air pollution and hopefully encourage people to make better choices for themselves and for the trees/plants/animals in their neighborhood.
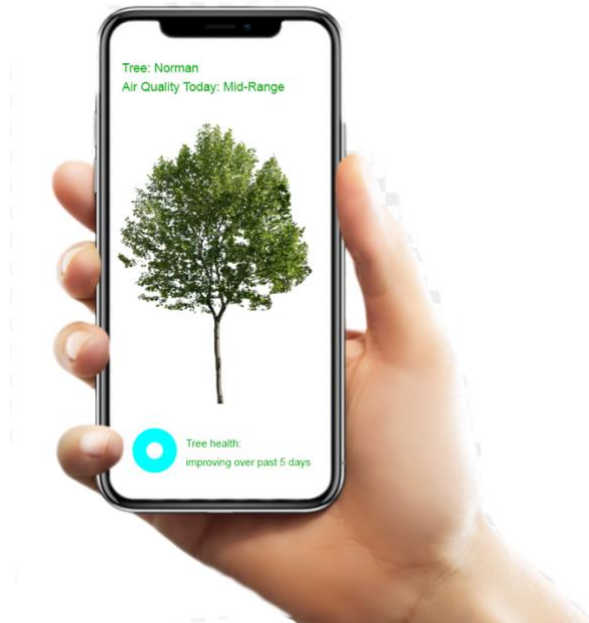
A person checks on their tree named Norman. His air quality has improved over the last 5 days! Walking to work this week must have helped…

A person looks out the window and a warning sign on the glass appears telling them that the air quality is too poor to go outside today. They also check their phone and can see that their tree is not faring well with such high pollution.