People are creatures who need a sense of connection in order to exist. To be alone in a room with a closed space, in prolonged silence, with no one around and no sound, is a loneliness that approaches the fear of death.

# Vigilance

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## Inspiration

My project was inspired by my current state of life. I am concerned that people are sensitive to sound. Living alone for long periods of time, in a room with a closed space, it is like I lost contact with the world and all the silence and noise makes me tense emotionally Which affects people' mental state extremely. Bt when people are controlled by subconscious fears, they might completely miss that it is the sound playing tricks on them!

#### concept:

I hope that the participants will feel and explore the relationship between silence and noise, movement and stillness through the interaction with the installation.

It is hoped that through the visual, auditory and spatial interaction of the installation, the participants will be able to mobilise their tensions and fears, thus allowing people to think about the relationship between silence and noise in the interaction. In silence makes fear more fearful .......

#### Research

Orfield Laboratory
Anechoic chamber experiments



"Sound is such a constant thing, we don't even think about it" says Eric Heller,

#### Some discussions



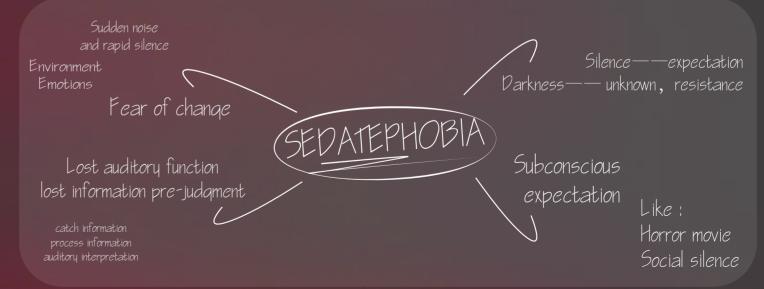
In extreme silence, human brains will speed up and any sound heard will create excessive associations and imagination.





Too much silence will amplify a person's loneliness and magnify the source of one's inner fears

#### | BrainStorming



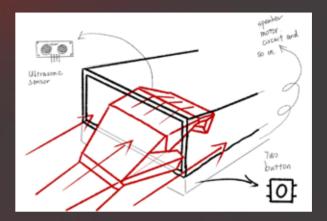
#### **Idea Sketch**

Idea One:

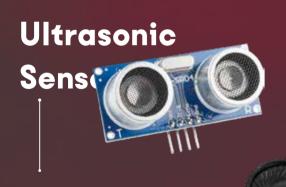
This idea needs cute housing to make it look a bit more approachable or quirky. When someone passes by, the distance sensor detects the position information, and the signal is transmitted to the motor to make some funny body movements. If the person is in a stationary state, probably working or studying, the sound of tapping the keyboard or writing is played through the buzzer or speaker, as if someone is studying with you, giving the feeling that "I am not alone all the time " kind of atmosphere.

**Idea iteration** 

Idea Two

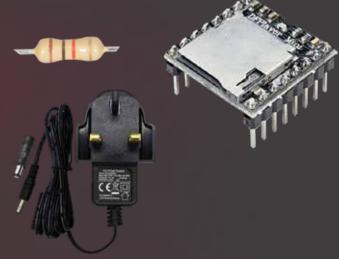


#### **Input & Output**



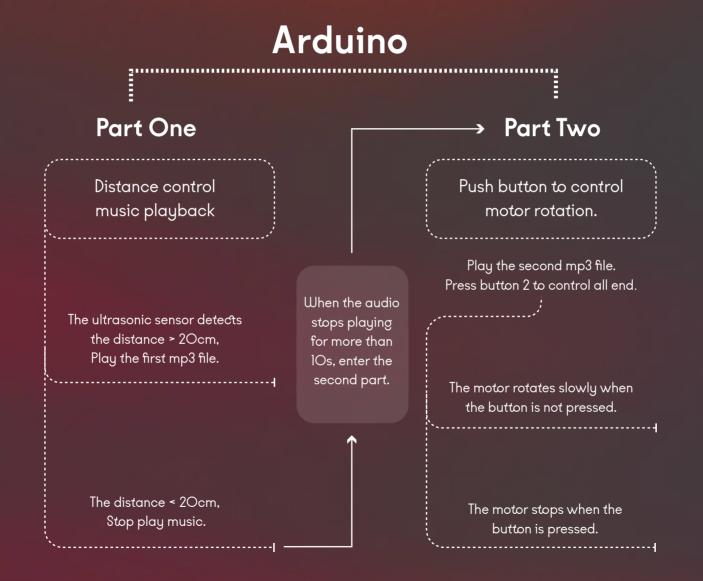
Speake.

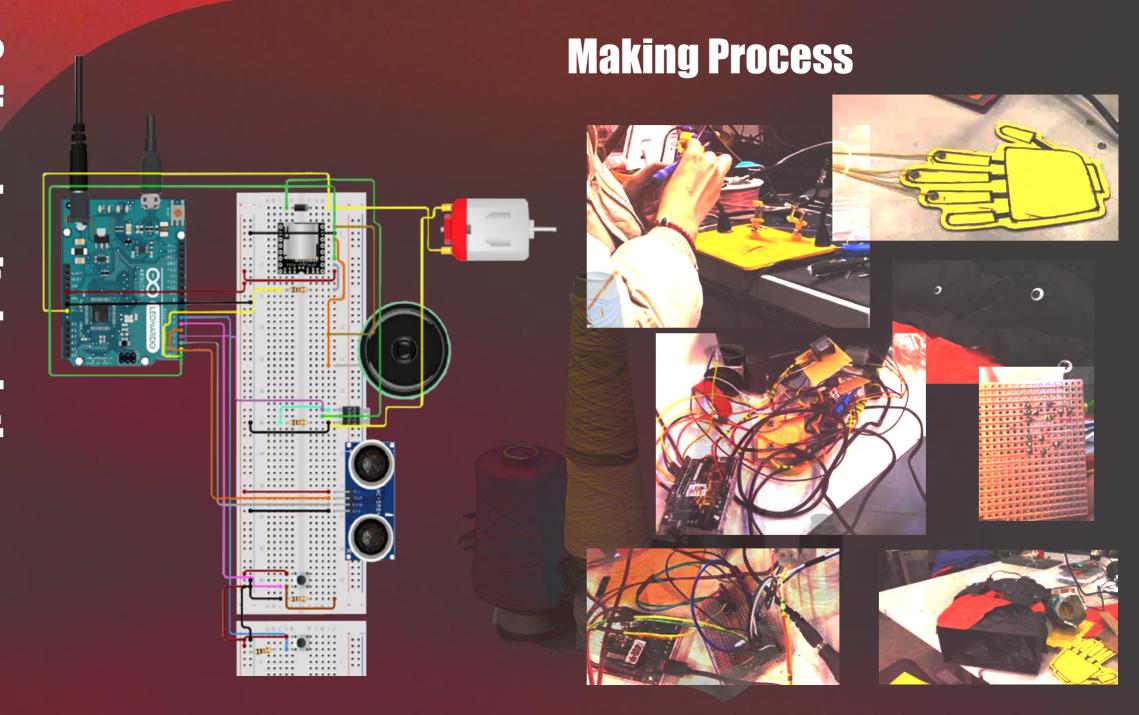




Other Hardware

#### **Coding Logic**

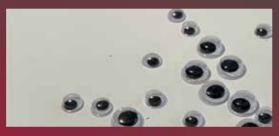




#### **Final DISPLAY**

# Try Put your hand on it





### Housing





