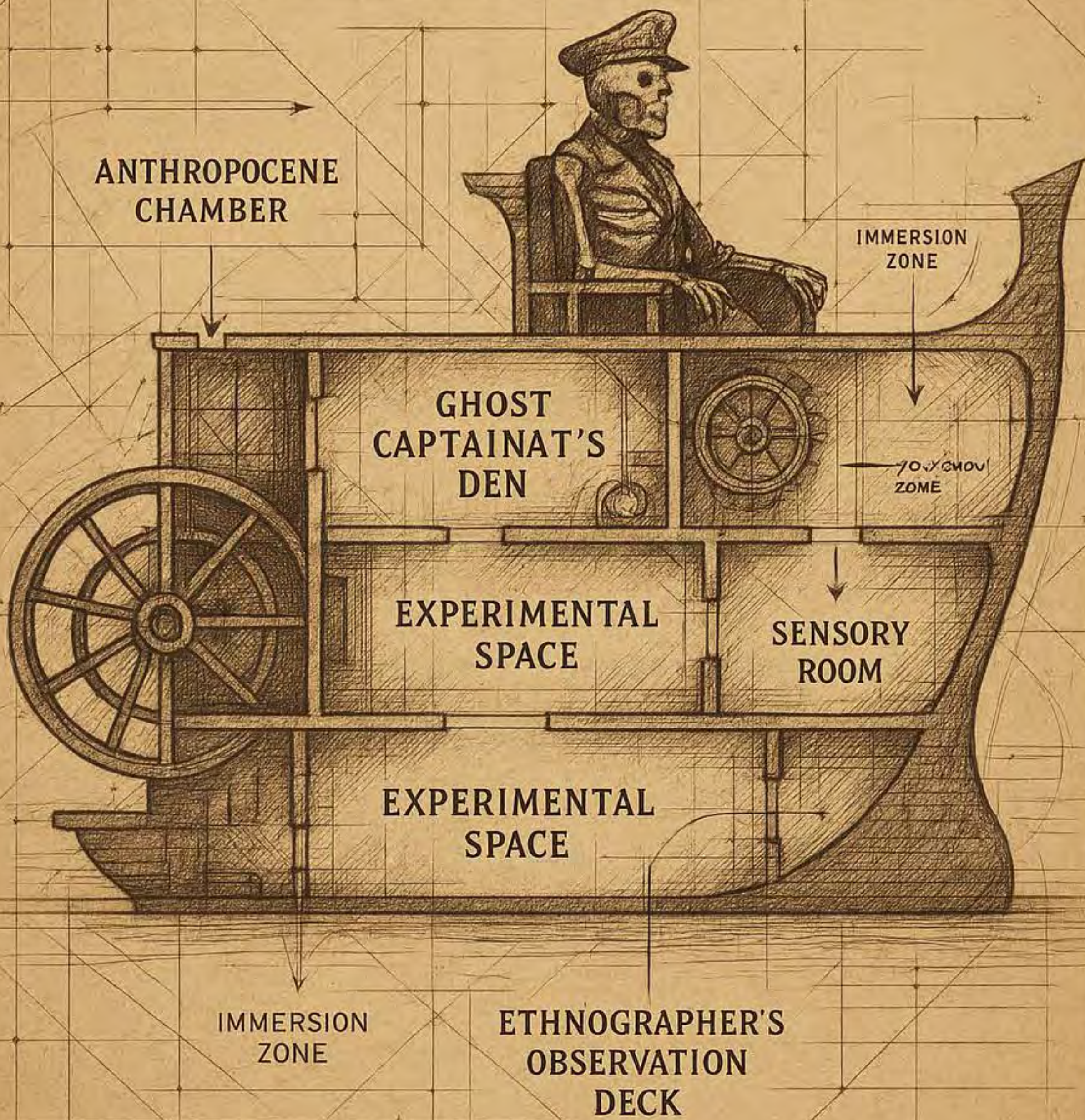
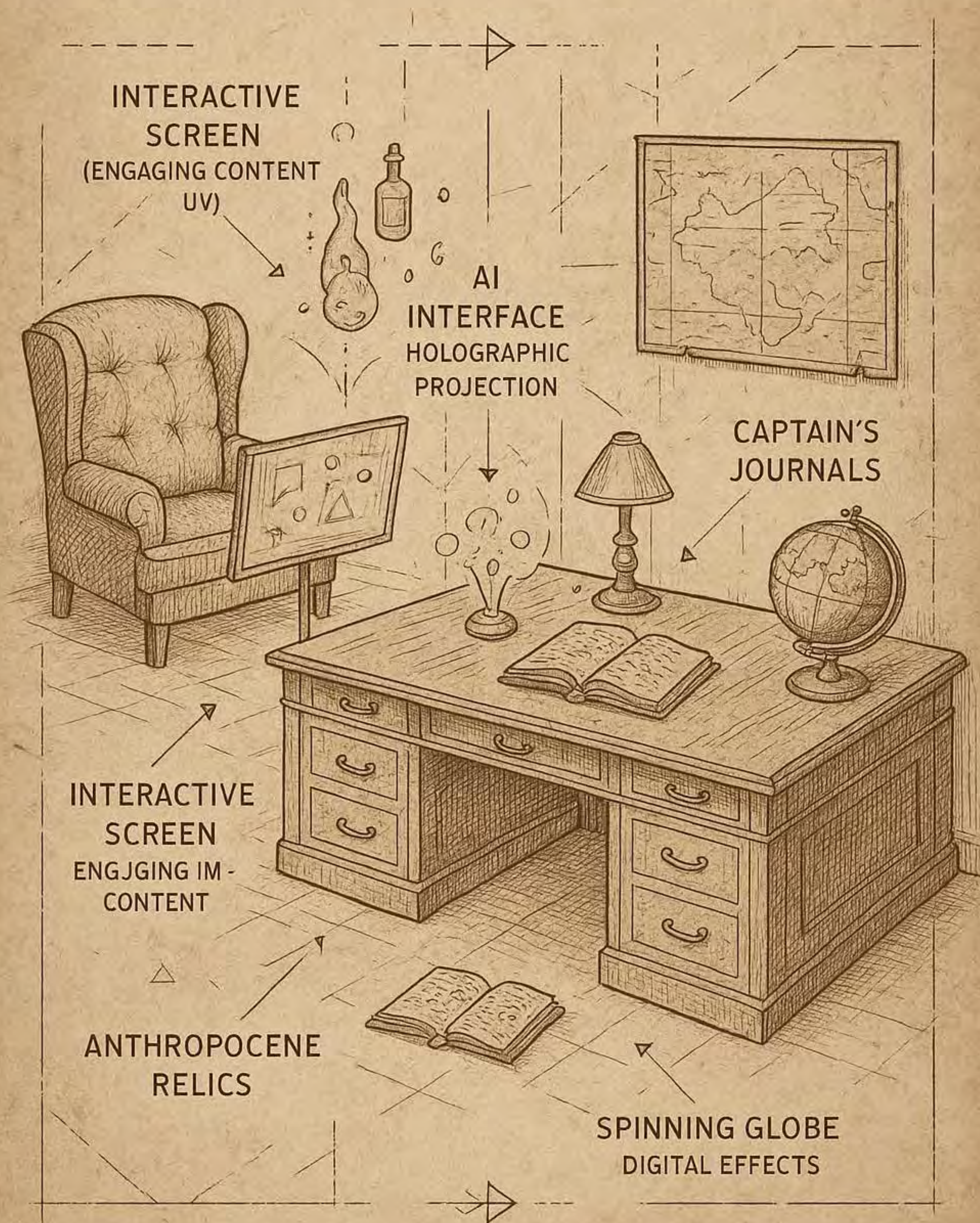


