Overlapping Interruptions

Overlapping interruptions can provide participants the opportunity to sense the world in an unconventional way. In addition, this exposure framework investigates the possible relationships that can be drawn between individuals and shows the interactions between individuals and places. Also, movements, decision-making, views, and cultural differences can be found in the process.

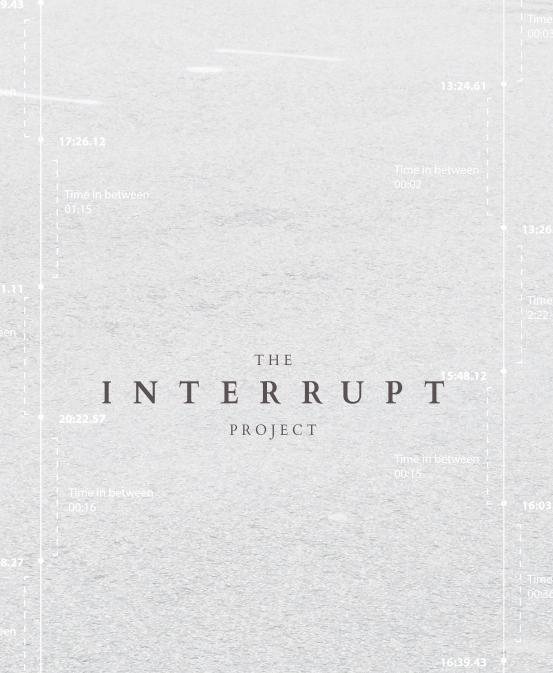




Synchronize experience

The concept of overlapping interruptions has been implemented to an interactive installation. The main elements of people each stop are isolated and demonstrated on the transparent sheets in the frames. Layers of people experience are overlapped after inserting the frames into the box. Also, the purpose of making this object not only for synchronize the same stop of people, but also interact with the audience. Audiences can randomly pull out the frames and replace different





A RESEARCH-BASED DESIGN PROJECT CONDUCTED BY WENG SI (HEBE) IONG

CONCEPT

This project is about investigating human walking behaviour and sensory experience while they are walking in a controlled environment and uncontrolled environment. Also, try to look in details that every interruption during the walk and how people react and perceive information differently in a journey.

In addition, this project presents a conceptual framework to investigate the sensory experience of people and interactions between individual and the environment. Also, it examines the idea of understanding interruptions in life and encourages people to close up to the small details of daily life experience and provide a method for people to experience and explore relation with objects, individuals and spaces.

Sensing While Walking

Our body movements and perceptual memories help to construct our sensory experiences in life. We can sense our surroundings by receiving stimulation from our vision, hearing, sense of smell, feel and touch.

Walking is one of the ways that helps us explore our neighborhoods, urban cities, and nature environments with enhanced noticing of things. When we walk, we feel more real and are influenced by things directly. Every interruption breaks our walking pattern and in the mean time, it also constructs our behavior and senses: decision—making, route revision, direction changes, and speed control.

Controlled vs Uncontrolled

react and perceive information differently in a controlled environment versus an uncontrolled environment. Controlled environments are places such as galleries, museums, or airports where information is well organized and signage is provided throughout an entire area. And uncontrolled environments are places such as streets and wild nature. Those areas usually have a lot of activities going on and les organized information.

PROCESS

RESEARCH

In this project, the main method is walking in a random journey and documenting every interruption. Based on the Lesoco to Lockwood walk, I developed a journey template as a tool to record interruptions while exploring places.

In the first stage, I experimented a lot with the template when I was walking in a journey or in my daily routine. I followed the template and noticed my surroundings in each stop. I tried to execute the process in different kinds of place, such as wild nature, residental areas, busy city centre and indoor environments.

METHOD

Walking can provide us a more direct way to sense the world.

Three different ways of participating in this project have been subdivided under this premise which are method-based tour, templated-based tour and audio guided tour.





PUBLIC PARTICIPATION

Collecting Interruptions

Every experience exclusively demonstrates the ways that individuals think during their journey, how they behave, how they explore places from different perspectives, and the methods that they use to record their experiences. Collecting and documenting interruptions in a daily routine or in a random journey helps people understand their world and experience it profoundly. It shows how our behavior and the environment affect our ways of seeing.





00:00:00 02:13.12	• STARTING POINT • STOP 1	06:42.83 • STOP 4	13:21.99 • STOP 7	17:26.12 • STOP 10	21:06.57 • STOP 13
04:01.83	STOP 2	10:39.93 • STOP 5	15:48.12 • STOP 8	18:41.11 • STOP 11	21:29.67 • STOP 14
04:39.61	STOP 3	12:00.13 • STOP 6	16:39.43 • stops	20:22.57 • STOP 12	22:00.43 • STOP IS FINAL DESTINATION
	THE 'INTERRUPT' PROJECT	THE INTERMIFT PROJECT	THE INTERMUTT PROJECT	THE INTERBUPT PROJECT	THE 'INTERRUPT' PROJECT