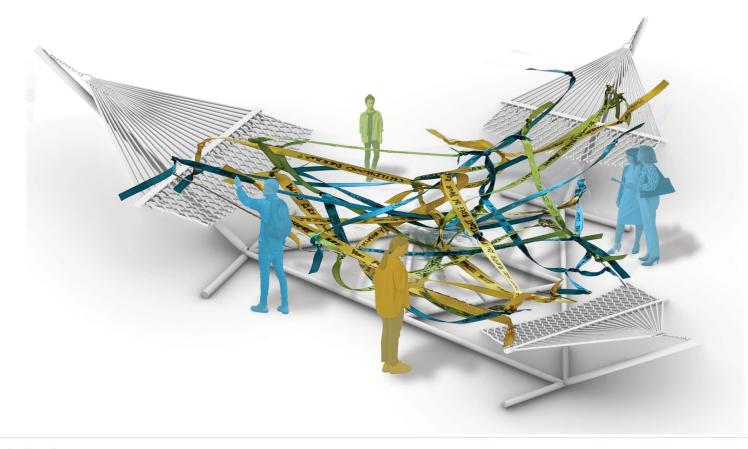
an Interactive Exhibit Proposal

ENTANGLED

Anne Cramer, Linghao Li, Connie Lin, Vidita Save, Alicia Valencia, Pat Vera

Monday, December 5, 2022

Final Image



Year 2022

DEA6025 Design for Change

CLA Process

What is the game in 2022?

Objective - avoid struggle and receive **instant gratification** and emotional release. **Players -** we all played this game, but our rules were different. The game encourages **rapid accumulation** of resources at the **expense of others**. **Process -** winning was associated with the **speed of consumption**, and winners distanced further away from facing the repercussions of their actions as the game progressed.

CLA Process

How were worldviews reinforced?

Experience - players in weaker positions rarely got to take turns, instead they **face the repercussions** of unsustainable, conspicuous consumption that "winners" produce. Outcomes - Playing the game breeds a collective social stigma against breaking from the system. Pausing, reflecting, and hearing from unheard voices destroy the dominant culture's momentum. **Myths** - Be forward-thinking at all costs. **Looking back, reflecting, and critically engaging** with the past is worthless. It is more socially desirable to distance from the work of **learning from the past**, which signifies success. Fail fast, be future-forward.

CLA Process

How were worldviews reinforced?

Metaphors - Achieving happiness is a race against others to **unravel the string** and reach the end (happiness) first. The linear, isolated strings represent a **segregated** and **disconnected individualism** that propels people further apart from each other. It is important to become intertwined with others, to tangle into a web/net of many knots - form human connections from knots with other strings. Maintain complexity with both introspective and extrospective reflection.

"Keep calm and carry on" "Live this day as if it were your last"

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"We must look backwards in order to move forward"

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Future

Year 2072

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Everyone is entangled. We win or lose together.

The Knot



From loose threads...

- An individualistic (isolated strings) and competitive (parallel) society
- Singular threads in a race to reach happiness (the end of our string) first before others.
- Represents the **linear** nature of society with a clear finishing point.
- We live in the present **without thinking** about the past
 or future
- This leads to isolation and depression.
- The structure of loose threads is weak.

...to a knotted web

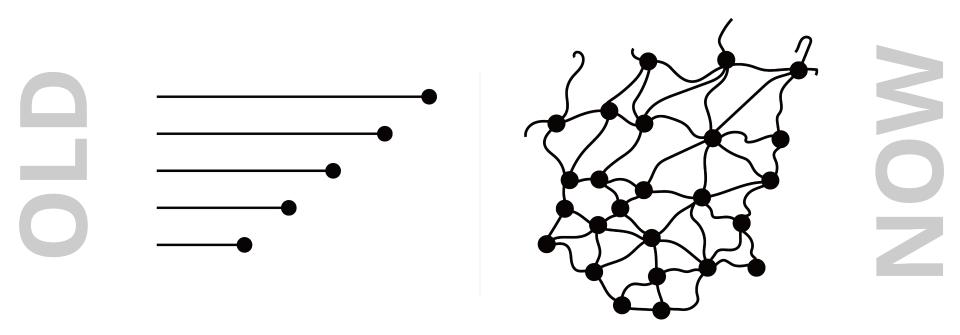
A collective community that works together (web of knots)

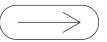
• Diversity of people form connections (knots) and foster understanding and empathy of one another.