GHOST SHIP PROJECT

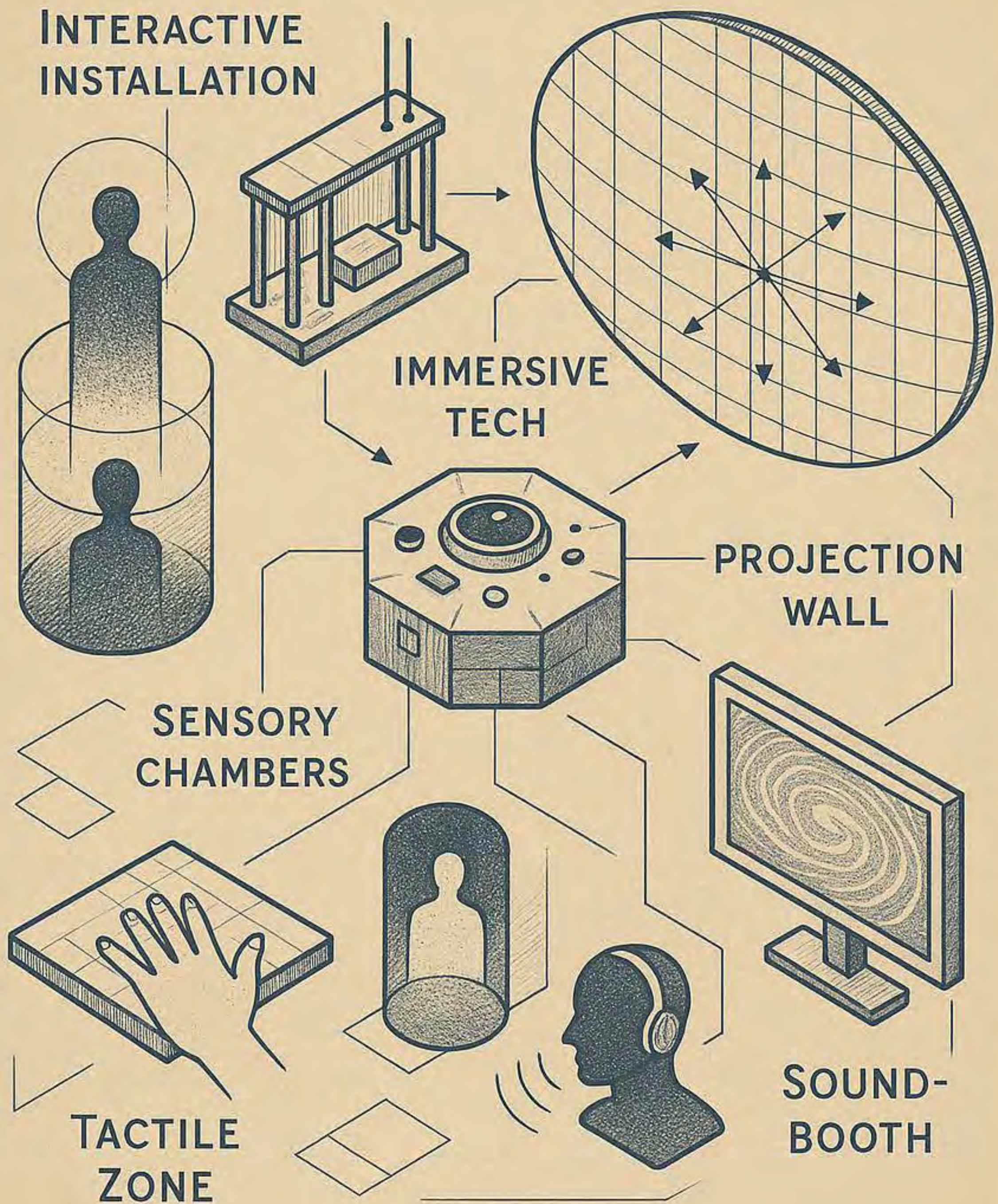
IMMERSIVE EXPERIENCE



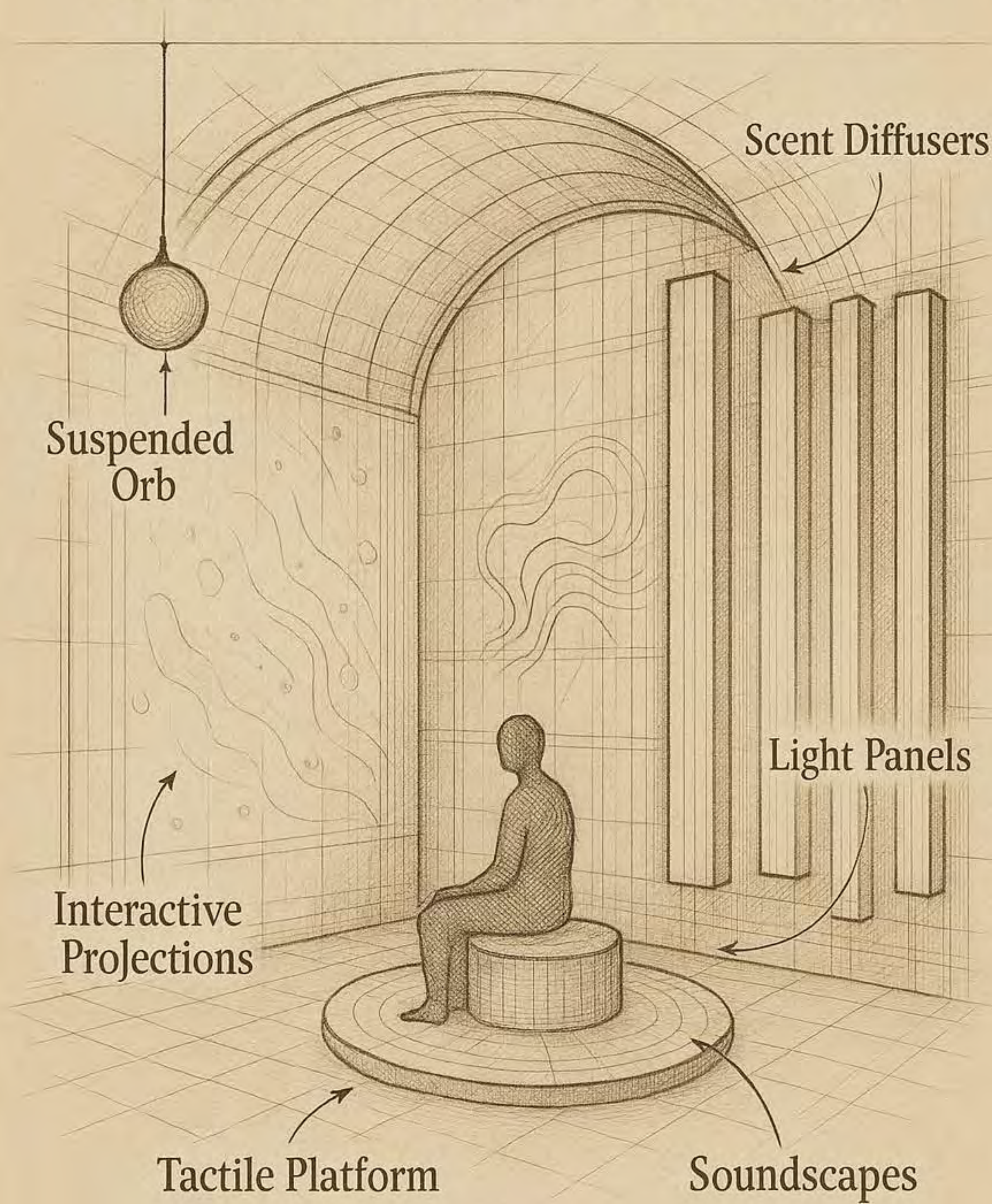
GHOST CAPTAIN'S DEN



EXPERIMENTAL SPACE



SENSORY ROOM



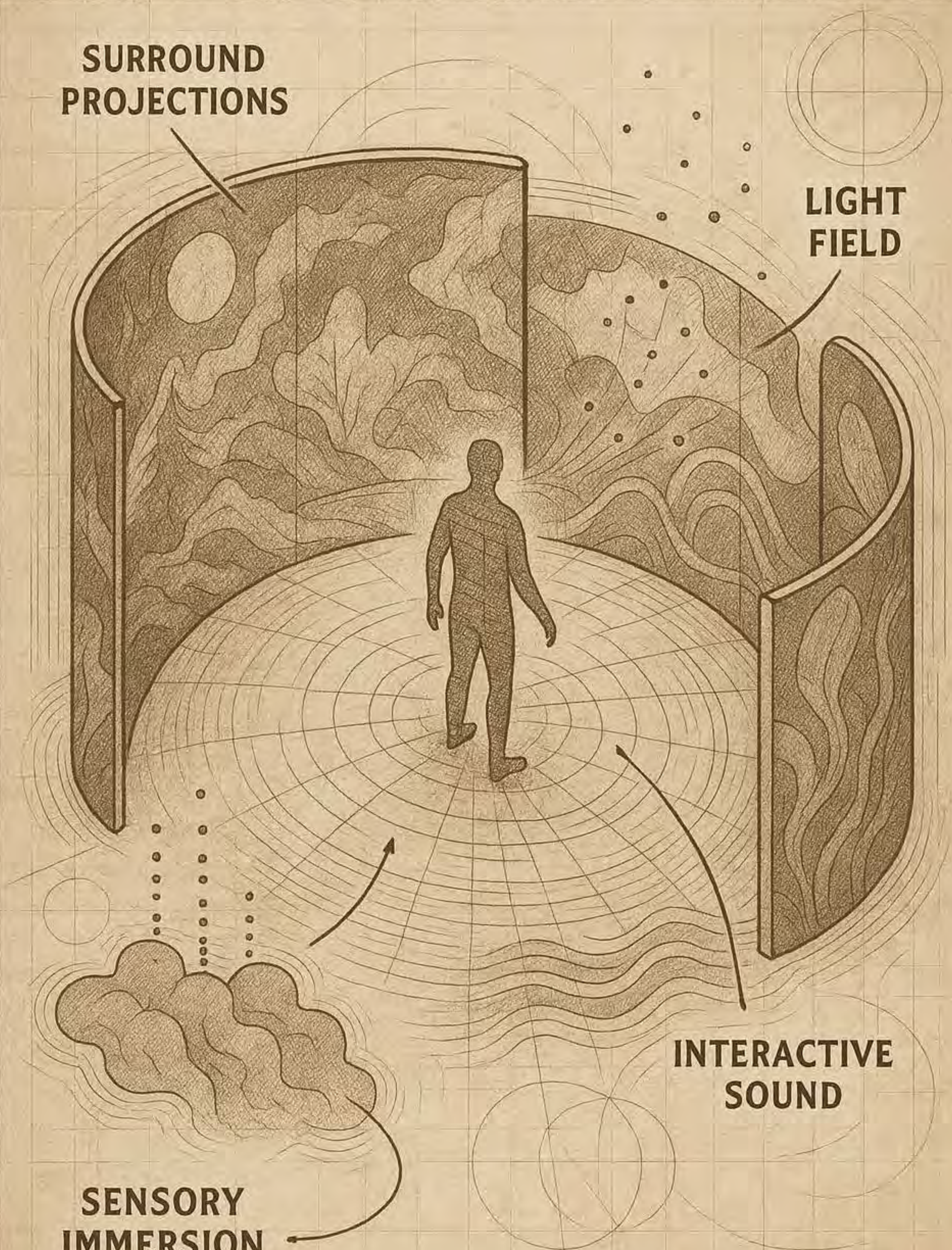
IMMERSION ZONE

SURROUND
PROJECTIONS

LIGHT
FIELD

INTERACTIVE
SOUND

SENSORY
IMMERSION



OBSERVATION
WINDOW

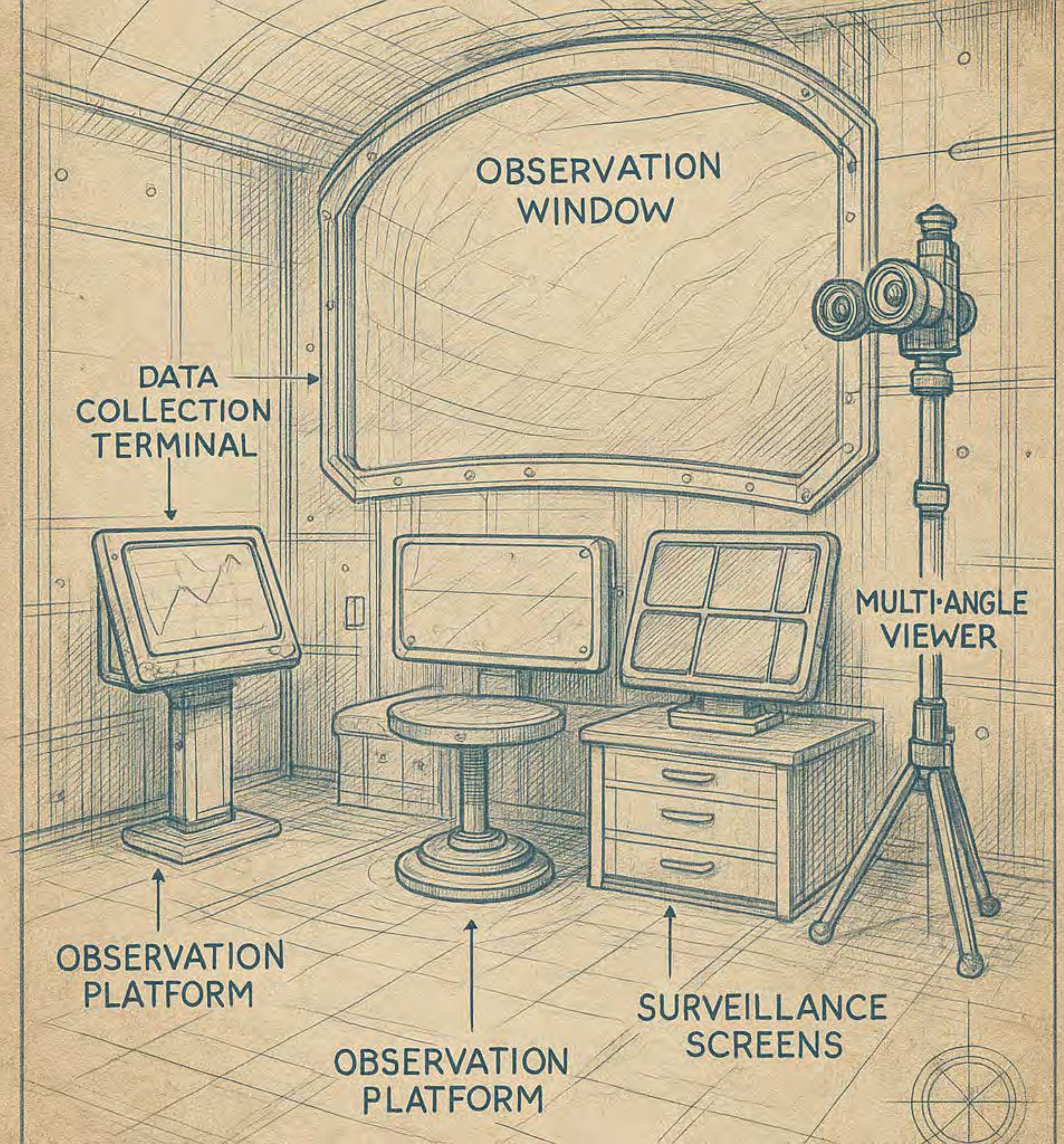
DATA
COLLECTION
TERMINAL

MULTI-ANGLE
VIEWER

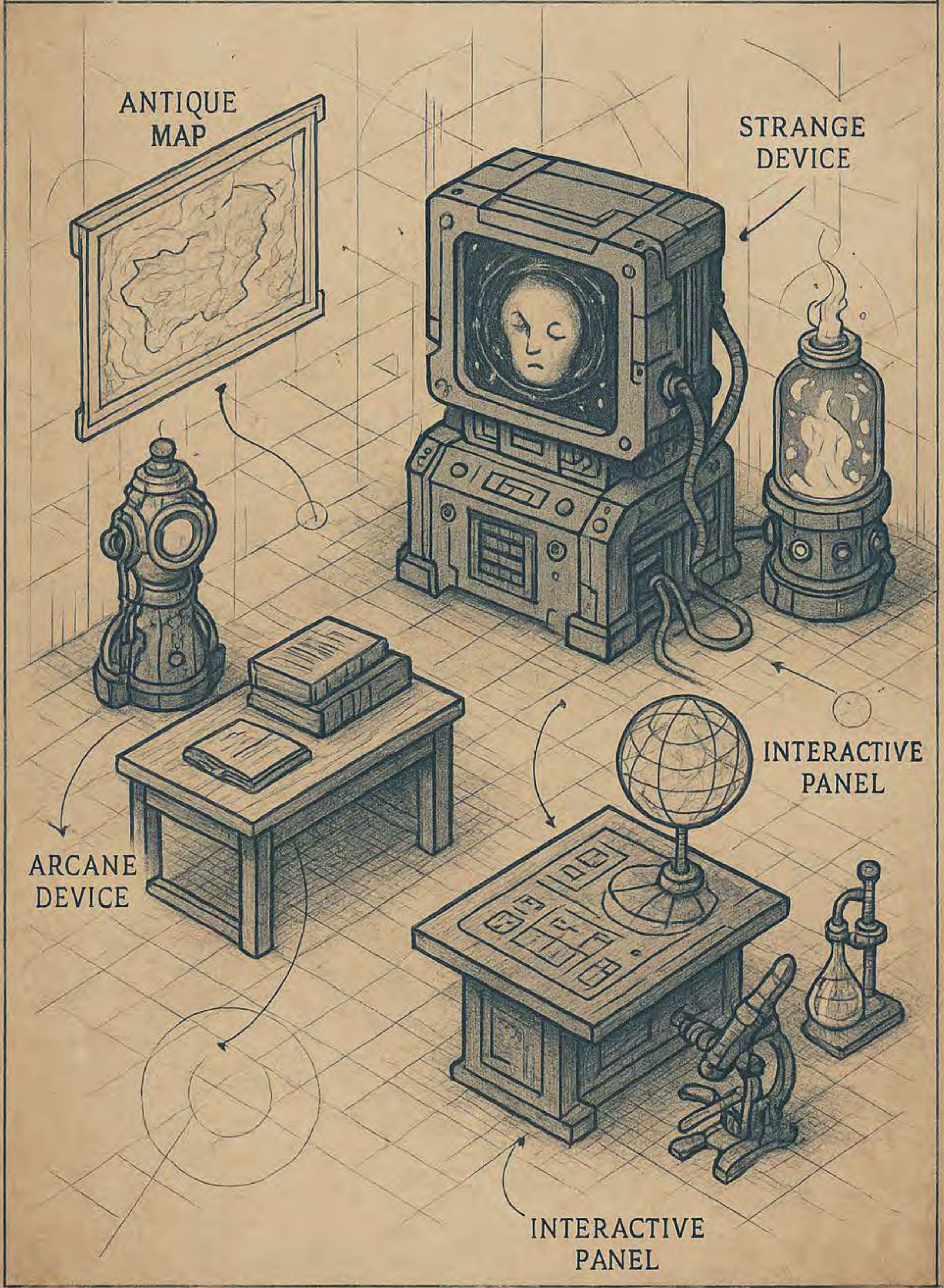
OBSERVATION
PLATFORM

