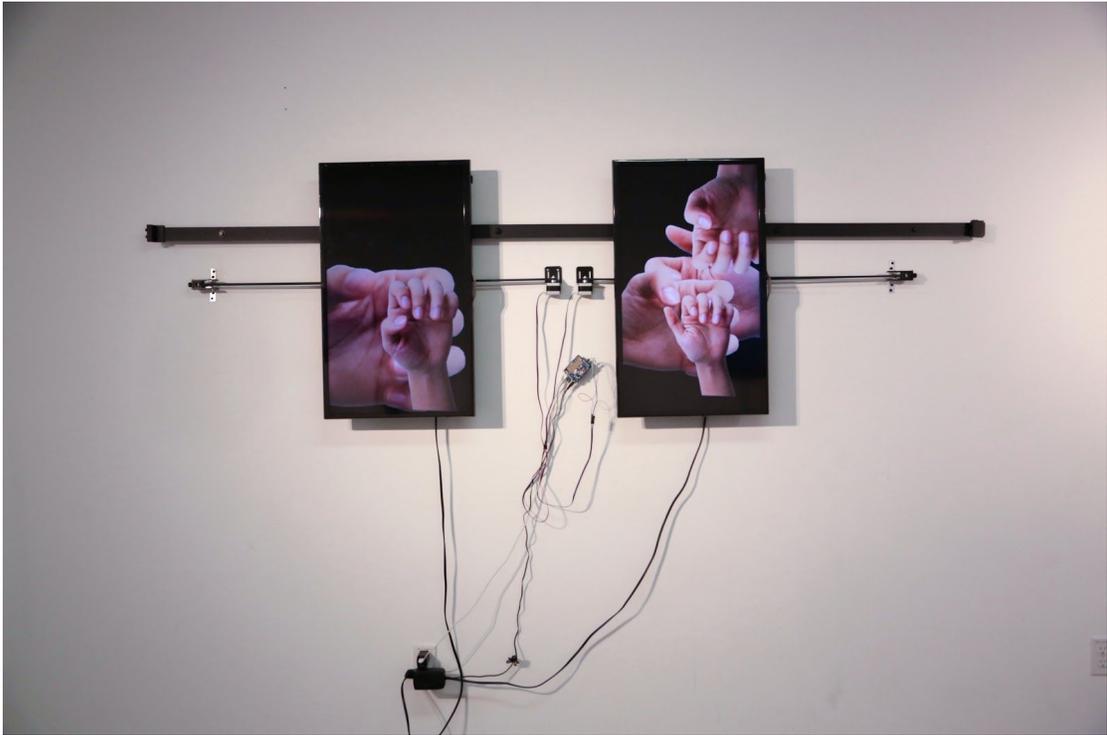
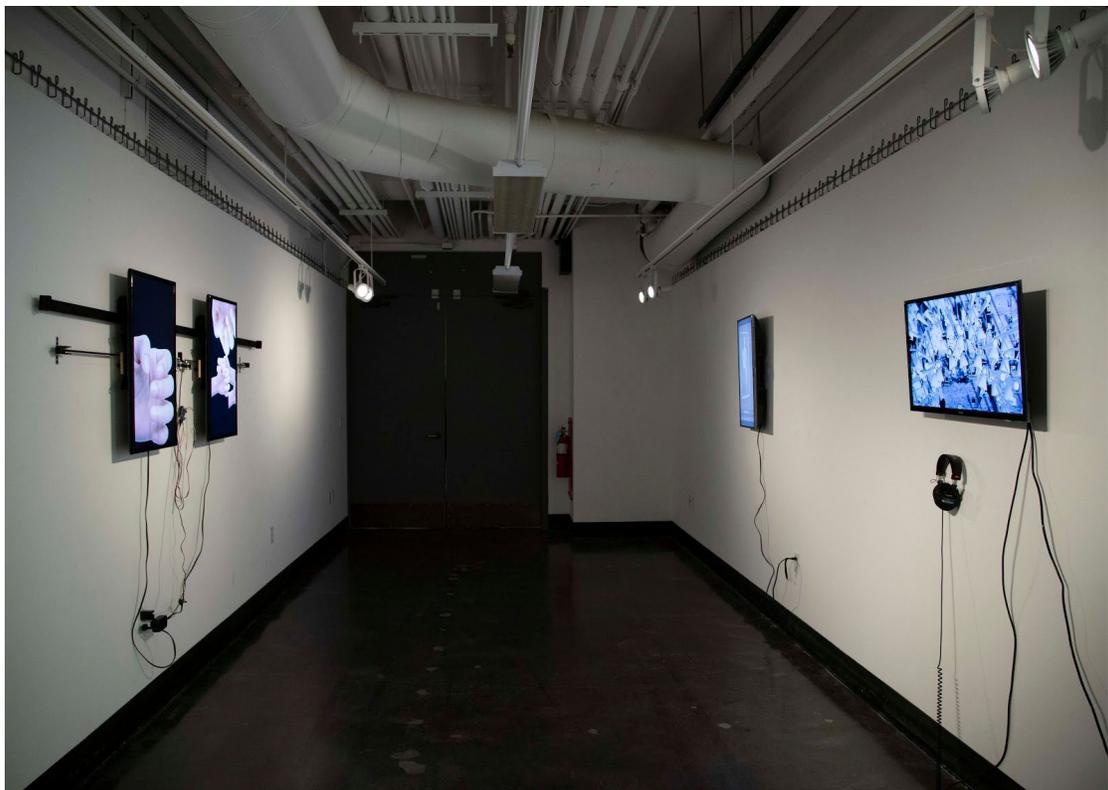
