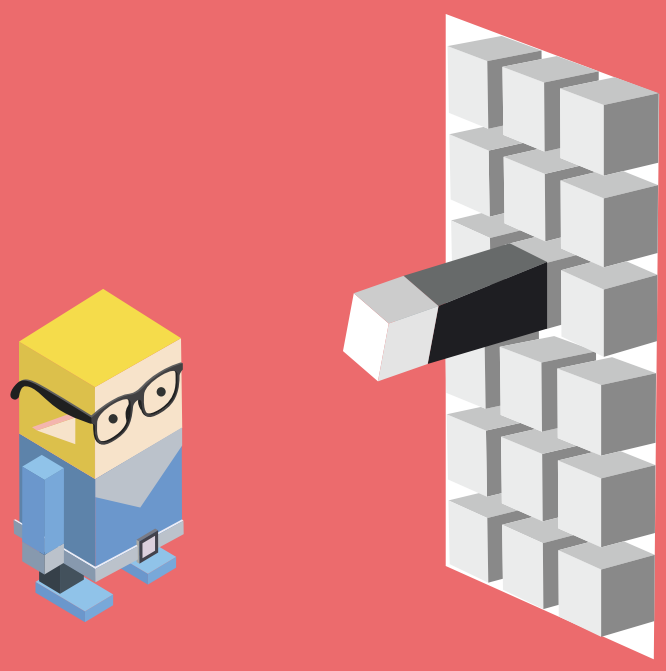
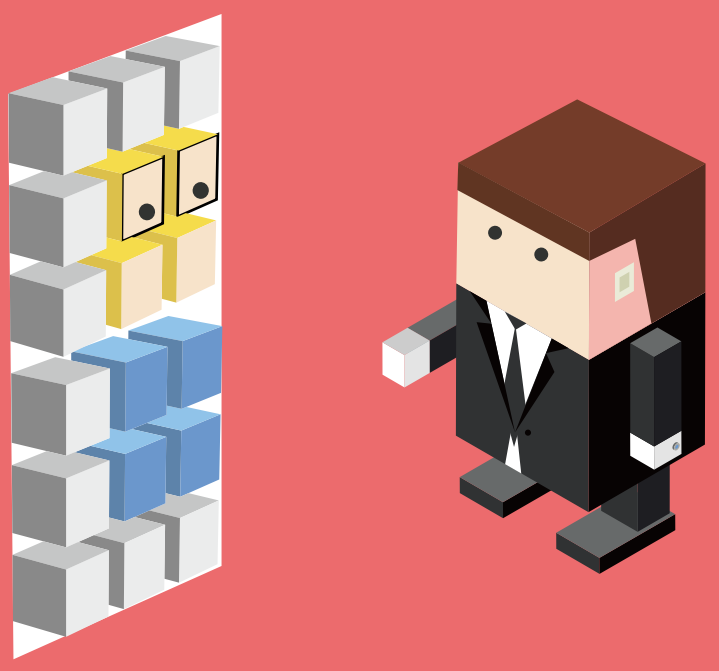


e.g. children can interact will parents via the wall.

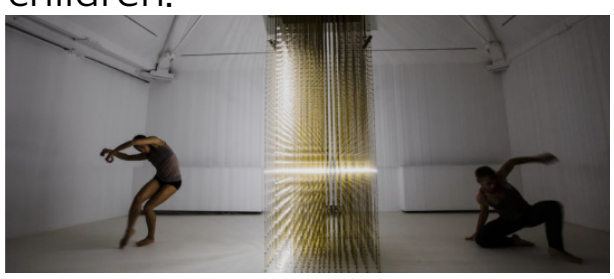


e.g. parents can see their children's face.

SEE You Soon

Problem Space

I am trying to design a project which aims to solve the social issue, namely children left-behind children. In China, there are around 274 million rural-urban migrants, an estimated 61 million children left behind in rural areas by parents (Wang, F., et al, 2017). Consequently, these children not only feel isolated but also they might suffer psychosocial and behavioral problems. For parents, this is also a dilemma. My initial idea is to bread down geographical boundary and design a family remote access control system in order to increase the length and opportunities of interaction time with parents and children.

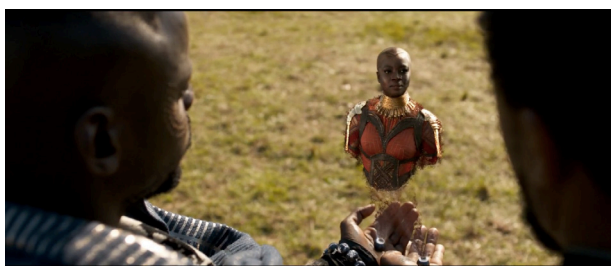


▲

The interactive wall is in the middle. Assume parent and children stand at 2 sides. This wall will transfer body image and motion signals.

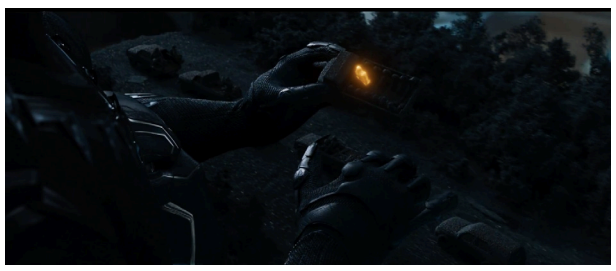
Design Inspriations

This project inspired by one kind of Wakanda technology in movie "Black Panther", called tiny Vibranium sand. It can move, create shape and then light can be projected on to these formations for color. This compelling technology can be used as a communication device and virtual object displayer. This two main functions might be helpful to my project.



▲

Users (Parents and children) can have face-to-face communication.



▲

Users are allow to present their 3D full-length body image and then interact with each other.

Project Concept

See You Soon is a digital and interactive wall which made by numerous tiny and identical and illuminated cuboids. Hung against the wall, these cuboids are closely arranged in a grid to form a flat and homogeneous surface. When presenter stands in front of the wall, it presents viewer with presenter's full-length body image in three-dimensionally by remodeling the tiny cuboids. Depending on the movement from presenter, it makes manifest in tiny cuboids just like building blocks. For instance, if presenter stands and puts out his/her hand, the cuboids in corresponding position will possess the ability to extend protrude from the wall in harmony, then simulate the shape of the hand by spacing the cuboids. Additionally, the surface of wall can be used as a multimedias screen in order to help users to play family games interactively.

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