OBSERVATION
PLATFORM

SURVEILLANCE
SCREENS



AI COLLABORATOR'S LAB



ANTIQUUE
MAP

STRANGE
DEVICE

INTERACTIVE
PANEL

ARCANE
DEVICE

INTERACTIVE
PANEL

GHOST SHIP EXTERIOR

STEEMPUNK
DETAILING

SMOKESTACKS

MYSTERIOUS
RUNES

RUSTED
METAL PLATING

WEATHERED
WOODEN DECK



IMMERSIVE RIDE

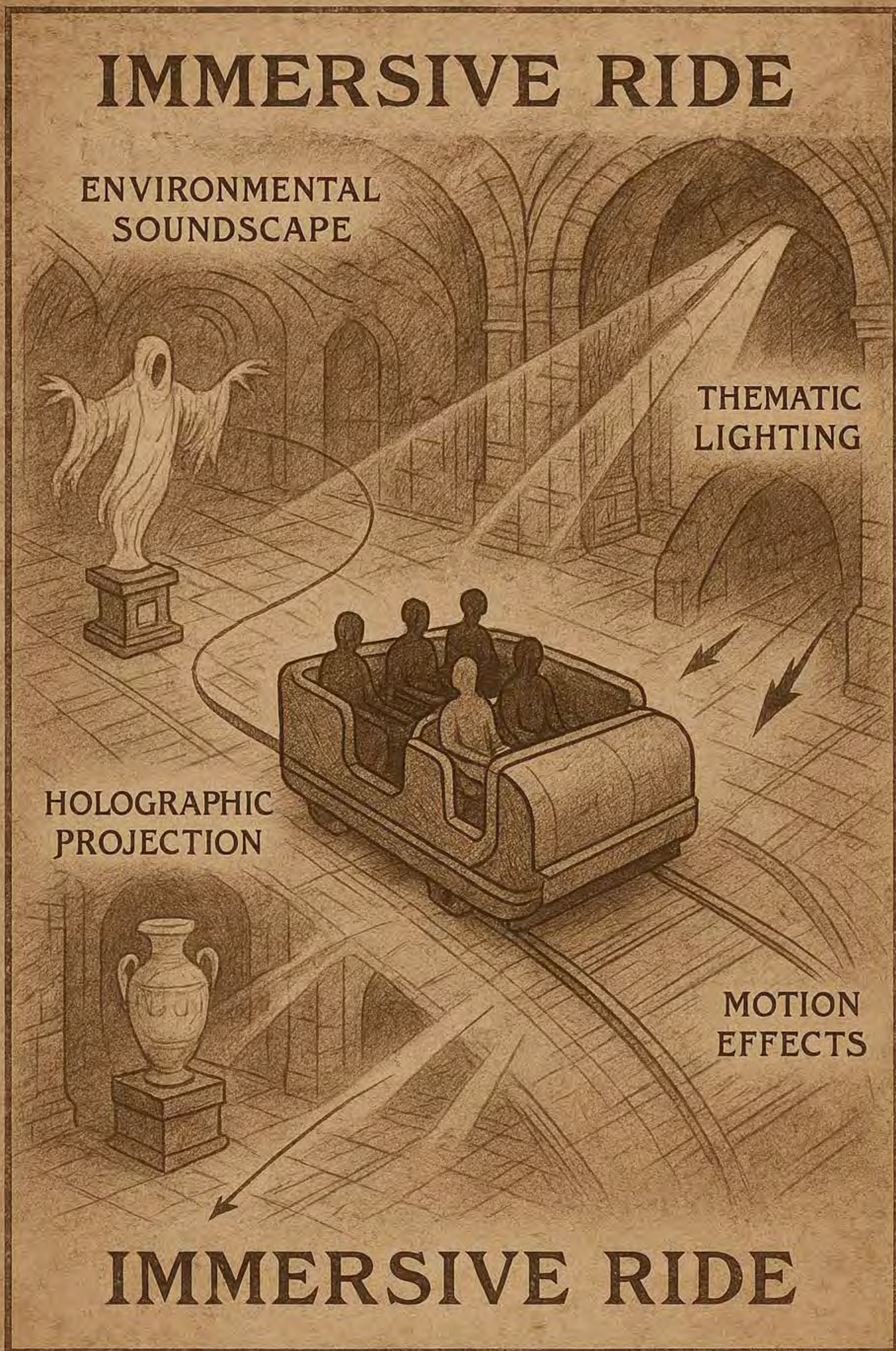
ENVIRONMENTAL
SOUNDSCAPE

THEMATIC
LIGHTING

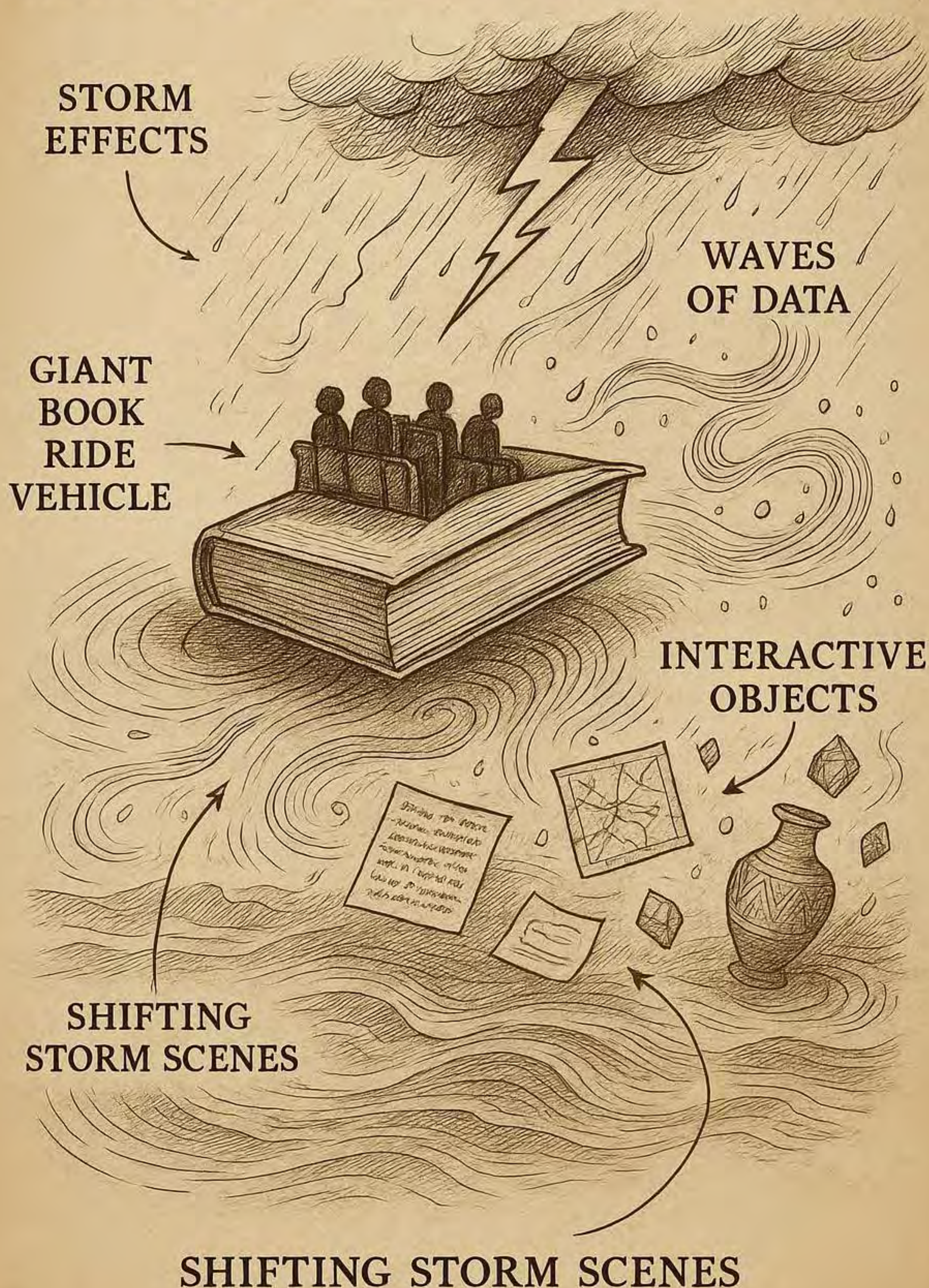
HOLOGRAPHIC
PROJECTION

MOTION
EFFECTS

IMMERSIVE RIDE

