HIDE ◉ SEEK

Surveillance is everywhere but you can avoid it
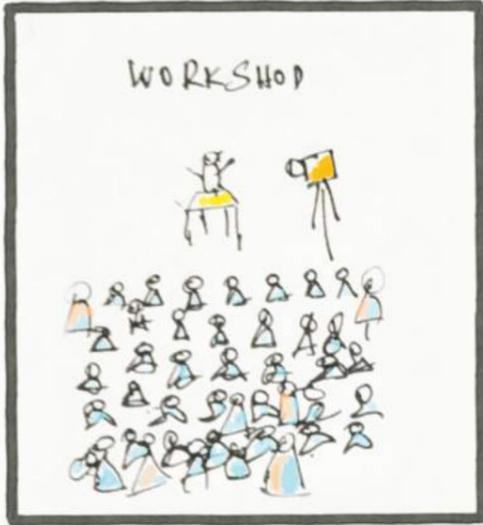
Visitors are get todo a workshop on how face recognition can be avoided in the virtual shopping street .

The tasks are to go for shopping, get money from the ATM etc.

He will be checked by many cameras on the streets .

Buzzer will light on when he is recognised, now he can go back , change his make up and try again.

Visitor will get to know facial recognition in a fun and challenging way and will be handed some tools to deal with this tech.

What Personas Say ?

"I really like doing this and it created awareness on Facial recognition "

"I didn't like the workshop but, my kids had fun. I did like the facial recognition though and got exited to do the tasks"

"It was so cool to learn if a camera had scanned me or not"

"I really liked art and craft at the workshop! The shopping center was really exciting"

Design Requirements Mapping

🟩 Functional | Meaningful | Families | Fun/Engaging | New Tech | Dialogue | Co-creative | Interactive | Social Implications

🟧 Irresistable | Implementable in Museum

🟥 Personalised | New Media | Media Literacy

DATA ⚡ ZAP

Humans do transactions with personal data
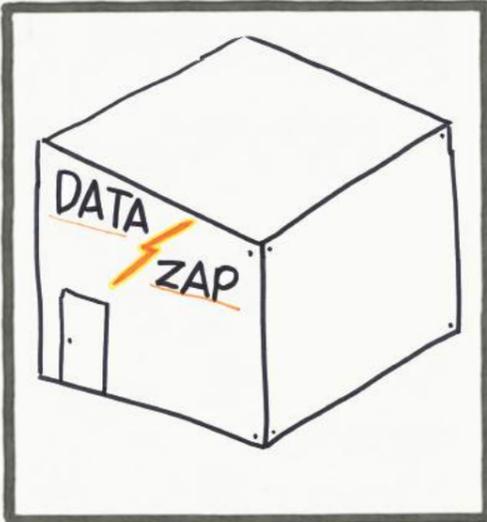
Daan sees Data zap. He asks his father to come with him. They see a cube with videos and flashing lights inside and decide to go in.

When Daan and Erik enter the room, they are invited by a monster in the virtual space asking them to play the game

When Daan sees a virtual object the installation tells him that he has to give personal data in order to move on. He gets an incentive if he decides to do so.

Monster says Daan is a safe player when he does not give out too much personal data for incentives. He is not safe if he chooses to hand in a lot of personal data for incentives.

This installation will create awareness of how often we get asked for personal data and how easily we give these data away.

What Personas Say ?

"Karlijn: My husband and my son really liked it but for me it's too complicated"

"I'm not as fast as my son. But I really like watching him playing the game"

"I immediately loved the game. I think it's cool that I play with the whole body and the game is all around me."