- Represents the pluriverse of society with multiple facets. The form is never finished as harmony is never perfected.
- Storytelling is key to form social bonds with others by looking back or projecting forward
- Through social bonds, we are tied together and help one another.
- This structure continues to **fortify** by everyone involved.

2072

Parti Diagram





To tie a knot with another, is to form a connection through storytelling.

Precedents

Participation

Immersion







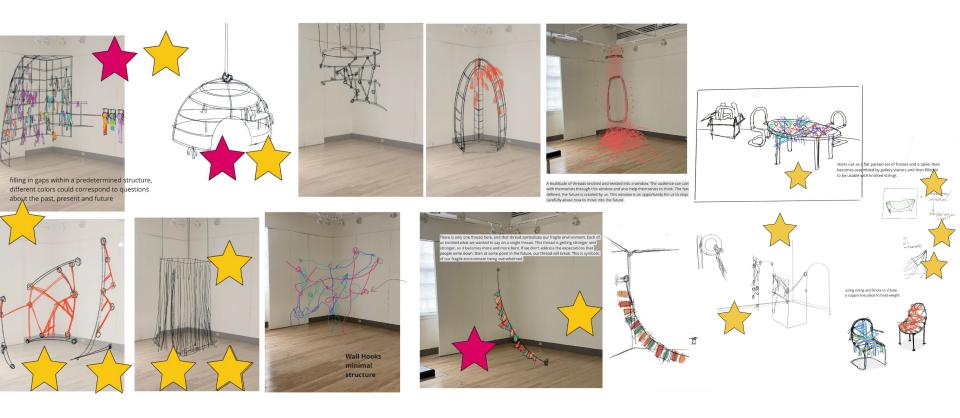
The Knotted Grotto (A Precedent Study)

Meg Saligman Studio & HSA Architects | Philadelphia, PA | 2015

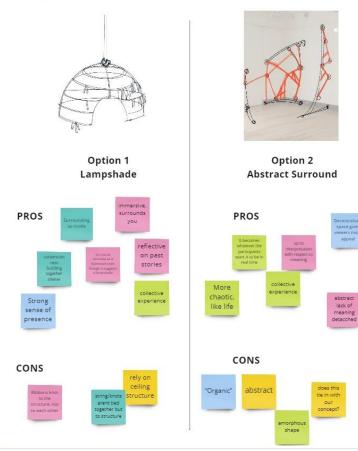


Post-Installation at Project HOME

Design Process: Step 1



Design Process: Step 2





Process

You can hang your story as part of the building of the structure.

The basket is a place where people can leave an offering so others can choose from existing threads to add to the structure (also helps for people who don't have an idea to write on the ribbon).

Conjures ideas about ancestry, being a witness.

Work in progress.

Taking and leaving

Roping, making rope to add to the structure.

Strengthen the silk strings.

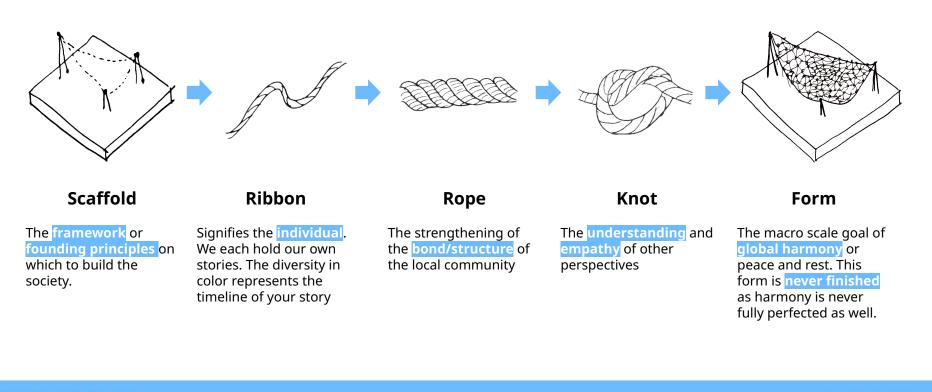
Performance installation, no script.