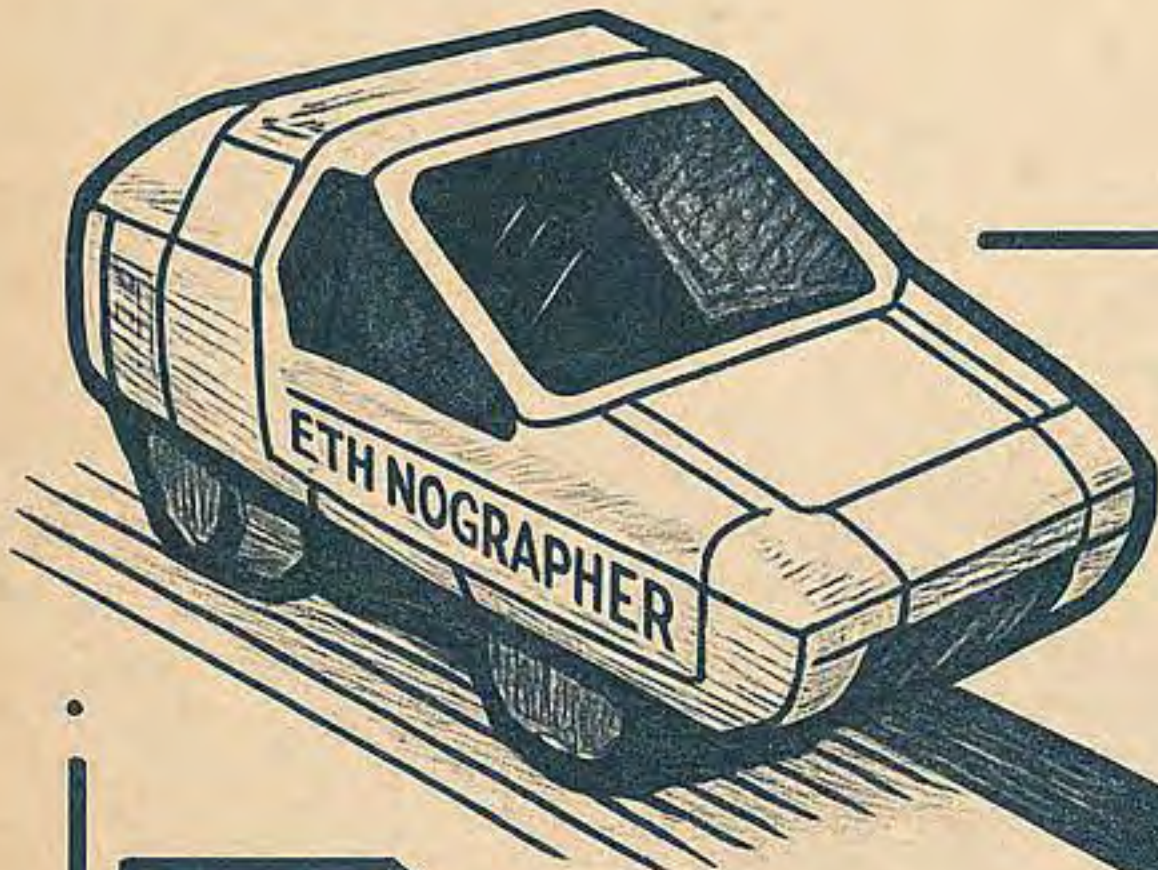


THEMED RIDE IN EXPERIMENTAL ETHNOGRAPHY



ETHNOGRAPHER vs. POSITIVISM

RIDE VEHICLE



DATA STORM



DATA
INPUT



POSITIVISM
WALL

ETHNOGRAPHERIC
DATA



MULTI-SPECIES ETHNOGRAPHY

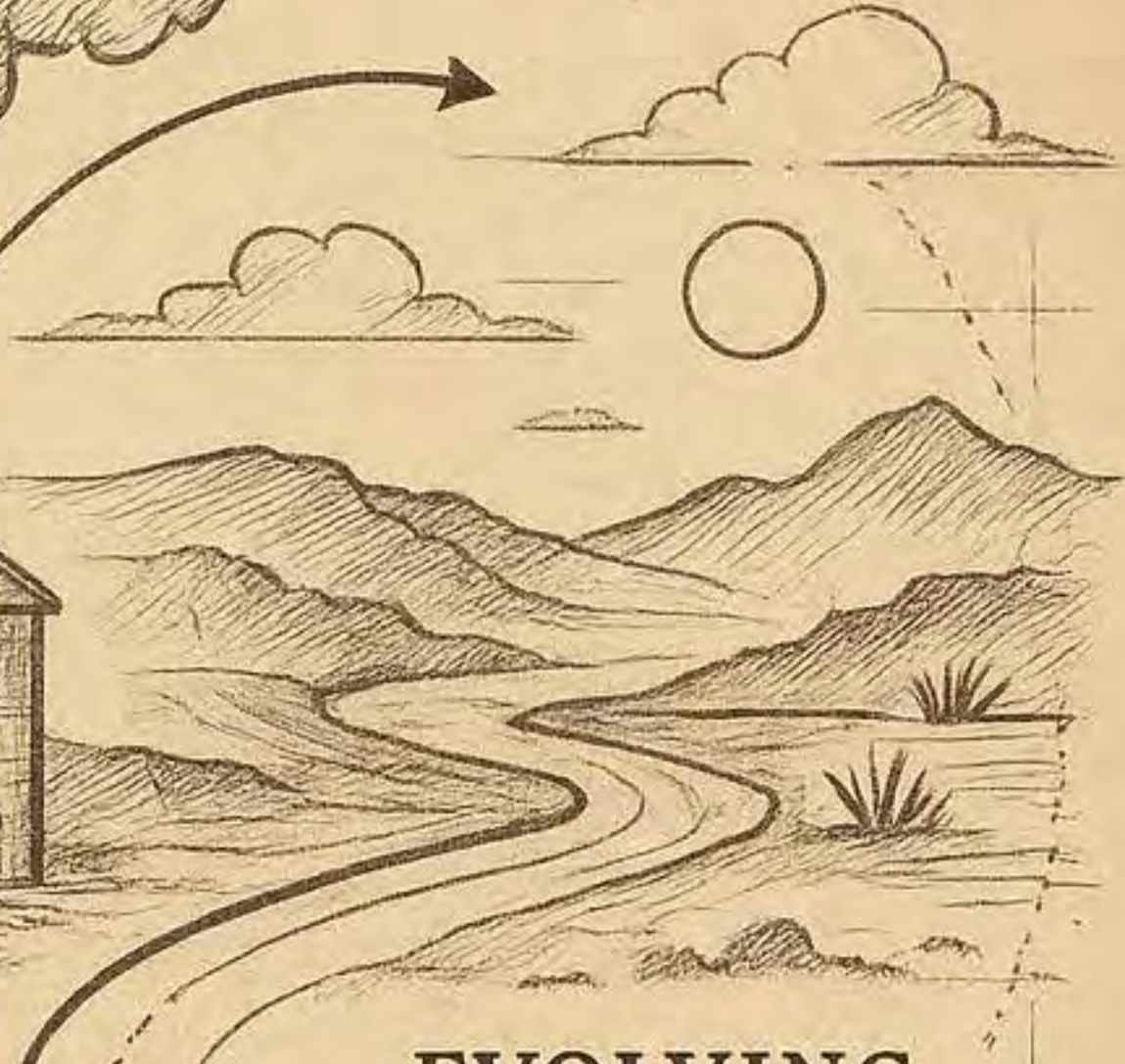


ANTHROPOCENE JOURNEY

HUMAN
IMPACT



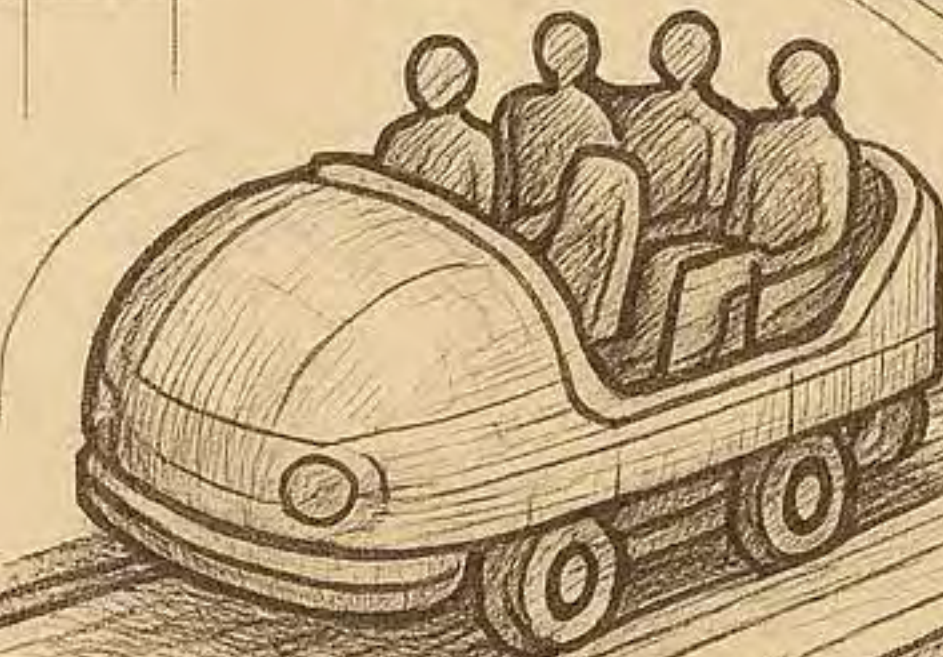
EVOLVING
LANDSCAPES



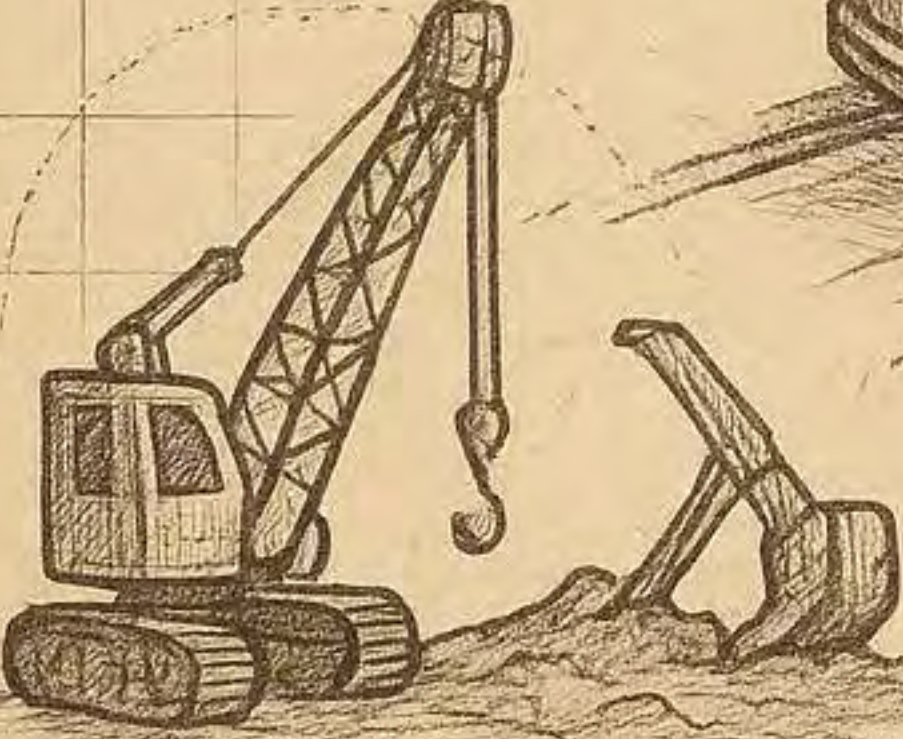
INTERACTIVE
SCREEN



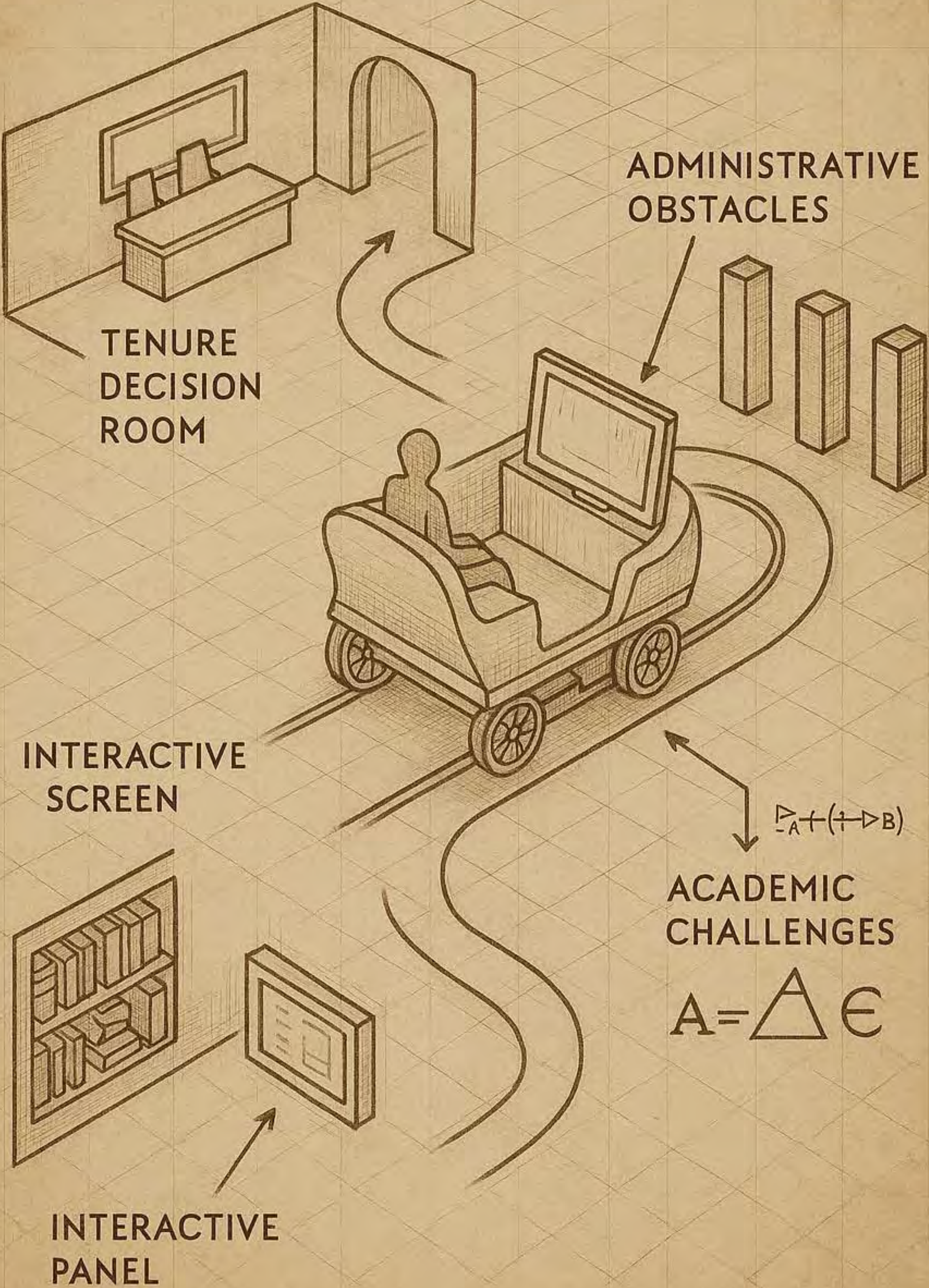
RIDE
VEHICLE