"I like experimenting with movements but I don't really get the game"

Design Requirements Mapping

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ANTI WERELD

Humans are dependent on social connections
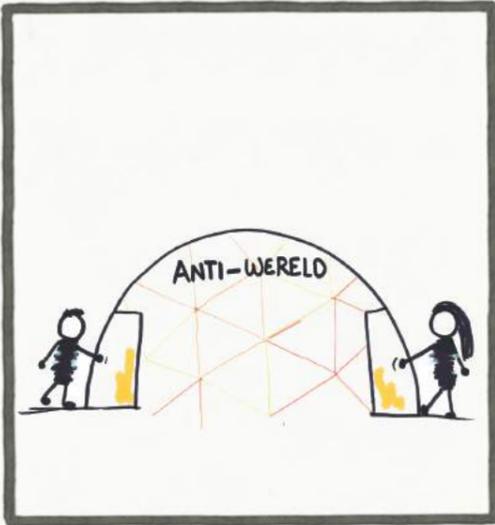
Karlijn and Eric see the dome which has flashing lights. They both enter at different sides
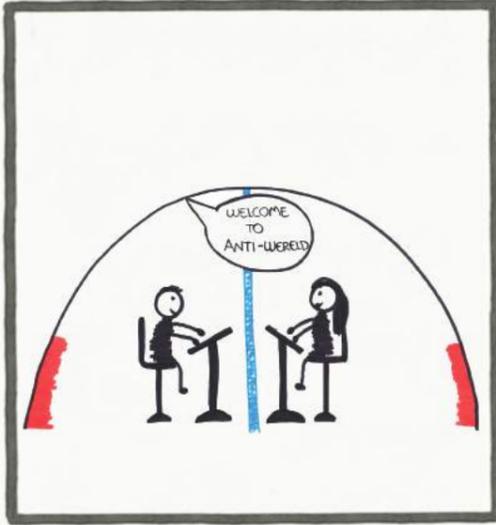
"When inside, they both hear an automated voice that welcomes them and explains what they should do. They can see each other through the glass"
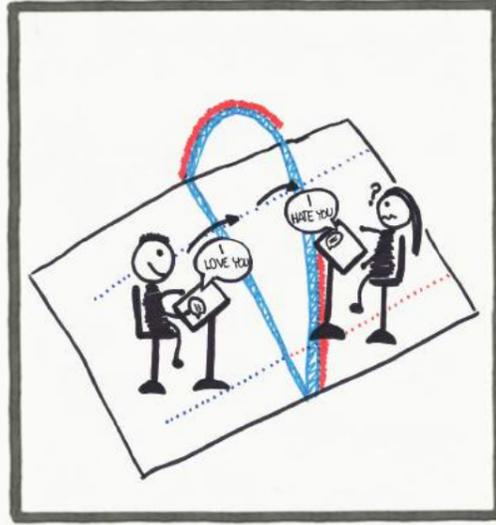
"Karlijn is the first to send a message, because the voice tells her to. The blue LED changes to red on Erik's side"
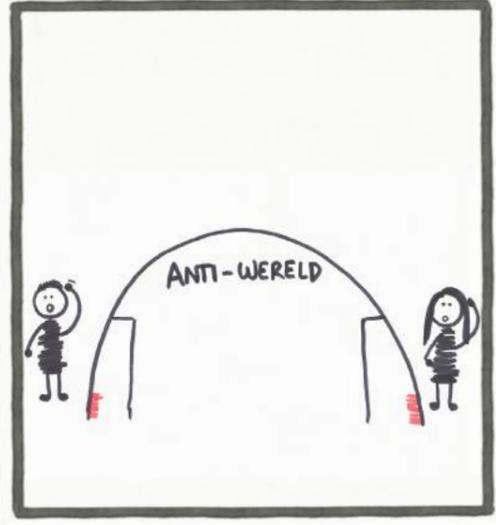
"This keeps on happening until the dome does not like the negative interaction anymore. Karlijn and Eric get kicked out"

This installation will show visitors how easy it is to connect with each other through social media but also how easy social media can disconnect you.

What Personas Say ?

"Hmm maybe online relationships are not as good value to me as real ones. I need to check my kids more often on this"

Erik: *"What a cool dome. So much new tech"*

"Cool lights! I will think about it next time I message my friends. They always interpret my messages wrong"

"I like the lights, but I do not really understand how to play the game inside of this building"

Design Requirements Mapping

Functional | Irresistable | New Media | New Tech |Dialogue | Co-creative| Interactive | Social Implications

Personalise | Fun/Engaged |Media Literacy

Meaningful | Families | Implementable in Museum