The Capacity of Connective Disconnection

Evelyn Bang

Major: BHA in Philosophy and Fine Arts
Minor: Human Computer Interaction

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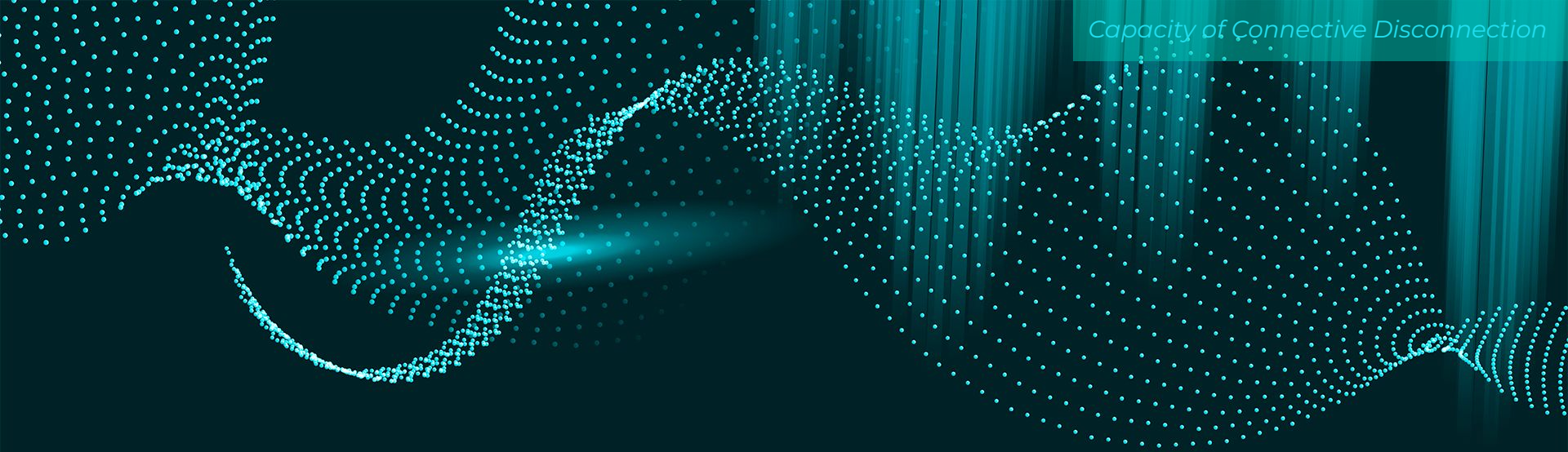


01 Research

Research:
Modern Capabilities

Physical

- Direct link to **technological goals**
- Direct link to **ergonomics**

Emotional & Mental

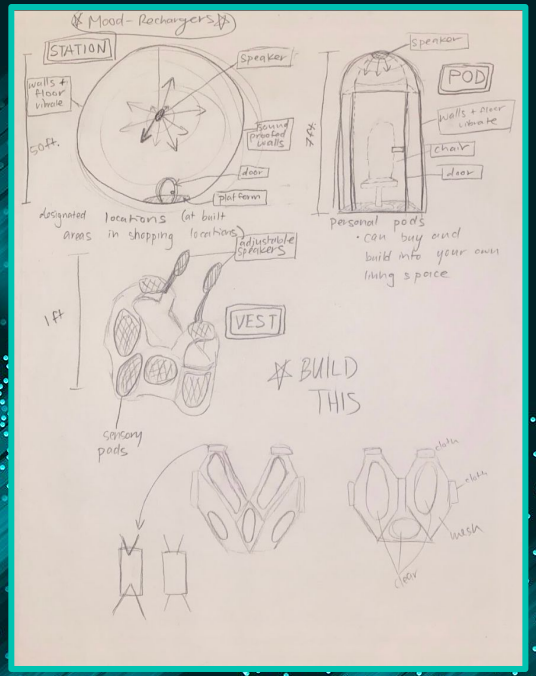
- Abstract **thoughts** & **experiences** & **desires** lead to **morals** and **psyche**
- Everything is inherently **driven** by **desire**

Research:
Modern Capabilities

Technological **advancements** result from these **capabilities**.