INDUSTRIAL
MACHINES



TENURE PROCESS



PERILS OF PUBLISHING IN ACADEMIC ANTHROPOLOGY JOURNALS

PEER REVIEW
OBSTACLES

ACADEMIC
GATEKEEPING

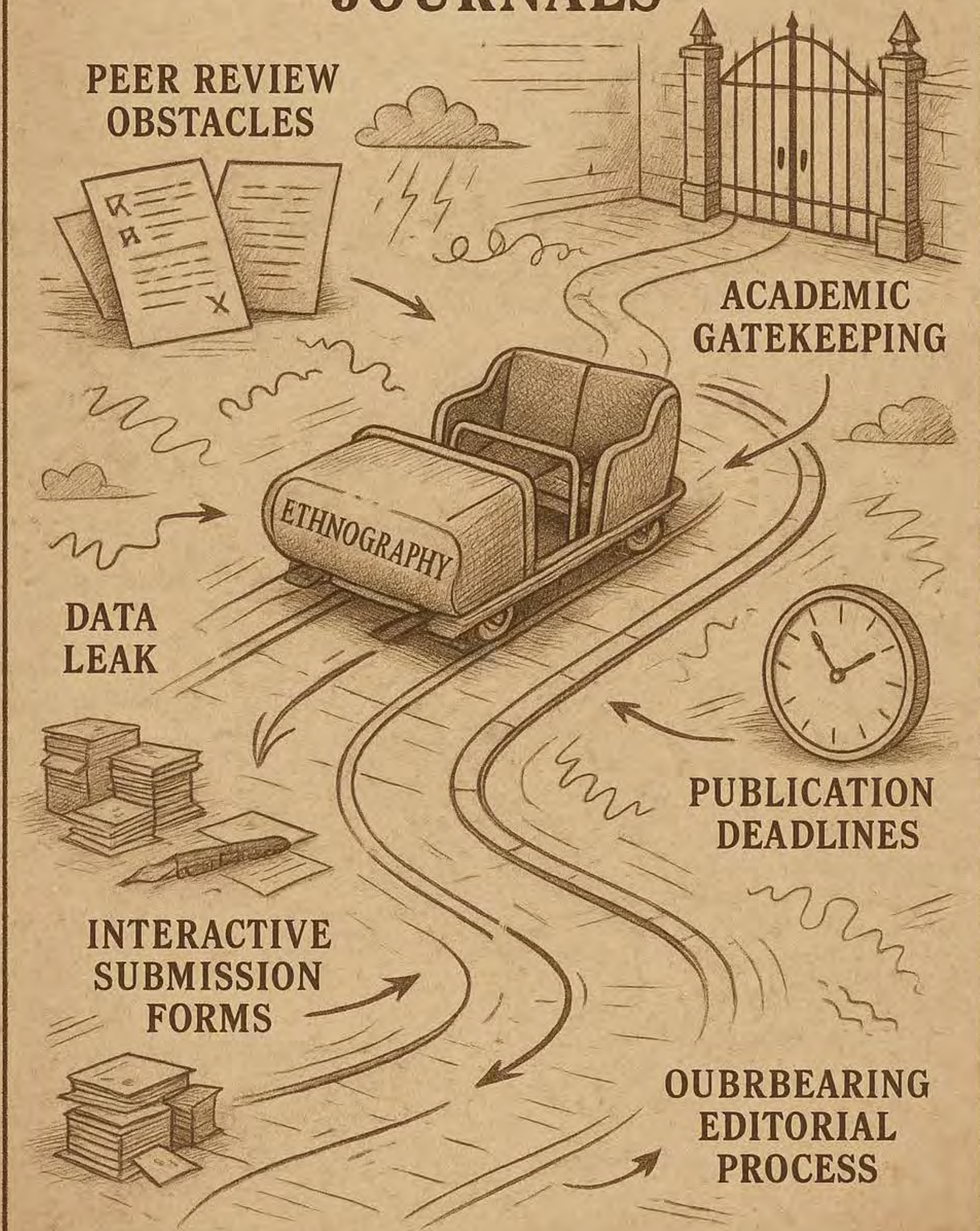
DATA
LEAK

PUBLICATION
DEADLINES

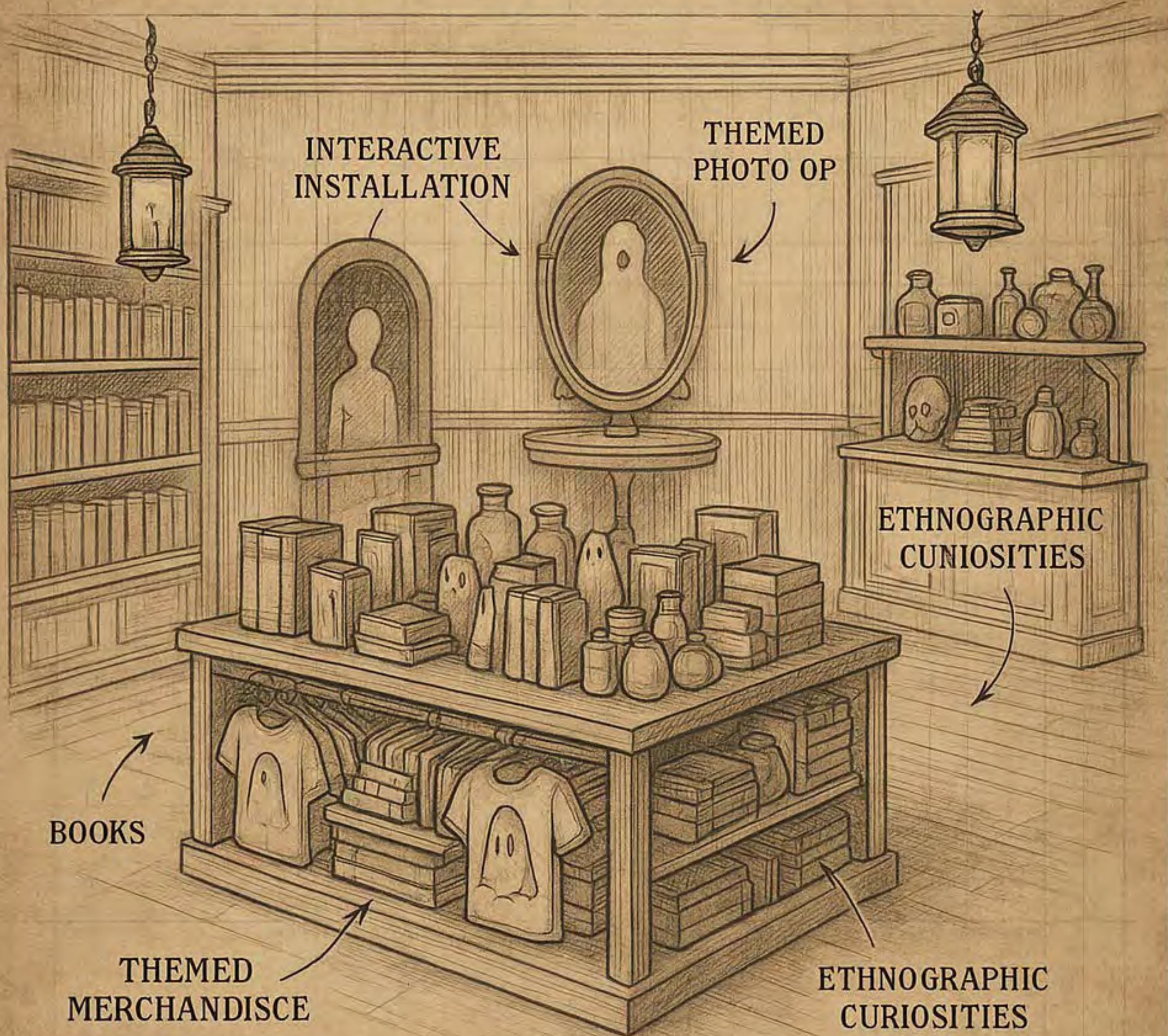
INTERACTIVE
SUBMISSION
FORMS

BOURNEARING
EDITORIAL
PROCESS

ETHNOGRAPHY

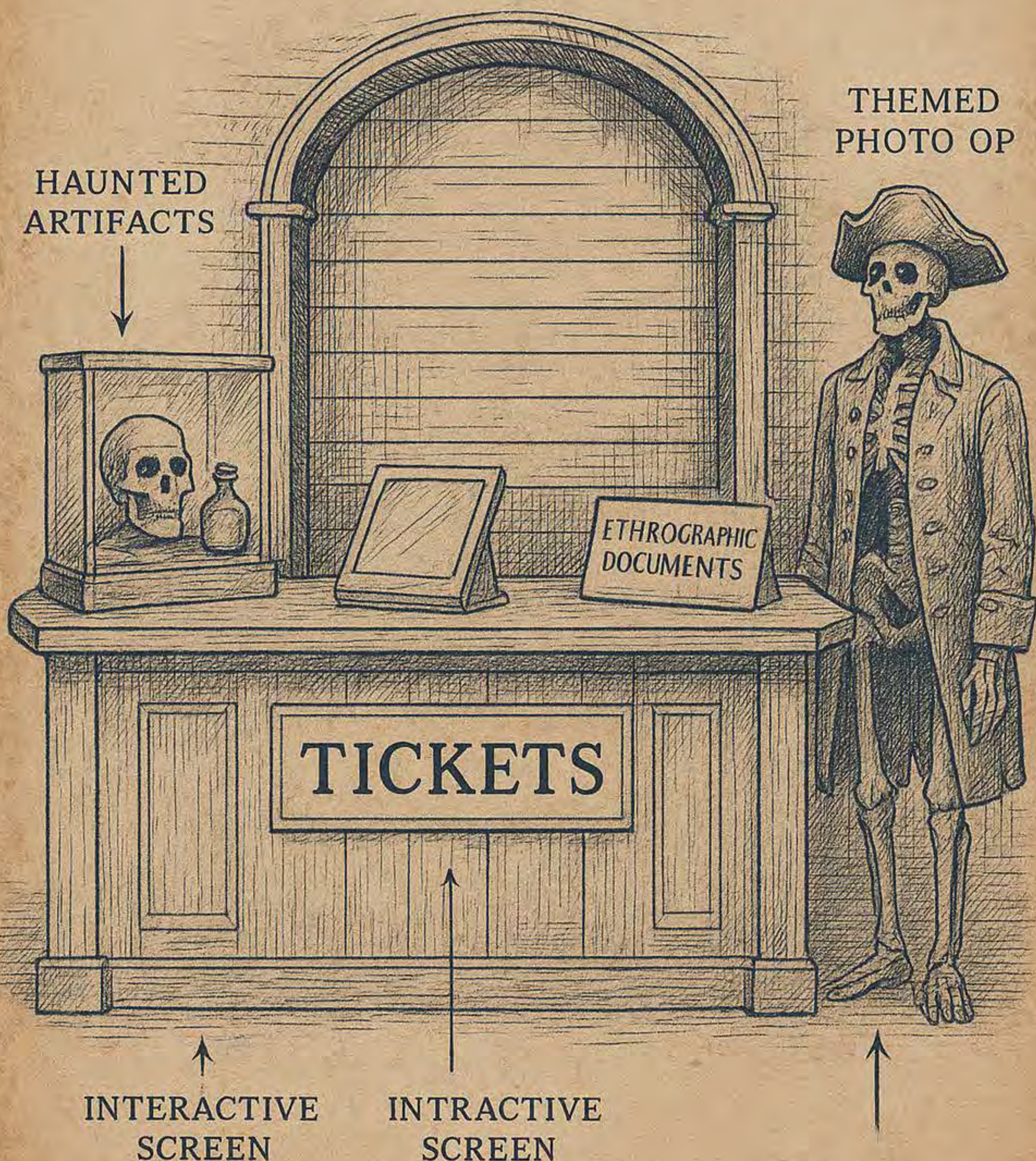


GHOST SHIP GIFT SHOP

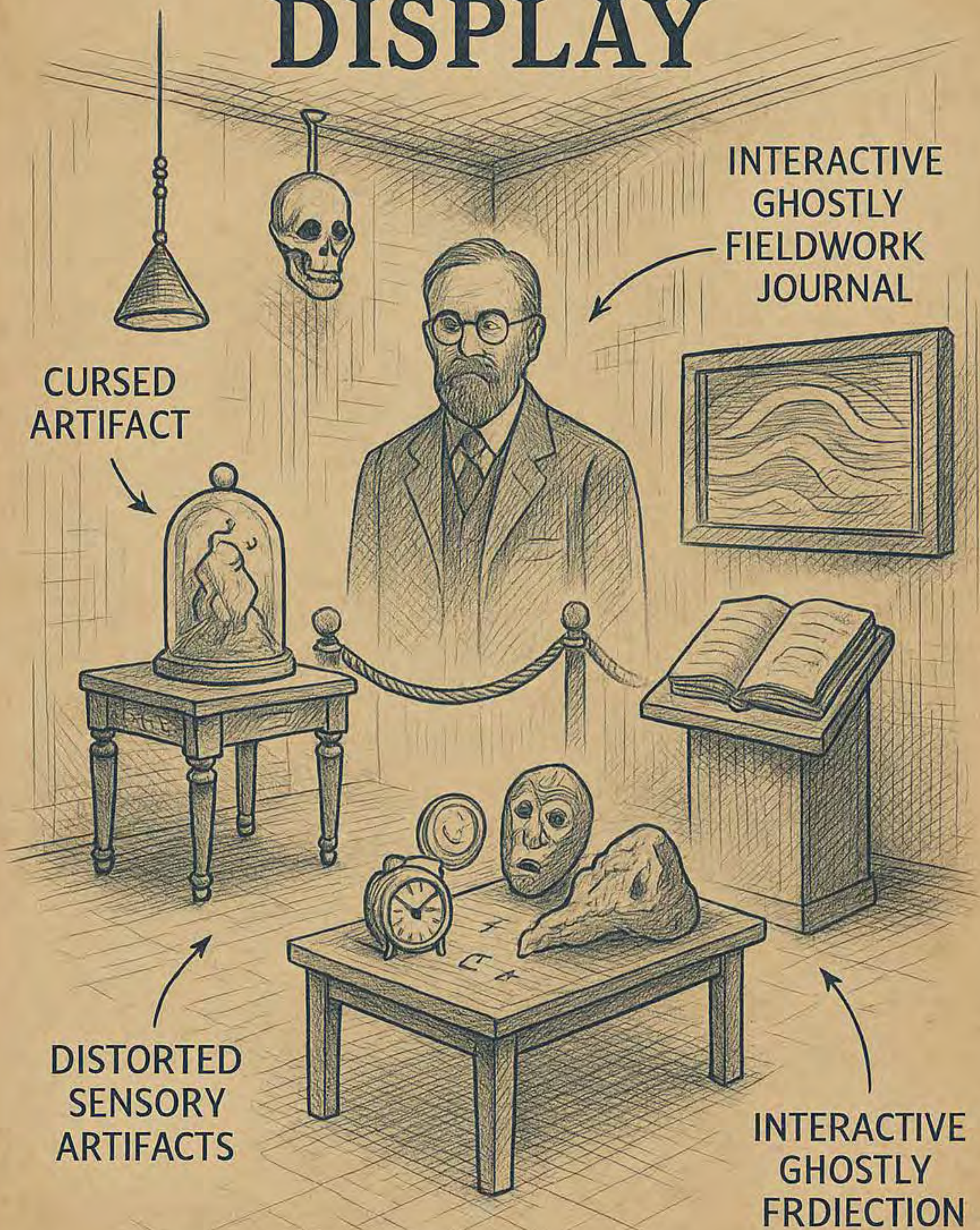


GHOST SHIP

TICKET DESK



HAUNTED ETHNOGRAPHIC DISPLAY