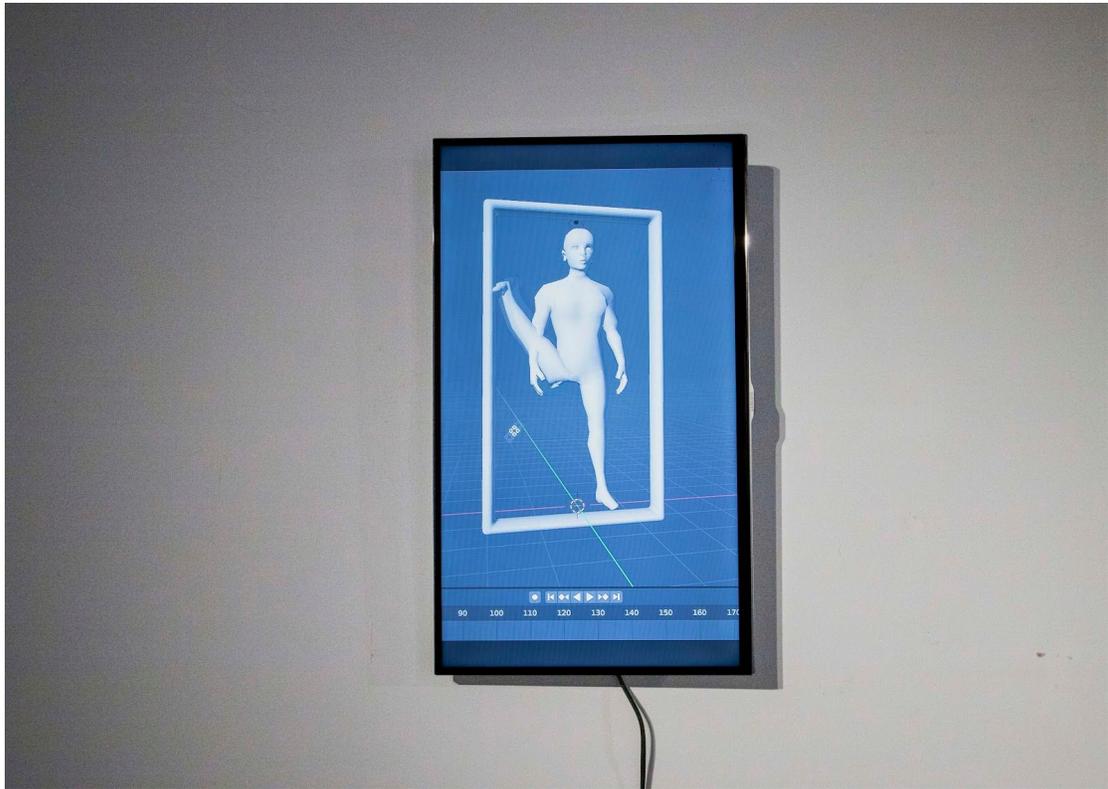