The only thing we provide is the prompts, the string and the pens.

When is it finished? That's the concept of time.

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Metaphorical Construction



Scaffold Development

Digital Model using Rhino 7



Physical Model Scale: 1/2" = 1'-0"

GEL

Audience Interaction

Step 1: *Select a ribbon* from the basket (the color represents the past, present, and future)

Step 2: Each ribbon features a *prompt for reflection/storytelling*. Visitors write their responses on the other side of the ribbon

Step 3: Visitors are instructed to *tie each end* of their ribbon at a location of their choice on the existing structure.

Step 4: The final form is loosely defined and intended to be *participatory* and created *collectively*

Prompts

Past

- What is a childhood memory that you are fond of?
- What is the most important thing you have learned so far in life?
- Who are your ancestors? What do they value?
- What do you cherish that your loved ones have given you?
- Where are you from?
- What was your childhood dream?

Present

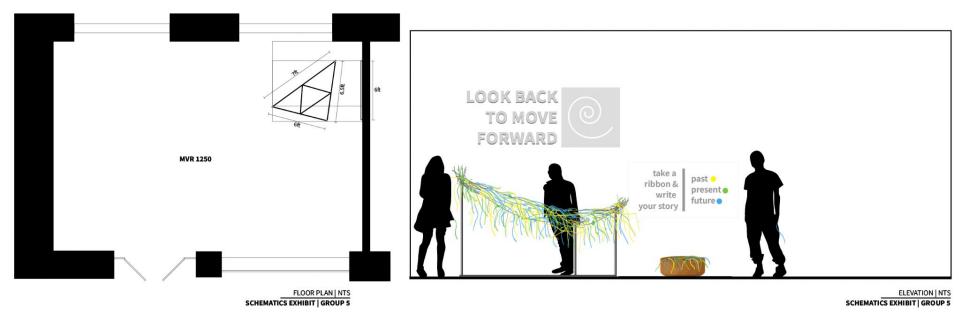
• Who are your people?

- What small thing can you change starting tomorrow?
- What would you put into a time capsule today?
- What will bring you comfort today?
- What would/will/has made you smile/laugh today?
- Where feels like home to you right now?
- How do you bring your past into

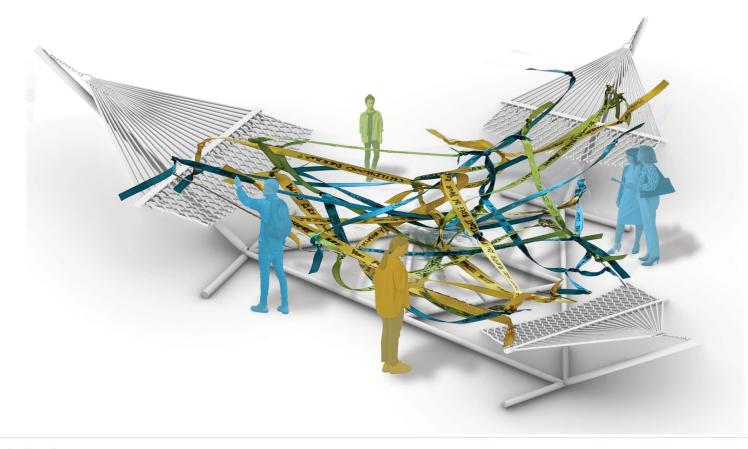
Future

- What is the motto that you want to live by?
- How can you be a good ancestor?
- What are your goals for the future? Tomorrow? Next Year? 10 years? 50 years?
- What are you looking forward to?
- How would you like to be remembered?

Site Plan of Exhibit Design



Final Image



Entangled : an Interactive Exhibit Proposal

Thank You!

Questions/Comments?

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