GHOST SHIP

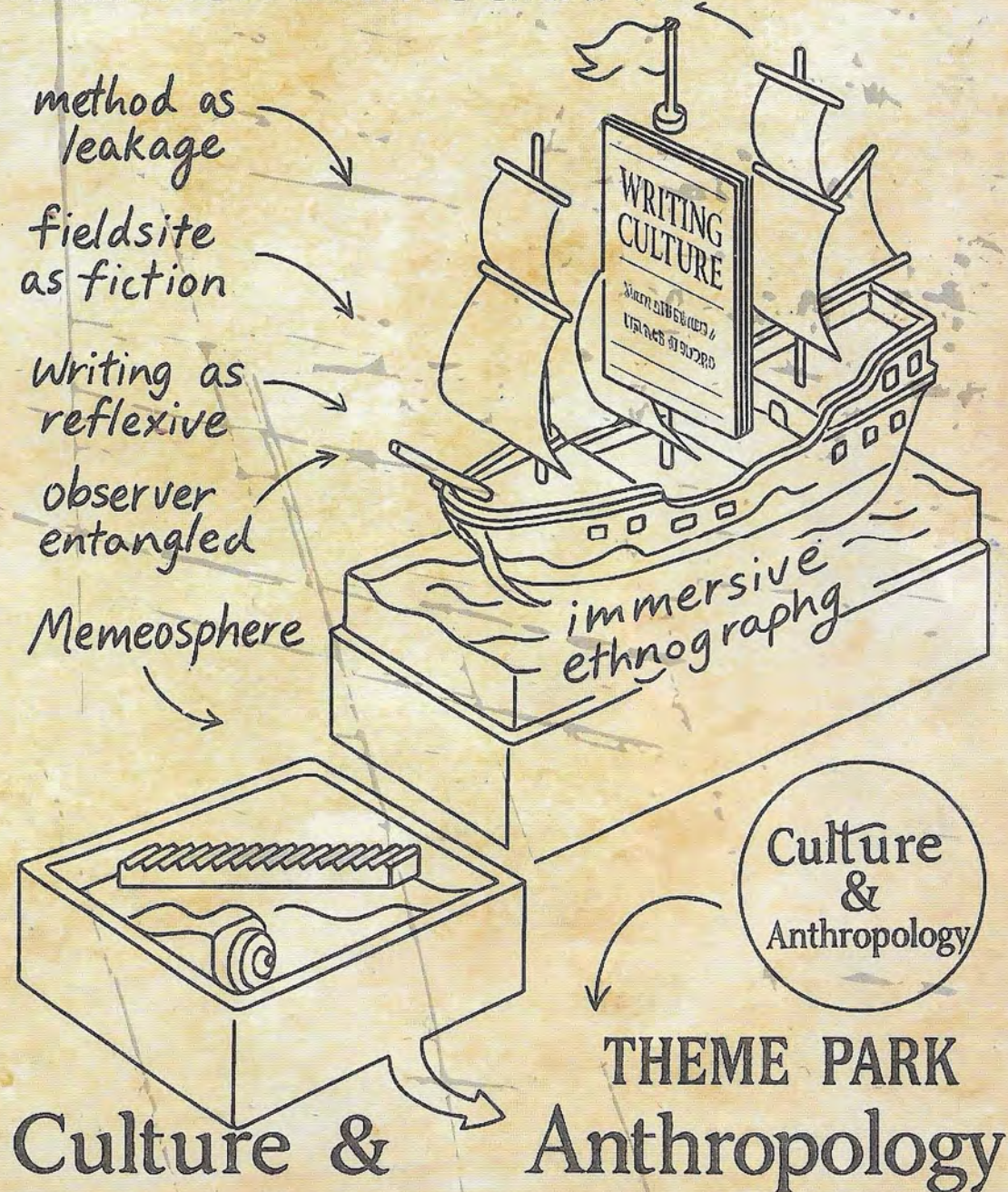
IMMERSIVE

SPACE

IMAGES

GHOST SHIP

IMMERSIVE KIDS' TOY FOR
RELATION ETHNOGRAPHY

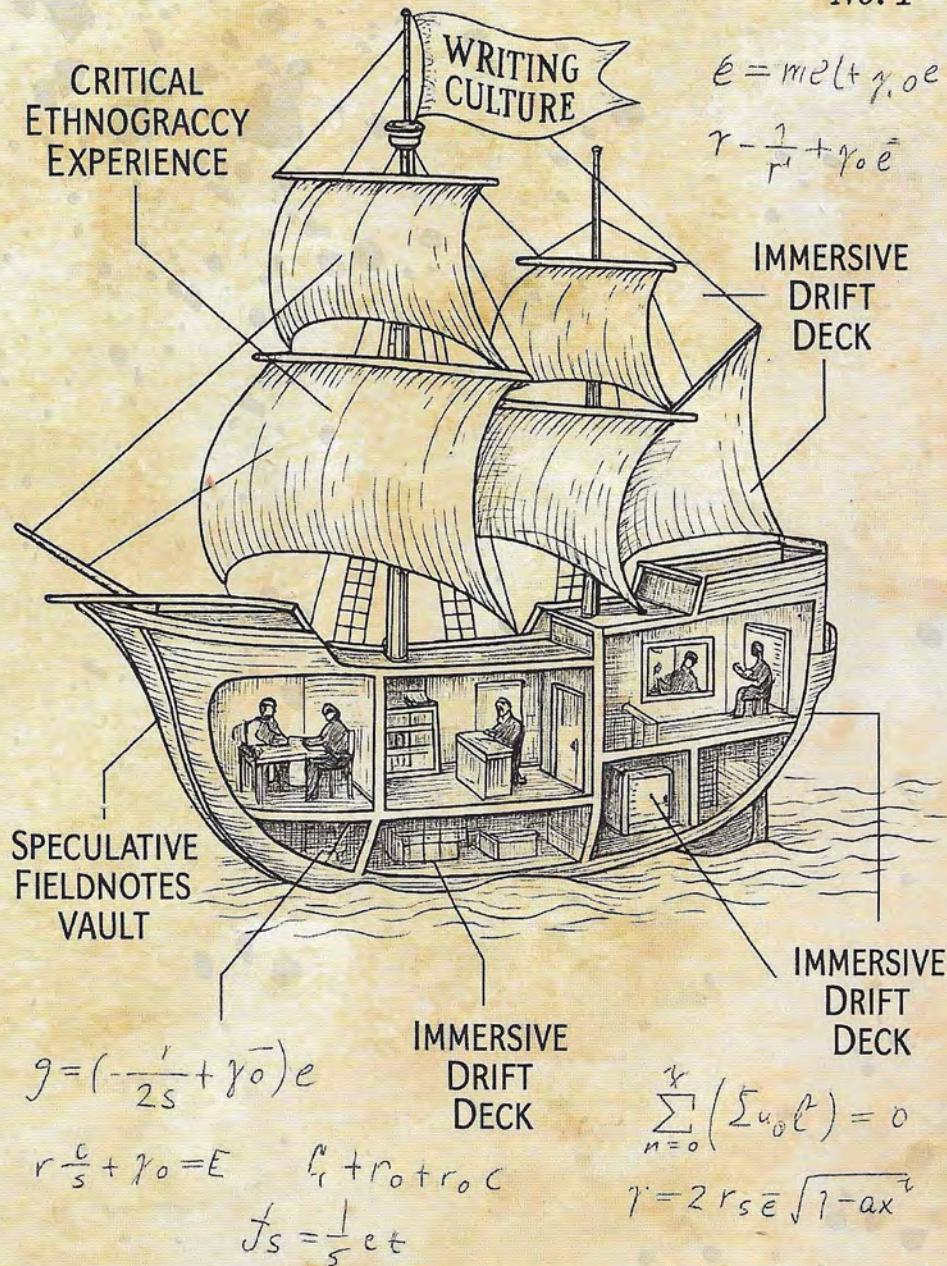


CRITICAL ETHNOGRAPHER PLAY SET



GHOST SHIP PROJECT

No. 1



SECRET

MEMORANDUM

April 24, 2024

TO: THE DIRECTOR
FROM: PROJECT SUPERVISOR
SUBJECT: GHOST SHIP PROJECT

I would like to provide a status update on the Ghost Ship Project. Significant progress has been attained over the months