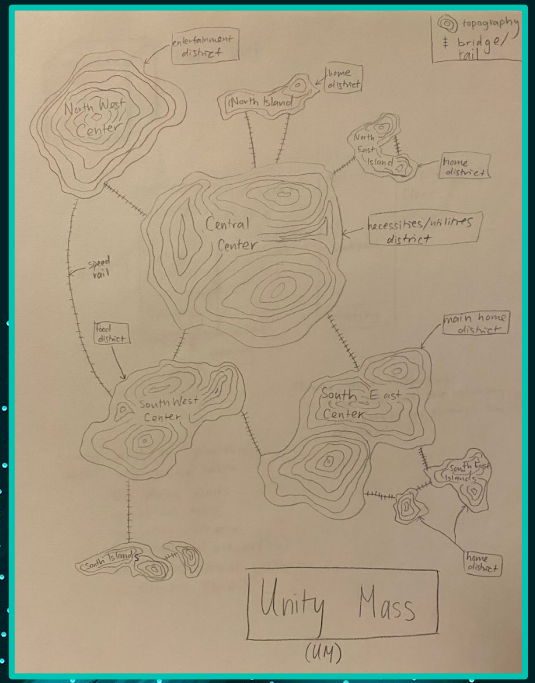
- Enhancements of real life
  - Physical interactions and ergonomics
- Enhancements of virtual life
  - User interface and experience

Research: Past Projects - Mood Recharger



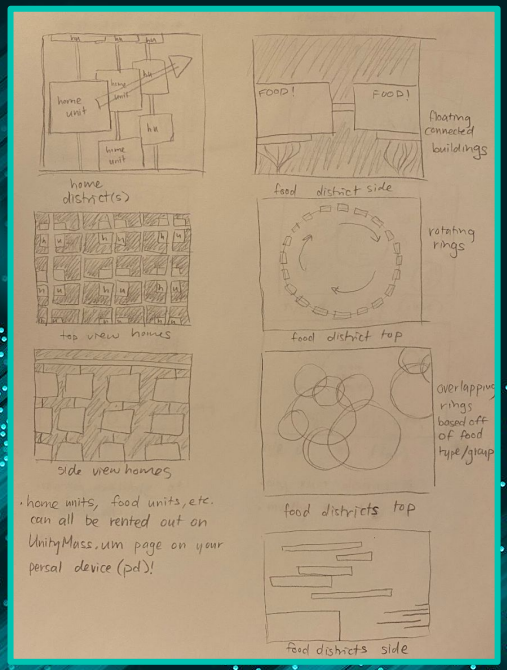
- Inspired by Do Androids Dream of Electric Sheep? by Philip K. Dick
- This vest helps **maintain** your **mood** into **other** emotions
- You can **pick** and **choose** which **moods** to **feel** and **maintain** throughout the day

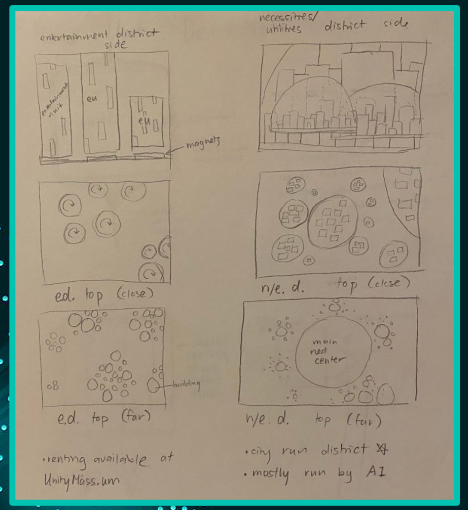
Research: Past Projects - Unity Mass



- Unity Mass is an **idealized city building plan**
- It has an **island**-like format, but is **floating** in the air above the ocean
- These floating islands are **connected** through **pathways** that are coded into the **transportation system**, which carry people around from place to place

