

## *Reflection on audience engagement*

### **Background**

[About project] This project takes the everyday digital interface action of dragging as its object of study. It investigates how different hardware conditions influence bodily posture, movement displacement, and the boundaries of action when users perform the same digital action in a desktop environment. Through video recording, gesture tracking, and graphical translation, the project attempts to visualise bodily action structures that have gradually become naturalised in everyday interface operations, making the otherwise invisible “action space” visible. The project is presented as an interactive website in which viewers can drag a file, watch recorded videos of the actions, and browse visualised gesture traces in order to explore how bodily operations vary across different devices.

[The audience] To observe how the project is understood and engaged with by real audiences, I shared the website prototype with two viewers from different backgrounds. [One is a student with a background in architecture and interaction design](#), and [the other is a student with a background in education studies](#). Both viewers followed the instructions on the webpage to perform the interaction, including dragging the file, watching the videos, and browsing the visualised action traces.

### **Audience Feedback**

Audience 1 (Architecture and Interaction Design Background)

-This viewer [was able to understand the core concept of the project](#) relatively clearly. She [interpreted the project as an exploration of the relationship between the human body and the computer](#). “I feel that this project is exploring the relationship between the human body and the computer, looking at how people react when performing operations on the computer.”

-During the interaction she did not encounter major difficulties, but she [was curious about the method used to capture the gestures and generate the visualised traces](#). She asked: “How did you capture the movements and generate those complex lines?” She [found the recorded gestures and visualised traces the most interesting part of the](#)

[project](#). The complex line images produced by different operations led her to think about the role of bodily movement in digital interaction.

-At the same time, she began to consider [whether the research might have potential design applications](#). She mentioned that although using a trackpad is generally convenient, it can sometimes cause stiffness in the hand. She asked:

“Using a trackpad is generally convenient, but sometimes my hand becomes stiff. Could this kind of research help improve the experience of operating a computer?”

She also [expressed curiosity about the possible outcomes of the research](#):

“Will this exploration have a practical application in the future, or is it mainly an experimental study?”

Audience 2 (Education Studies Background)

-The viewer with a background in education studies [was able to understand the basic content of the project](#). She interpreted the work as an observation of the everyday actions people perform when using a computer, in which recording and visualisation make these usually unnoticed processes visible. “I feel that this project is observing the actions people make when using a computer. Normally we do not notice these movements, but this project seems to record them and show how the body is involved when using a computer.”

-While interacting with the website she was able to understand the process of dragging the file and browsing the videos. However, when viewing the final visualised gesture traces [she was unsure what the lines specifically represented, such as whether they corresponded to hand movement or mouse trajectories](#).

-She [found the visualisation of the gesture traces particularly interesting](#). “Seeing all those overlapping lines is quite interesting, because when we use a computer we usually do not realise these movements.” She also [realised that different devices might influence how people perform actions](#). “I had never thought that different devices, such as a mouse and a trackpad, could affect how people operate a computer. That is quite interesting.”

-In addition, [she raised a question about the meaning of the research and what it aims](#)

[to communicate](#): “I understand that it is recording the process of operating a computer, but I am curious about what the research is trying to show, or what viewers are supposed to understand from it.”

## **Insights from Engagement**

Through this dialogue with two viewers from different backgrounds, I realised that the core concept of the project can be understood to a certain extent. Both viewers interpreted the work as an exploration of the relationship between the body and the computer. However, their points of attention were different. The viewer with a design background focused more on the research method and possible applications, such as how the gestures were captured and whether the research might inform future interface design. In contrast, the viewer without a design background was more concerned with the overall meaning of the project, such as what the visualised traces are meant to reveal.

These responses made me realise that the project still has room to [clarify both the presentation of the research method and the expression of its research intention](#). Although the visualised results attract interest, viewers may find it difficult to fully understand how the images are generated if the processes of gesture recording and graphical translation are not clearly explained. At the same time, [the research question and its potential significance also need to be articulated more clearly](#) in order to communicate the purpose of the project more effectively.

## **Future Development**

Based on these responses, I began to consider possible directions for the future development of the project:

-One direction would be to continue exploring digital actions by expanding beyond drag to include other common interface operations such as scroll, zoom, or swipe. [If these actions are gradually learned and formed as a kind of action grammar under the influence of interface rules and hardware conditions, they may together constitute a bodily language of the digital age.](#) By recording and comparing the bodily trajectories of different actions, these often overlooked movement patterns could be translated

into a new visual graphical language.

-Another possible direction is to understand digital operations as a structured system of organised movements. [If interfaces and hardware silently organise and guide our bodily actions, then these digital operations might be reinterpreted as a form of choreographic structure similar to dance notation.](#) Through gesture capture and visualisation, these normally invisible operational processes could potentially be transformed into a new form of performance or exhibition.

In terms of media presentation, the future development of the project should also present the research process more clearly. For example, the interface could explain how gestures are recorded and translated into graphical forms. At the same time, the project should emphasise its research intention more explicitly and explore more effective ways to communicate its ideas.