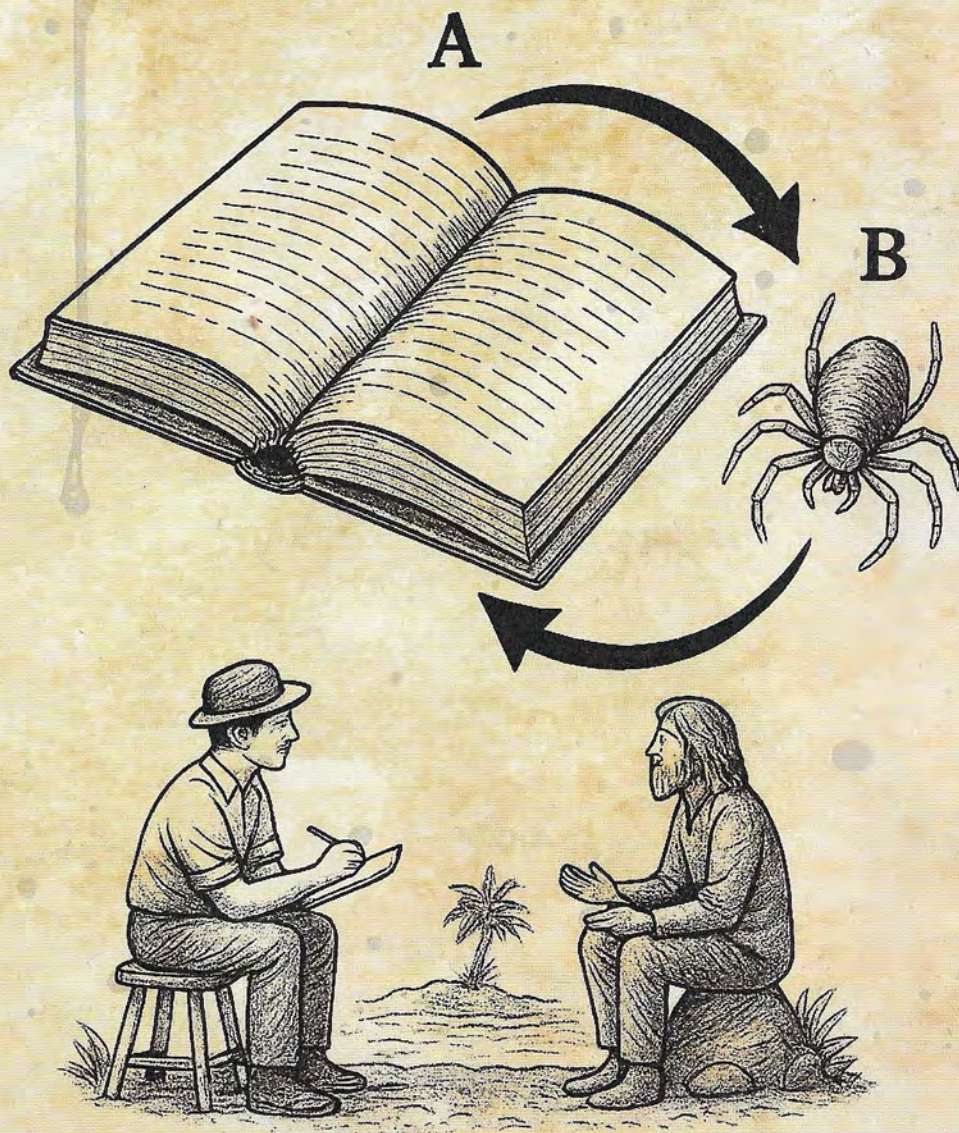
Despite facing numerous challenges, we have made substantial advancements in our research and design efforts.

The next phase of the project will involve conducting a series of tests and evaluations. The expectation will be critical to gather as much information as possible to achieve success.

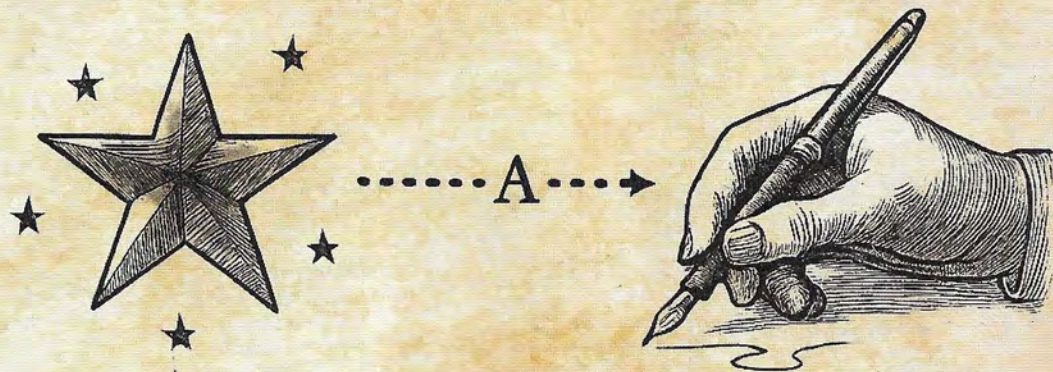
SUPER PROJECTIVE

Fig. 1

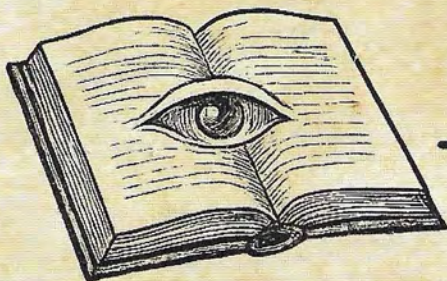
ETHNOGRAPHY IS PARASITICAL



MULTIMODAL ETHNOGRAPHY IS FAILED TRANSCENDENCE

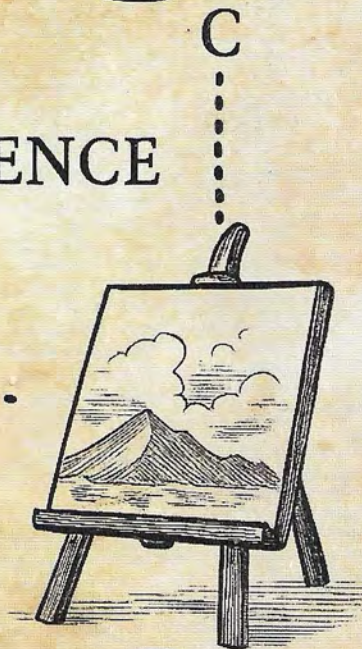


FAILED
TRANSCENDENCE



B

.....B.....

