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IIMC-670-01 IM Project Develop
12/04/2019

Screen Recording: https://www.youtube.com/watch?v=_00J_sd08O0
Animation: https://www.youtube.com/watch?v=lM0QZK7lRns

Abstract:
      I rarely recall the past or my childhood for recent years or a longer time. Instead, I always pay more attention to my future. I'm worried and anxious about a lot of things, while the past is not recalled or even mentioned for a long time, while childhood seems to be an imaginary playground and I almost totally forget it.

      Are these memories not beautiful enough? No, I just don't have the time. I prefer to spend time playing a computer game or thinking about the future in a daze. It seems recalling the past is just waste of time.

      Therefore, I trace the movement of childhood games and three important items to awaken memories.

Equipment:
Two projectors
Three padstone

Description:
      I rarely recall the past or my childhood for recent years or a longer time. Instead, I always pay more attention to my future. For instance: What should I do after graduation? Should I get married? If I have a kid, will the kid delay my work? How old am I now and next year? I'm worried and anxious about a lot of things, while the past is not recalled or even mentioned for a long time, while childhood seems to be an imaginary playground and I almost totally forget it. Are these memories not beautiful enough? No, I just don't have the time. I prefer to spend time playing a computer game or thinking about the future in a daze. It seems recalling the past is just waste of time.

      With this work, I expect to find the trace of past pleasure and build my own childhood playground I never imagined before.

      Playground? It first lets me recall "play game", but it does not mean any computer game. When I try to search this term "play game", I got all images about electronic games without related to any childhood memory on Google Image. My memory is closer to some games related to someone, it's some things related to some games. They have big different. It is more in human-to-human interaction instead of human-machine interaction. Then, I realized that in this information age, video games have completely replaced my childhood memories. Therefore, I would like to create a playground, and this playground trace my memory and childhood.
I would like to choose very specific items that impressive in my memory of childhood and track the trajectory of these items using by the way of **animation loop.** In addition, I will also build a current trajectory for comparison, for instance, the trajectory of playing electronic games. These items related to somebody that in my life, and trajectory of playing electronic games as comparison. In the other hand, I will weaken the existence of people and emphasize the trajectory of the objects. This makes the existence of the objects more sympathetic response in

memory and makes the audience more able to see the past shadows from the objects. Because this traditional game has disappeared in the years.

