

Collect

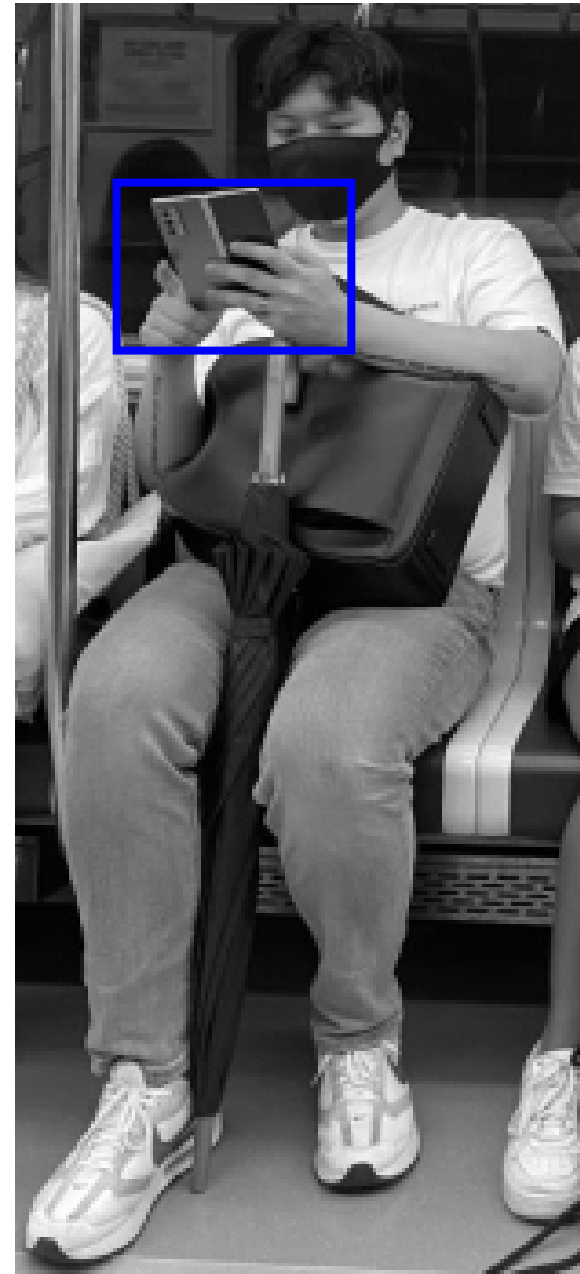
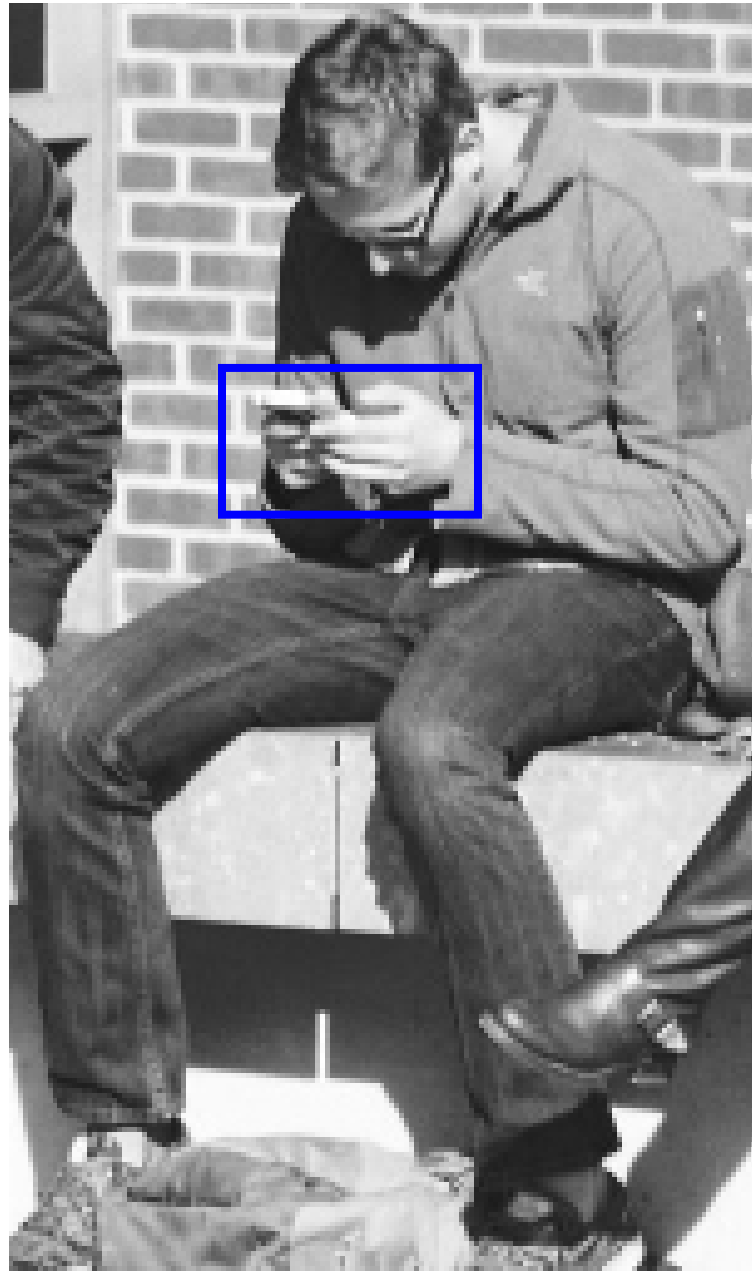