Integrated Media Project Documentation

Tap into Screens

Mia Yao Meng





IM Project Description

This project is a reflection of the repetitive everyday gestures we perform to interact (as the trigger and the data input) with networked devices such as smartphones and computers. These actions are abstracted/flattened in the design process and transformed into online behaviors. This habit-formation process only takes us a few attempts to get into new games of communications and interactions. How and by whom is this gestural language designed? Where is it taking our bodily actions to? As gestural controls are being further developed to blend the online/virtual world and the “real world”, this project reveals something intimate and problematic, wandering around the missing context left behind through our online interactions.

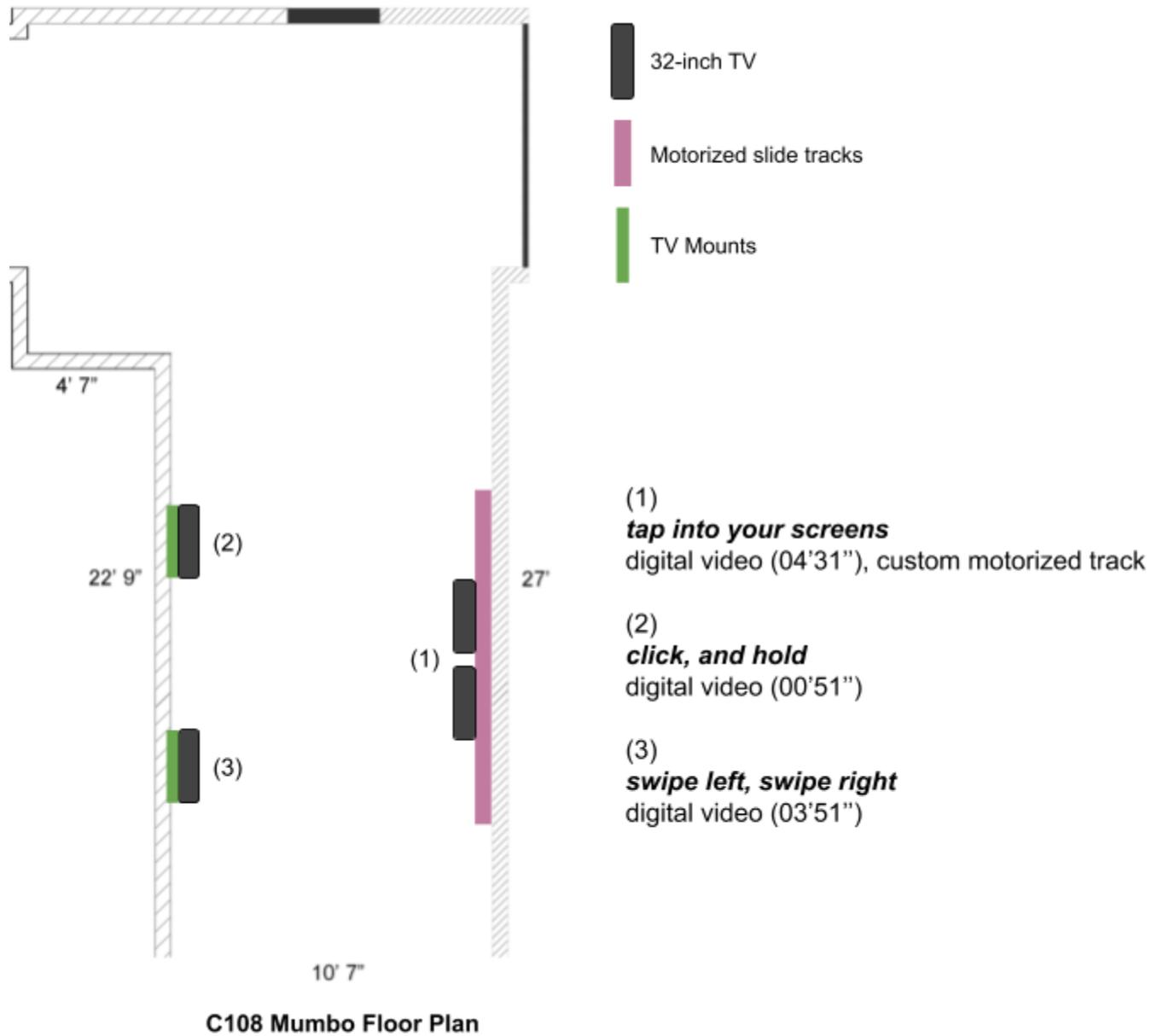
Research has suggested that an average user touches their mobile devices more than 2600 times a day. Growing up with internet culture, many of my identities, friends, hobbies, worldviews are made from the web. I’m interested in studying my behaviours engaged in online activities and the phenomenology of these actions. My past works have dealt with bodily reactions to mirrors, black screens, vr experience, providing self-reflections on these phenomena and also inviting viewers into the self-reflective moments. Witnessing me and people being overwhelmed in new tech games and the politics of technology, it’s important to be aware of how they might function against our social psychology. Is the internet a tool of dehumanization? How are real people rendered as objects and how does that shape our worldviews? Will it affect and change the way we build connections with other people in the real world? My hope is that this project will open discussions regarding these questions and lead to nuanced solutions

for each individual.

“Tap Into Screens” presents two vertical displayed screens moving on a custom motorized track. I filmed myself using the cellphone without a cellphone. It has become so inseparable as part of everyday life that everyone recognizes what the hands are doing on the screen. I intend to explore the relations between virtual connections and the degree of isolation. It seems that to connect virtually is an experience deprived of certain stimulus as well as supplemented by certain invented activities. Certain movements of body, meanings associated with these movements, primacy of objects and events, these elements actively undermine the nature of communication by oversimplifying it, mis-abstracting it, and building an overflowed shell for it. The two screens try to make a conversation with each other but they are essentially disconnected. There is a lack of agency in this conversation scene based on the fact that they are actually controlled by the motor system behind it.

“Click and Hold” and “Swipe Left, Swipe Right” speak to language used in describing and instructing such movements for human-machine interactions that are specifically invented and designed to perform certain tasks. The meanings in regard of these gestures can be neutral or indexical, but they are often flattened and manipulable. The purpose of using such gestures is not necessarily our own as it belongs to those who made them. It is this disconnection between designers and users that causes the missing context of the online interactions which alters our true intention and understanding.

Visual Diagram



List of Equipment

32-inch smart TV (x4)

Tv mounts (x4)