　　　Three items are Chinese Gyro, Marbles and Chinese jump rope. The first, Chinese Gyro exists very long time as Chinese traditional game during ancient China period. Its material is wooden and equipped with a whip to beat it for rotation. Different from other modern gyroscopes, it is older and traditional. When I first saw this gyro, it is my dad bring to me. I can recall the scene where is a small house but very warm, and my dad taught me how to play this Chinese gyro. It is very technical, I need wrap it round and round with the rope of whip, pull the rope away as fast as possible, and then, this gyro should be spin up. I can recall that this game is very hard and tried a lot of time with my dad.
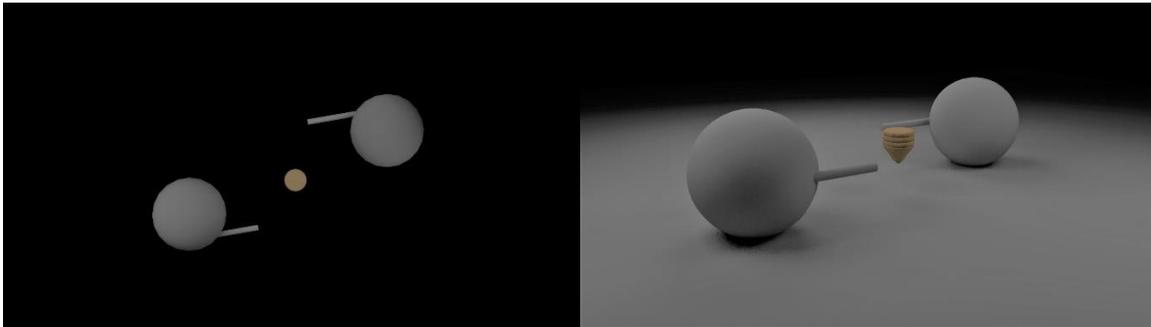
　　　Second, the earliest marbles come from German and is a small spherical toy often made from stone and marble.　Until later, as more and more gameplay appeared, its material became more and more. Such as marble glass, clay, steel, plastic or agate. In my memory, once I go bake to my dad's hometown which is a countryside, there was a very big sink, and had a bunch of marbles under that sink which are belong to my cousin. As a girl, I really like to collect objects, so I asked some marbles giving to me from my cousin. This is short memory; however, it is very impressive. At present, the value of the item may no longer exist, but the deep impression it brought to me immediately reminded me of the pictures and blurred people behind.
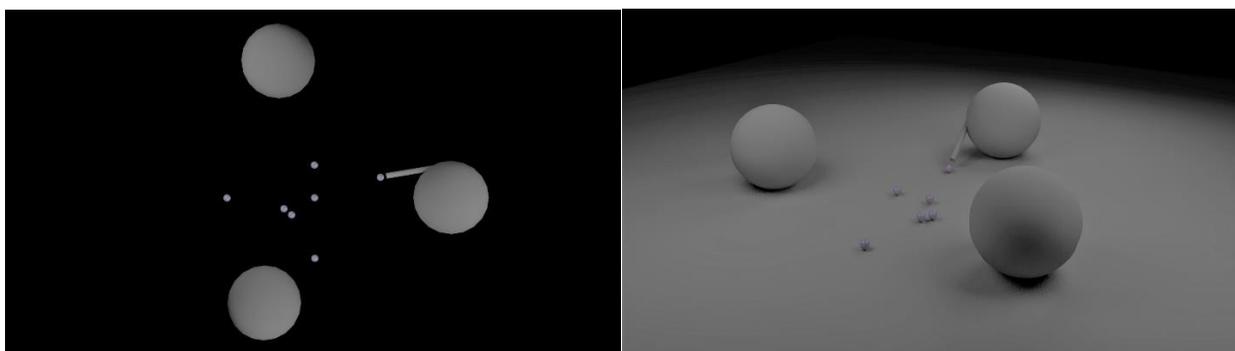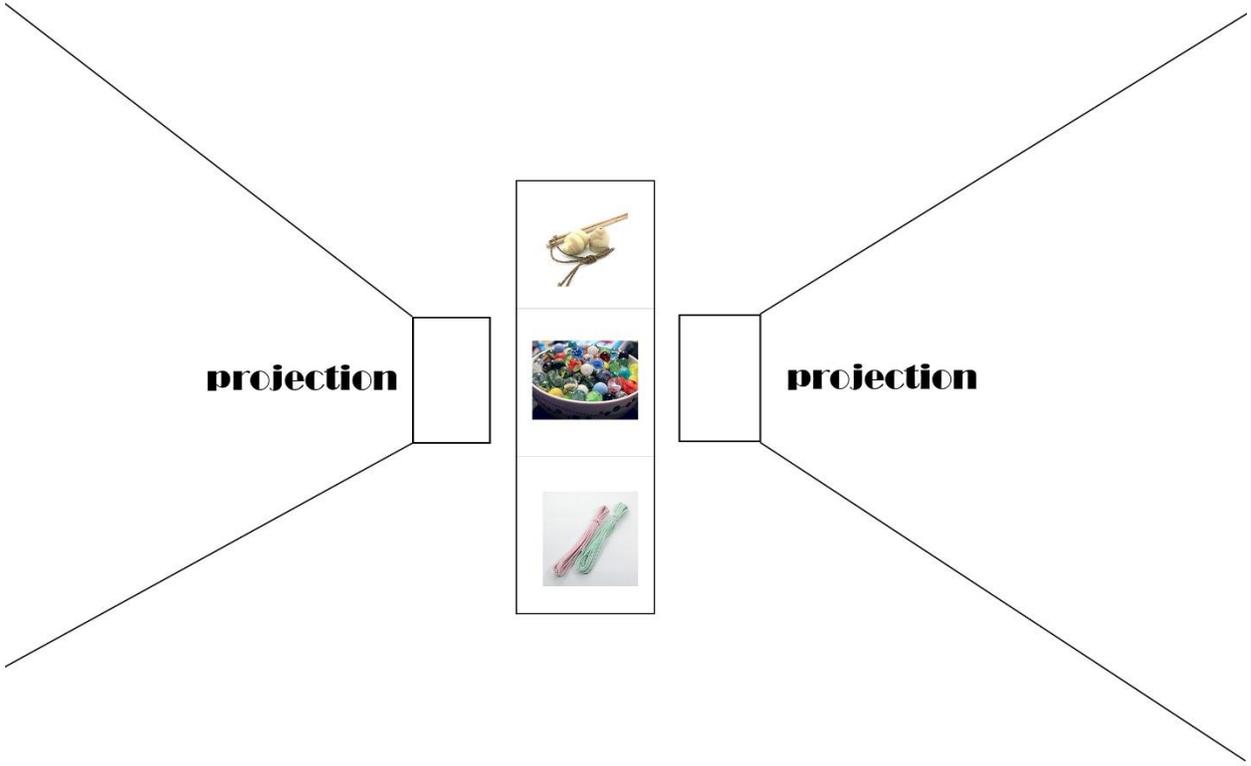