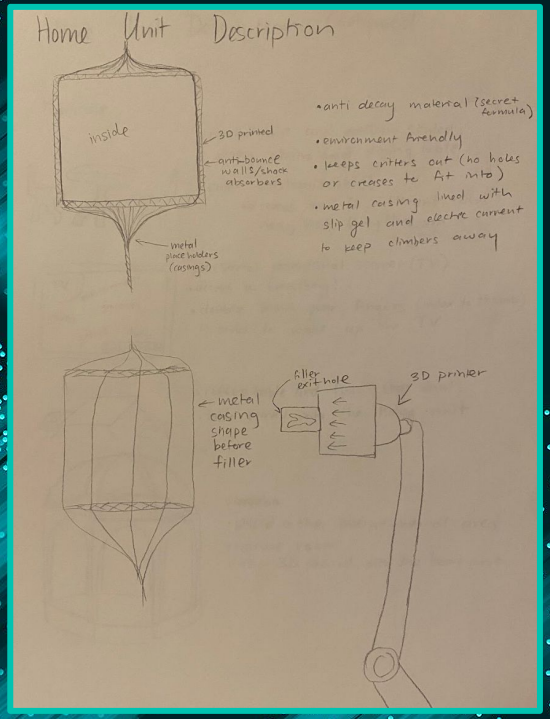
Research: Past Projects - Unity Mass

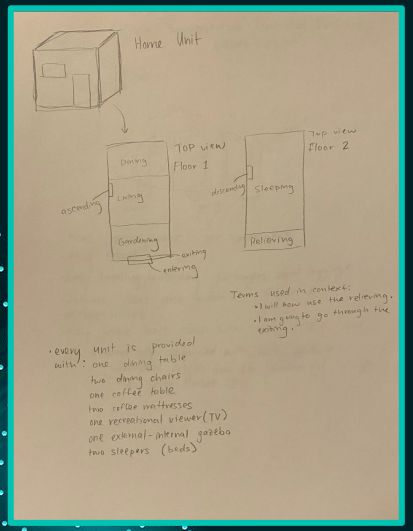


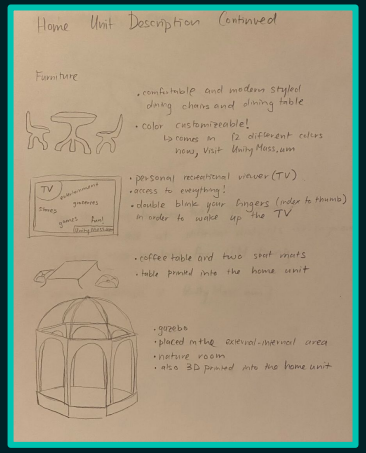


- This is the **general outline** of formatting that the city will exhibit
- These **sections** all have their own **functions**, like the **food district** will have all of the **restaurant** options in that area
- There are also some examples of what the **form** of each **section** looks like on the left photos

Research: Past Projects - Unity Mass

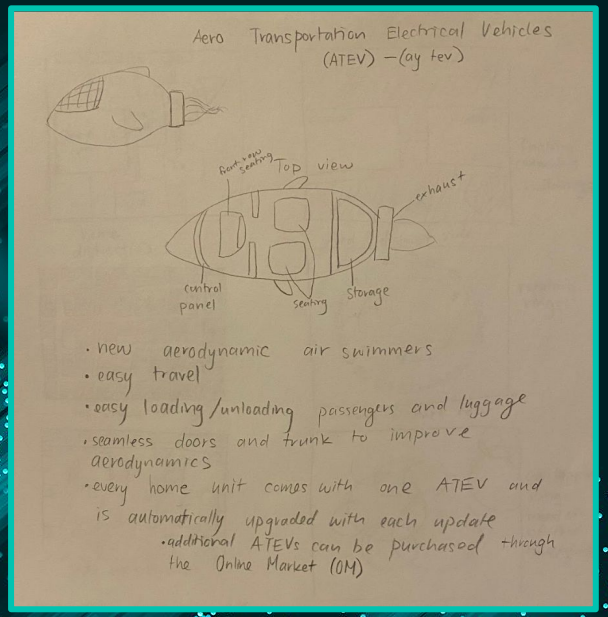


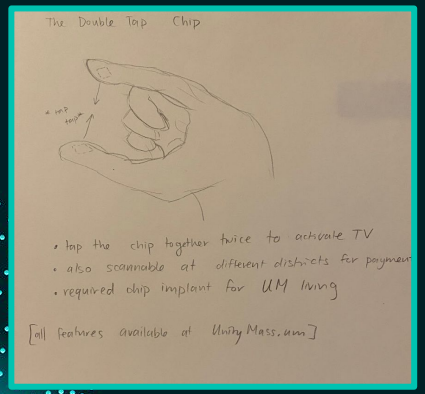




- Here are the **Home Unit descriptions** that show what each **housing unit** will look like
- The **cost** to live in this city is the **same** for every person
- Food, living costs, and **all expenses** are **included** in the monthly cost of **$6,500/mo**