Collect



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-consider digital interaction as a form of embodied behaviour

"Why do we understand this behaviour as a finger-based action?"

In fact, this action depends on the whole body (the neck, back, wrists, and eyes) and it can lead to ongoing physical effects (such as muscle strain, posture changes, visual fatigue, and repetitive stress.)

"Is the body reduced to an operating tool? "

seem like: only the fingers touch the screen
in reality: the whole body is involved.

Enquiry:

Why is digital action understood as finger movement rather than a bodily action?

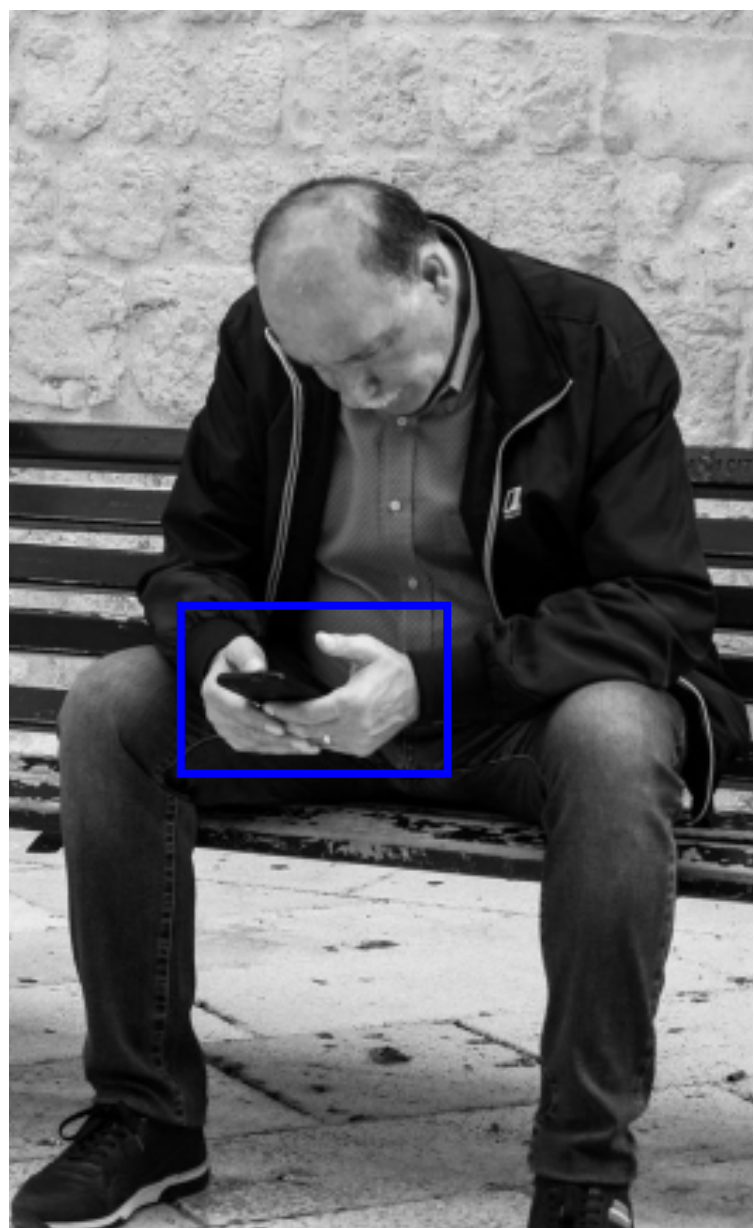
How does digital interaction compress the body's participation?