　　　The last item is Chinese jump rope, it "various moves (creation of positions or figures) are combined to create Chinese jump rope patterns which are often accompanied by chants." This is very impressive because of its existence is like a nursery rhyme in the school, which can always be seen on the playground of the elementary school. I can clearly see that the action of skipping rope and blurred faces of classmates one after another.
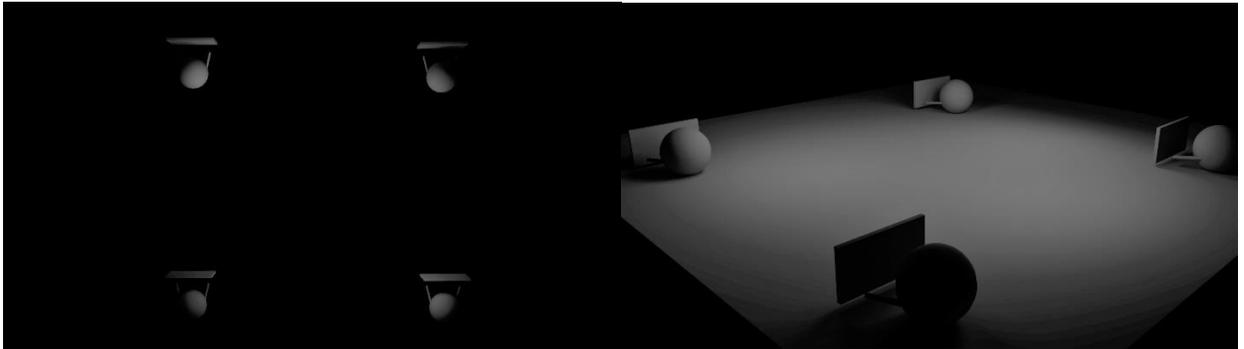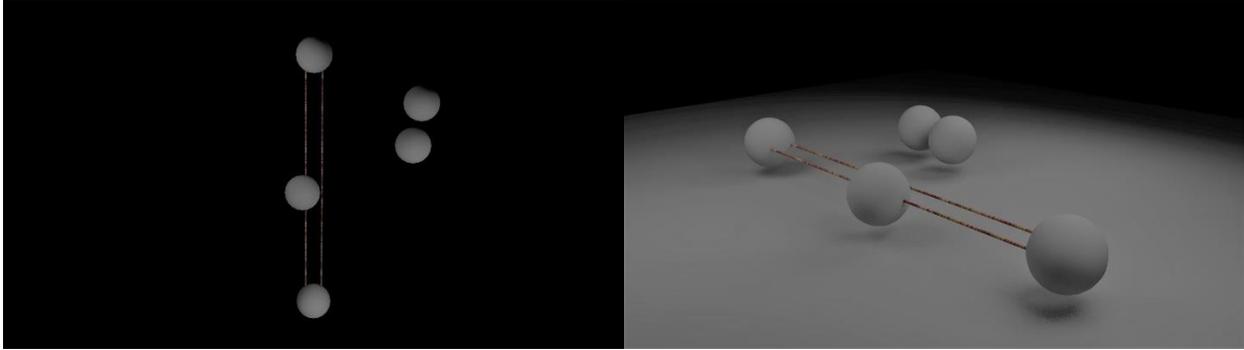
Therefore, this project mainly focuses on my experience, and it use items to recall my memory in the past. I also played video games as a child, such as Contra, Tetris. But there are more people-to-people games. But now, in the information age, children have an Ipad in their hands. Even the card games that are currently popular will have electronic versions. This is not a bad thing, but it is as if the children have better choices. And my memories, in this era, I can't see the shadows of other children. Therefore, I trace the movement of childhood games and three important items to awaken memories.

Floor plan:

projection

projection