Research: Past Projects - Unity Mass





- Other perks include the **Double Tap Chip** that allows quick and simple **commands** to **surrounding technology** based on your preferences
- The **Aero Transportation Electrical Vehicles (A-TEV)** carries people and any luggage around through coded aero-ways

Research: Past Projects - MMO RPG Concept

Final Influx Mana Guard Photo

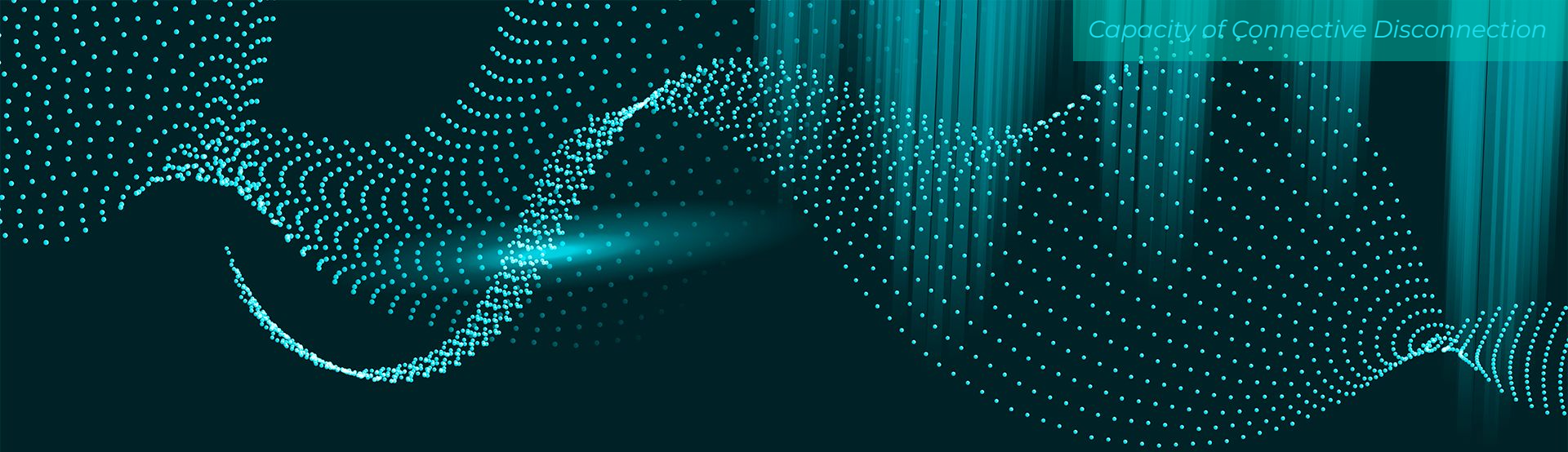
- This project is a **scenery** of three characters fighting a **boss** called the **Influx Mana Guard**
- The **three characters** include a **healer** in the back, the **tank** that is being revived by the healer, and the **damager** that is sitting in the front of the image
- They were **not prepared** for this battle, leading to this scene that is right before they are **wiped**

Research: Past Projects - MMO RPG Concept

- These are **two item drops** from the Influx Mana Guard
- The **smaller Influx Mana Scythe** is a **secondary** weapon, while the larger one is a **primary**
- There is a **1% chance** of the boss **dropping** this item per battle

