

IDEAS FOR EXPERIMENTAL INTERACTION FINAL PROJECT

IDEA 1

CREATE A STETHOSCOPE

AT THE STEEL END, A SENSOR AND A TRIGGER IS CREATED SO PERSON WHO IS GETTING HEARTBEAT MEASURED GETS A PHYSICAL SHOCK INSTEAD OF THE MORE THE OTHER PARTY WANTS TO HELP, THE MORE PAIN THIS PERSON RECEIVES MEANWHILE, THE PERSON ON THE LISTENING END HEARS THE REAL HEARTBEAT FIRST (DELAY), THEN AFTER THE SOUND CHANGES TO MEDICAL BEEP/ GRIEVING/

(can change to a stethoscope that lights up depending on the heartbeat)

POSITIVE	NEGATIVE
<ul style="list-style-type: none">Induces the literal action of putting the object close to your heart.	<ul style="list-style-type: none">It is difficult to place all the components of the circuit into the stethoscope. It may look very ugly/ unfinished.

IDEA 2

Isolation theatre and do some idk codin stuff inside idek

- Maybe some lighting?
- Kelaidoscope



The isolation/distance between the closeness of 2 loved ones

2 isolation theatres situated opposite each other - within these isolation theatres is a phone and these 2 phones play different forms of audio (maybe 1 from the protagonist, and 1 from the loved one.)

When the person steps into the isolation theatre, a sensor would trigger a screen to show a set of instructions. Inside the isolation theatre is a house phone set on a platform, and the person has to pick it up. A sensor within the phone senses the motion and then plays the dialogue of the protagonist and the dialogue of the loved one.

Later, we can ask the participants to share their emotions and also type one thing they would really want to tell their loved one now.

IDEA 3

FACE MASK

INSPIRATIONS/ARTISTS/ARTWORKS
"The Abandonment of Art" – Lygia Clark



- Creates suffocating experience
- Object can only be used by one person at a time à so it is a solo experience, each person's perspective is different

<https://news.artnet.com/exhibitions/what-you-wont-find-at-momas-lygia-clark-show-lygia-clark-57100>

BREATHLESS - Thrill Lab

Breathless is an interactive experience inspired by Fragonard's Swing. It combines elements of voyeurism, abandonment and breath control to power a ride. Breathless features a motorised swing controlled by breathing data collected from specially developed WiFi gas mask respirators. Audience members progress through the roles of Spectator, Rider, and Controller. They may be forced to watch the pleasure of a lover being manipulated by a stranger's breathing - heard publicly amplified - or face the awkwardness of controlling a stranger themselves.



- Creates a feeling of anticipation and suspense
- Another person's action controlling your movement
- Literal isolation of the person sitting in the swing

Making an object where one person's actions control the result that another

Loneliness in a digital world

In an exhibition at the YARAT Contemporary Art Centre in Baku, Azerbaijan, curators Michael Connor and Suad Garayeva take McCullers's portrayal of the human condition as a harbinger of the lonesomeness that occurs on the internet.

No Ghost Just a Shell (1999-2002), a conceptual video-art project by Pierre Huyghe and Phillipe Parreno, in which the artists bought a stock female anime character and offered other artists an opportunity to appropriate her in their own work.

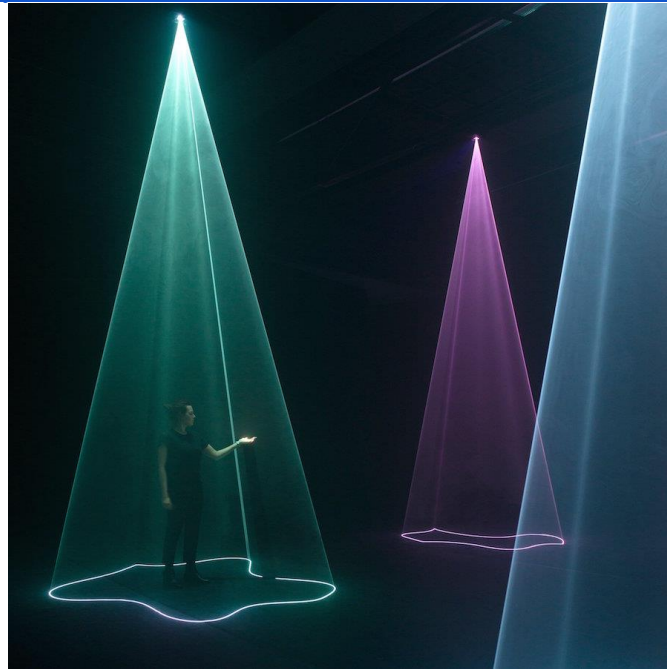
Garayeva says this best: "Despite what everyone would have you believe, you're actually mostly alone when you're connected to everyone online."

<https://www.artsy.net/article/artsy-editorial-from-pierre-huyghe-to-camille-henrot-artists-mine>

AURA

<http://www.fubiz.net/en/2017/12/26/interactive-installation-reveals-peoples-emotions-2/>

Video: https://www.youtube.com/watch?time_continue=105&v=8FkBA3xTne0



Thanks to biosensors connected to a light system, artist [Nick Verstand](#) created Aura – an audio-visual and interactive installation transforming emotions into light. The light varies in intensity, form and colour in order to represent emotions more precisely. The artist's goal is to render feeling palpable, and to break the boundaries between two opposite worlds: the first one is metaphysical (internal) and the other one is physical (external).

- <http://golancourses.net/2013/projects/lonely/>
- <https://www.creativeboom.com/inspiration/graphic-designer-tackles-issue-of-wide-spread-loneliness-in-moving-campaign/>
- <http://experimenta.org/makesense/artists/keith-armstrong/>