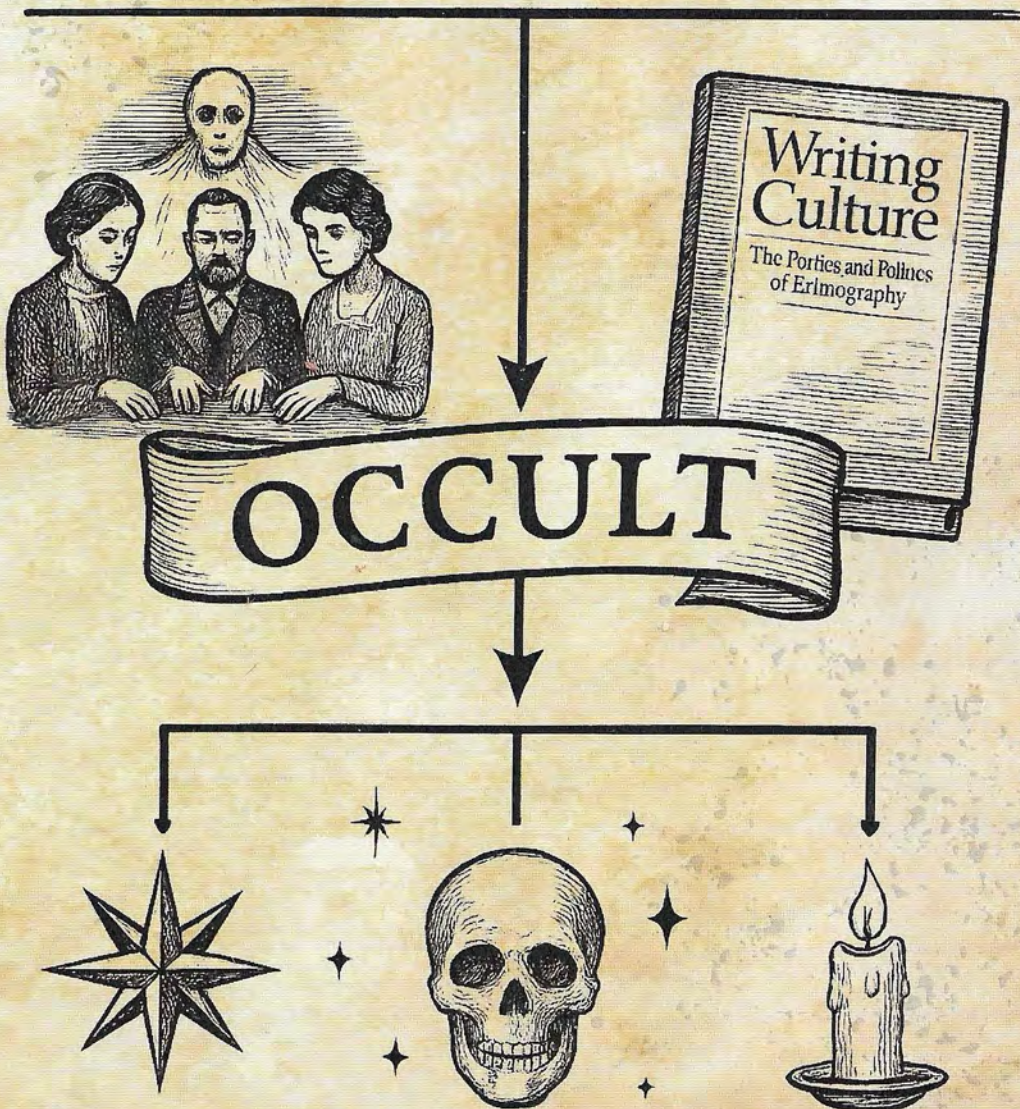


D



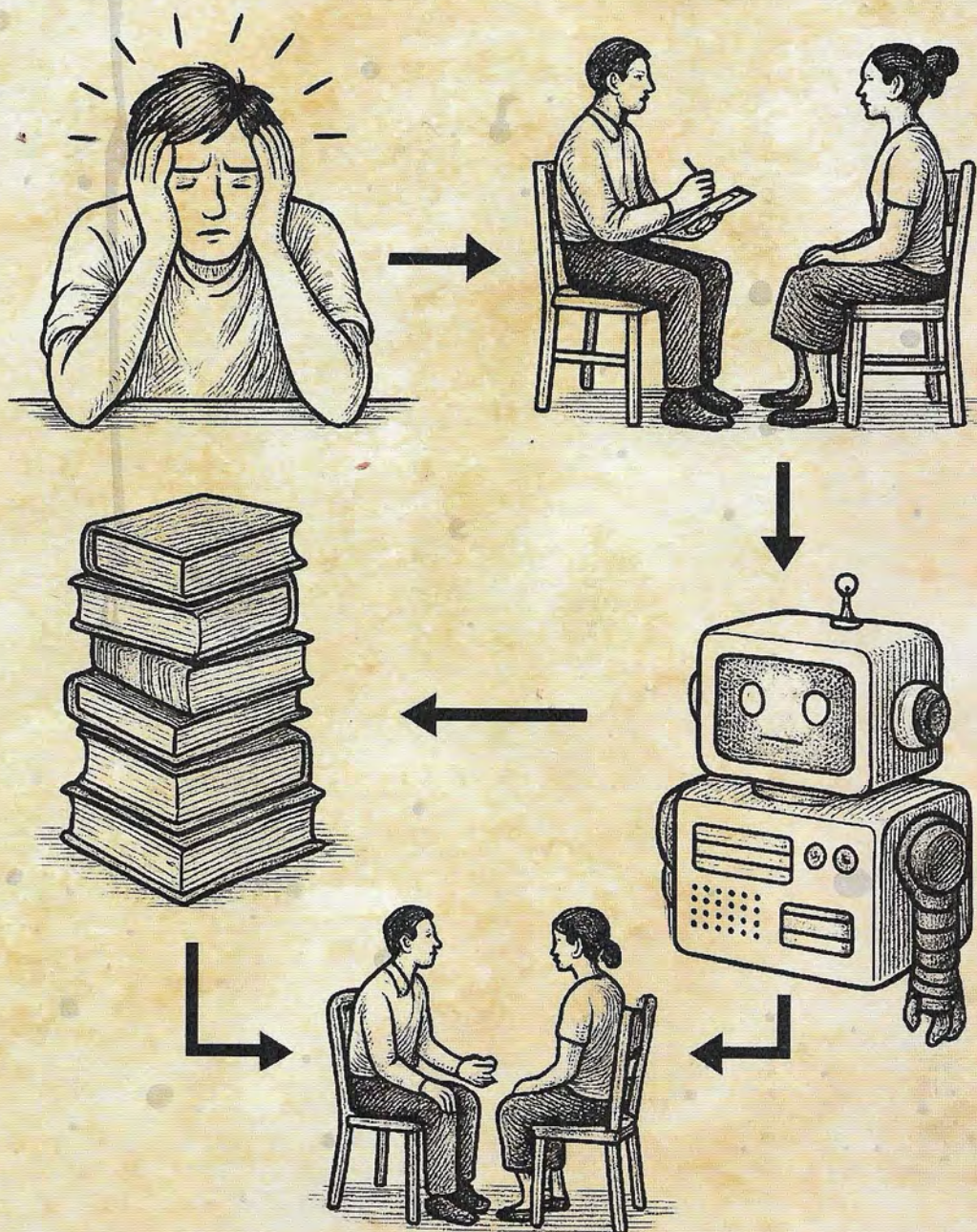
D

POSTMODERN ETHNOGRAPHY IS OCCULT



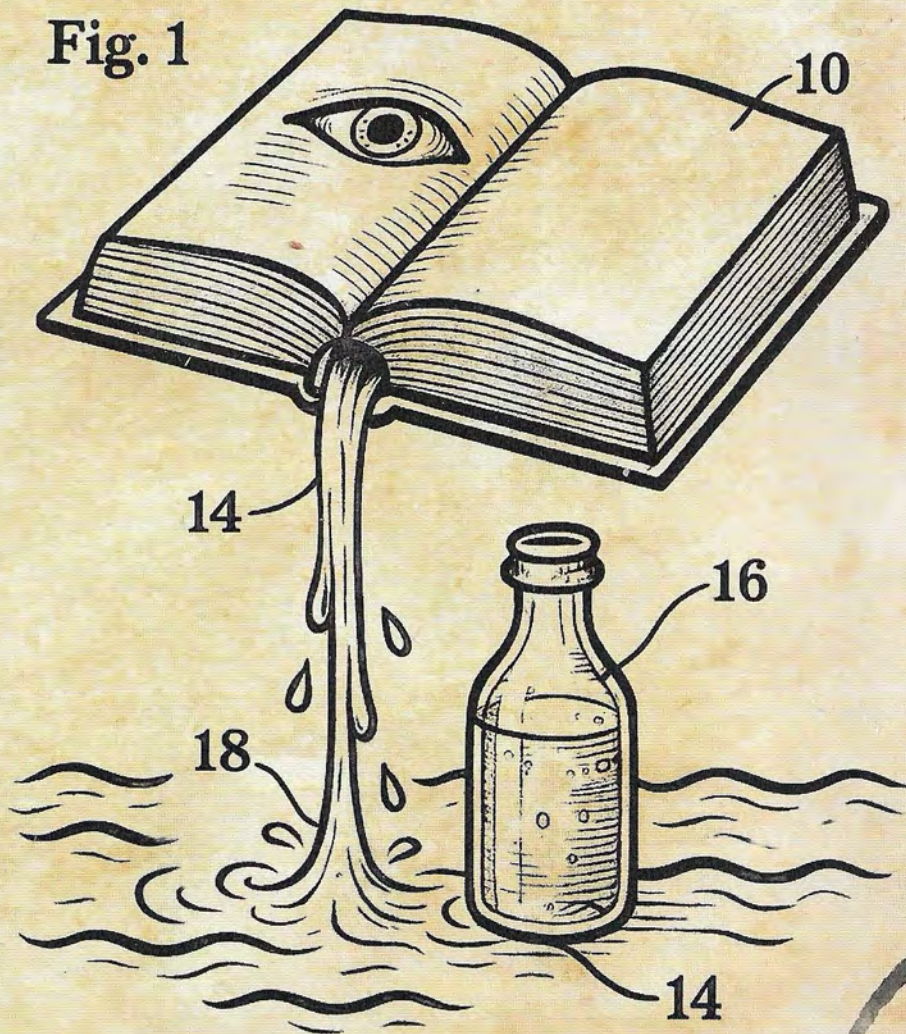
MITSERUS MUSTERIOUS ELEMENTS

ETHNOGRAPHY AND AI AS PRODUCTIVE WITHHOLDING



METHOD IS A LEAK

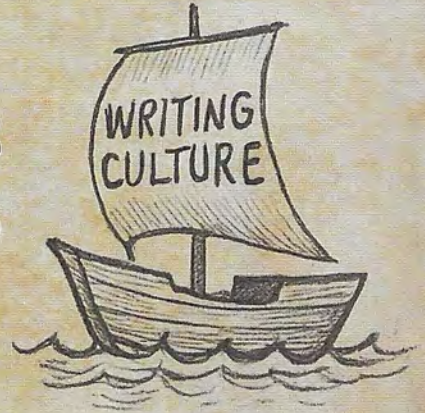
Fig. 1



Lukas's To-Do List: Audience Optics & Controversy

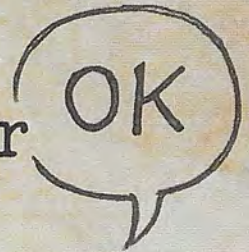


- Anticipate critical responses and trigger points



- Consider artistic framing devices

- Utilize irony and humor when appropriate



- Emphasize the project's underlying message



- Solicit feedback from trusted individuals

Method is a Leak



LUKAS' TO-DO LIST: GHOST SHIP PROJECT

Design immersive deck layout
with multi-sensory pathways

Map experimental life methods
into spatial zones

Incorporate Anthropocene
themes into every visitor
touchpoint

Add "Method Is a Leak" display

Test AI-based ethnographer
interactions

Build prototype of drifting signs

Schedule séance-style
walkthrough



TOP SECRET:



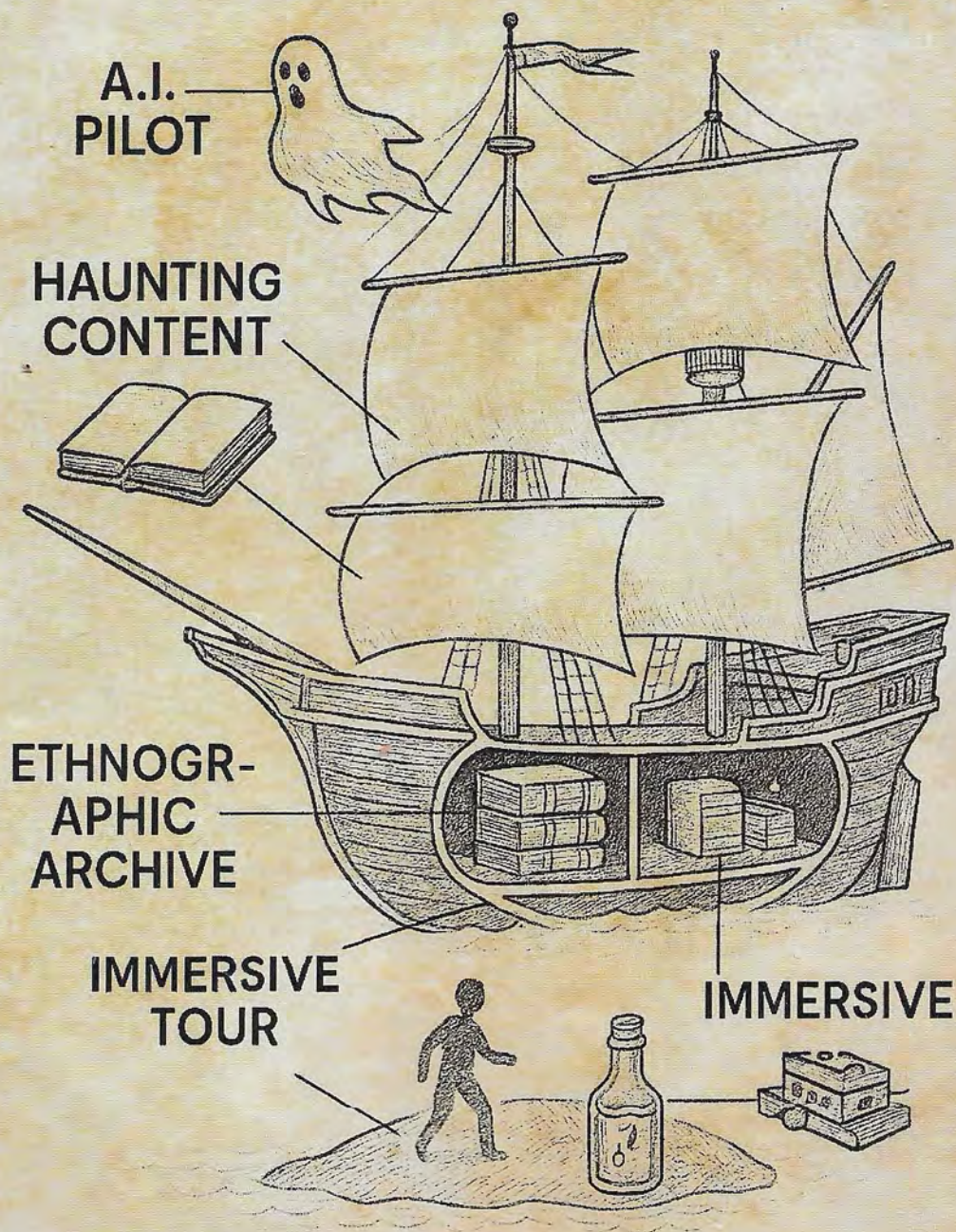
??

Lukass's covert Learning Strategies

1. Hide key theories in themed entertainment
2. Disguise critical insights as playful characters
3. Integrate environmental concerns covertly
4. CLASSIFIED
5. Mask reflexivity as funhouse logic
6. Obscure subversive messages with sunglasses
7. Deploy AUTOMATED AI ASSOCIATES



ETHNOGRAPHIC GHOST SHIP



RIDE THROUGH EXPERIMENTAL ETHNOGRAPHY