Influx Mana Scythe Primary

Influx Mana Scythe Secondary



02 Concept Ideation

Concept Ideation: Goals

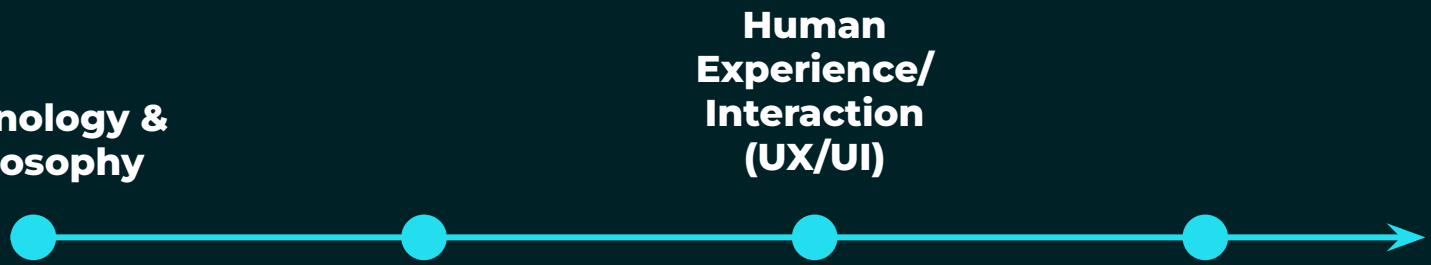
Philosophy Direction

- Purity/Sanctity & **Disgust**
- **Unfamiliarity** makes **new** technologies **undesirable**
- External **audience** will think it seems **intrusive** or **uncomfortable**, but the **person** using the technology is experiencing **euphoria**

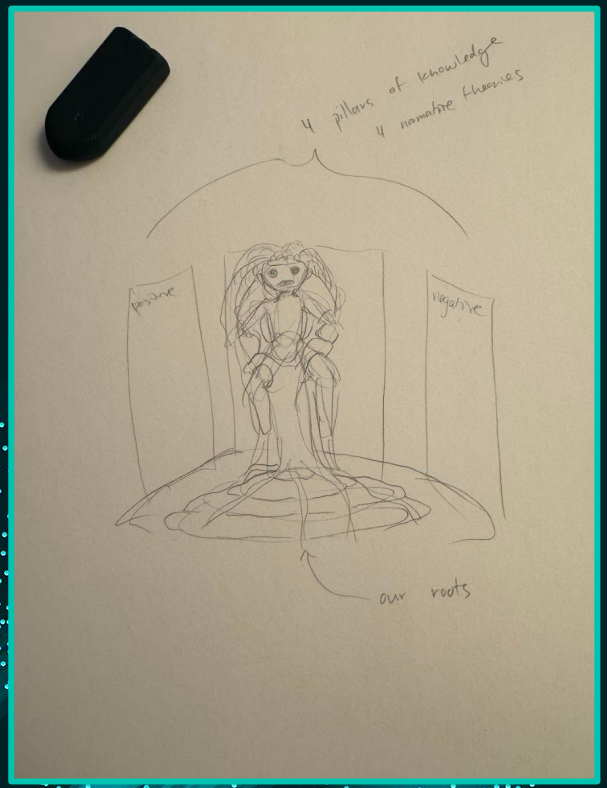
Technological Direction

- **Ergonomics**
- 1984, by George Orwell, is about **security/surveillance** technology
- The Giver, by Lois Lowry, is about **biological/emotional** technology
- **Integration** between the **organic** body and the **inorganic** technology goal of **UX/UI**

Concept Ideation: General Thought Flow

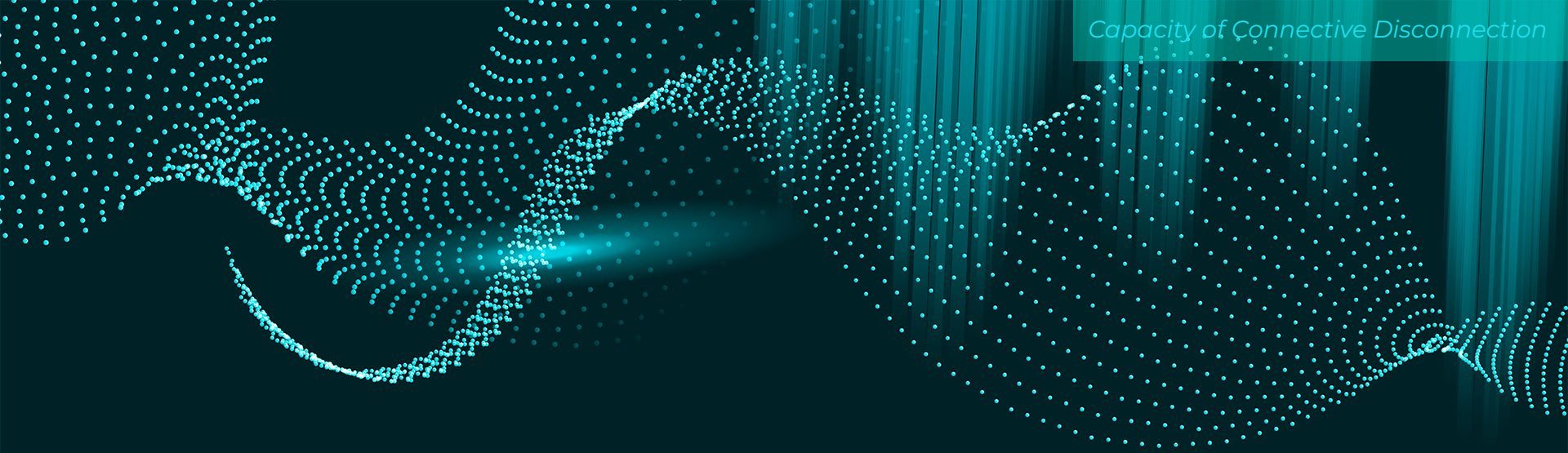


Concept Ideation: Idea Sketches



- General **outline** of **form** factor
- Heavily pushing the **integration/intertwine** of **human** and **technology**
- Emphasizing that every single **concept** formed in the **mind** has a **philosophical** and **desire** based **incentive**
- These **incentives** are what **solidify** our beliefs and **desires** to do **everything** in our lives

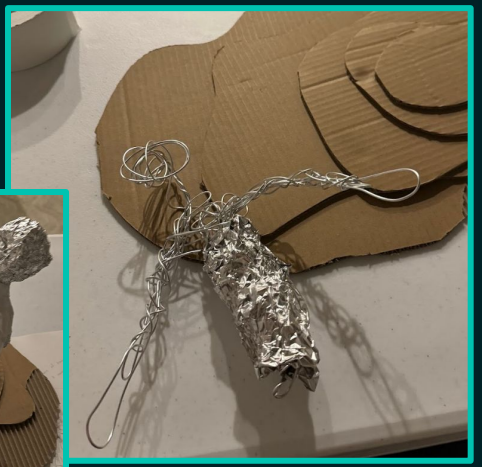
Concept Ideation: Reference Photo



03 Process

Process: Making the Shape

- **Smoother** and **curvier** shapes to encourage ideas of **ergonomics** using cardboard, clay, paper mache, wires, and aluminum foil



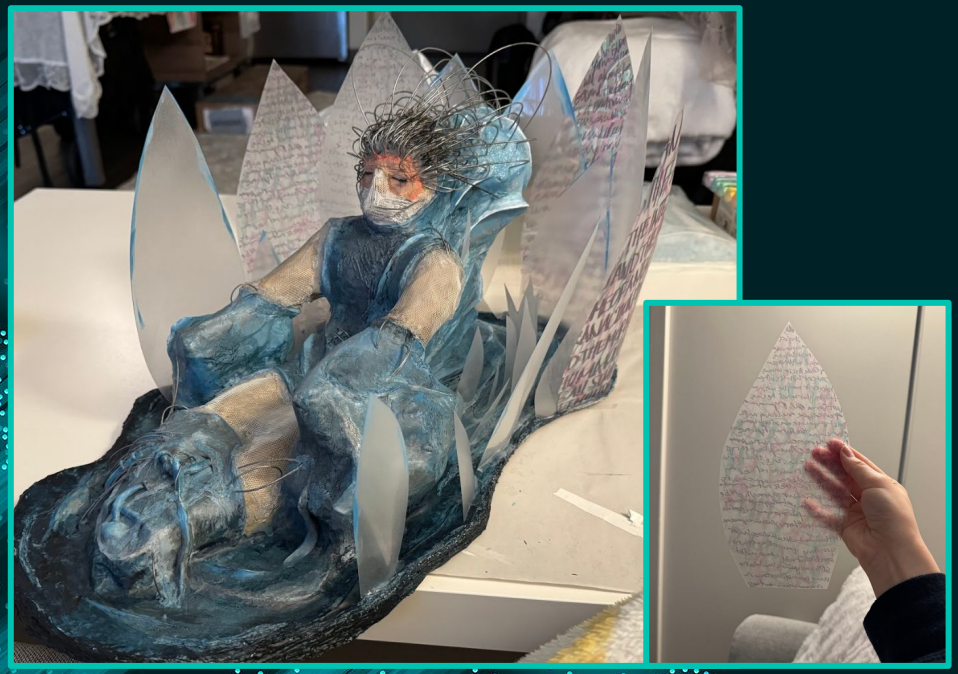
Process: Color

Detailing with Wires and Clear Sheets

- **Cooler**, blue tone to **emphasize metallic** and **cold** feeling of **discomfort** in future tech that someone from the **outside** would feel from looking at how **integrated** the **human** is into the **machine**.

Undertone Color

Process: Philosophical Ideas - Purity



- Petals with written **quotes** about **happiness**
- **Happiness** is determined by many factors driven by **familiarity** of an **interaction** or **subject**
- That leads to feelings of **disgust** from **unfamiliar** interactions
- People are **unfamiliar** thus **uncomfortable** with future technology
- Just the matter of **getting used to** the **unknown** and realizing the **underlying** and more important subject of **matter**

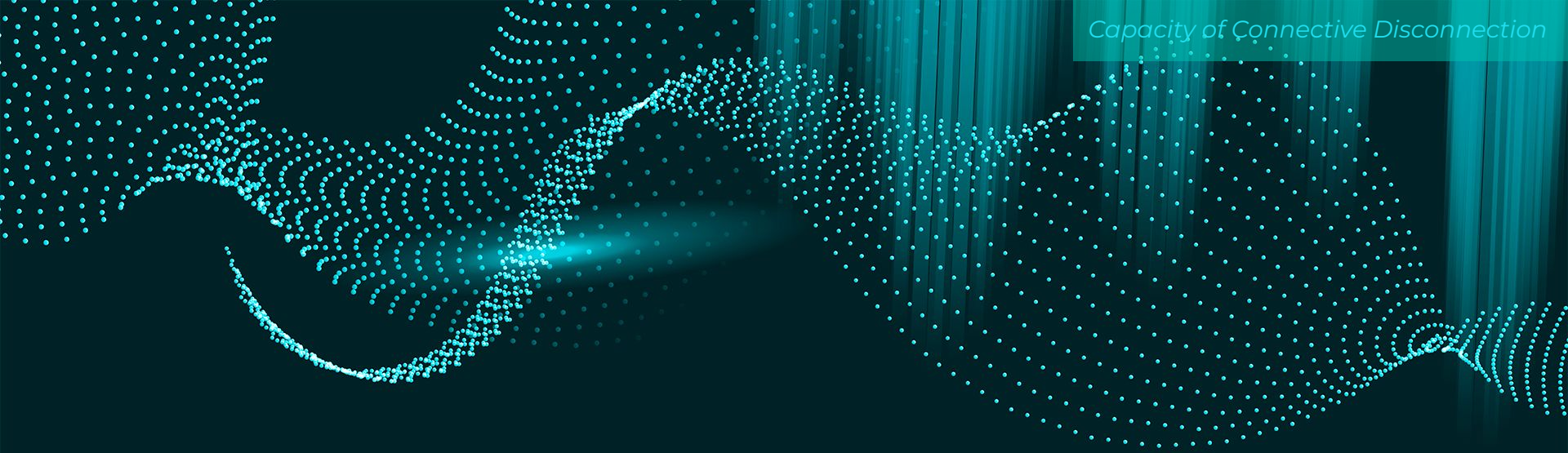
04

Final Showcase: *Capacity of Connective Disconnection*

Capacity of Connective Disconnection: Overview

Color Reflecting What It Would Look Like as a Real Product Environment

Capacity of Connective Disconnection: Close Ups



05 Conclusion

Conclusion: Afterthought

The main **goal** of this project is to **outline** the potential **direction** of **human computer interaction** (HCI) being **integrated** with **philosophy, design, and technology**. In today's society, it seems **impossible** to **connect** those things together in **ideal ways**, which can inhibit **progress** or **efficiency**. Without the **motivation** to do so, these hotspots of content rich sections will not be able to **synthesize** together into a **web** of **new ideas** and journeys.

Even though the **experience** may look **unattractive** or **unattainable** from the **outside**, the real **importance** lies in the **goal**, in this case **ergonomics** and UX/UI, of that technology and **recentering** when it goes astray.

Thank You!

Capacity of Connective Disconnection

By Evelyn Bang