Which parts of the body are ignored in this process?

Is this sense of ease actually a hidden form of bodily labour?

Position:

Digital interaction is not neutral. It is a designed system that makes actions feel easy and smooth. Visually, it reduces the body to finger contact on the screen, while hiding the continuous involvement and burden of the whole body.





Using a phone for 20 minutes



Spine bent for 20 minutes



The whole body sustaining a compressed condition for 20 minutes

Experiment 1

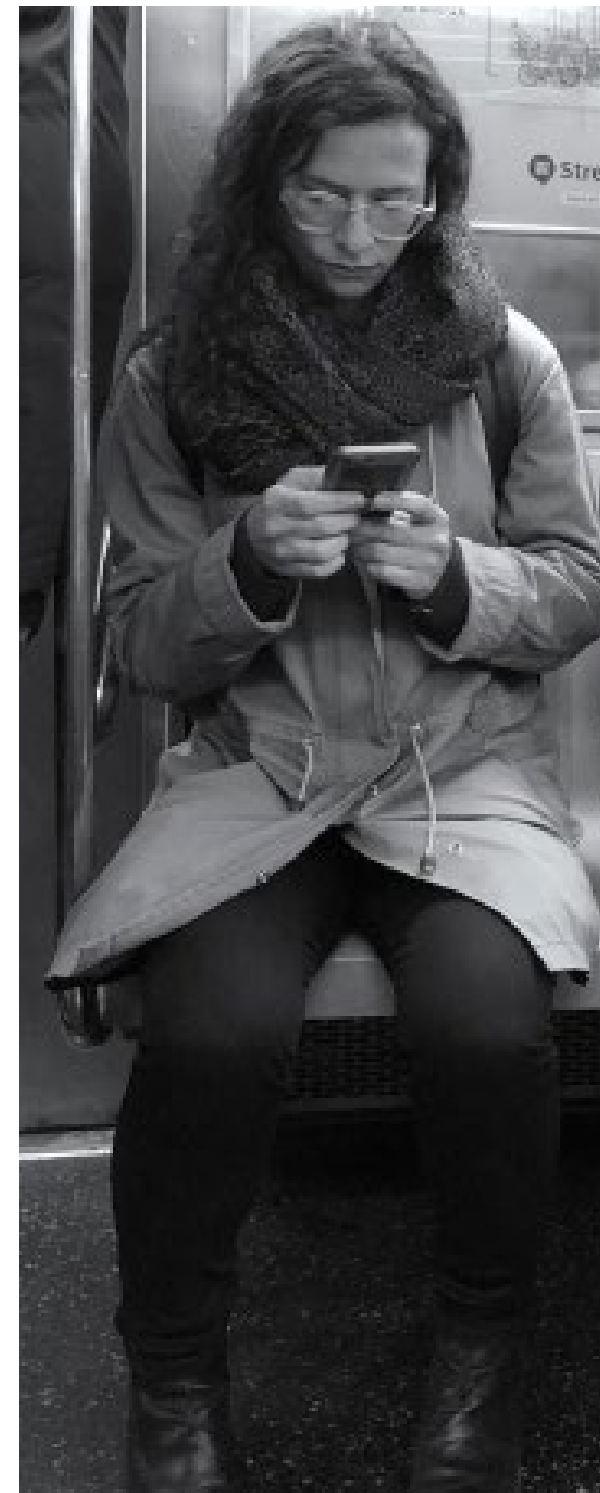
Digital interaction visually and cognitively reduces the body to “finger operation.” I want to gradually expand the frame to reveal the hidden involvement of the body.



Using a phone for 20 minutes



Arms held tight for 20 minutes



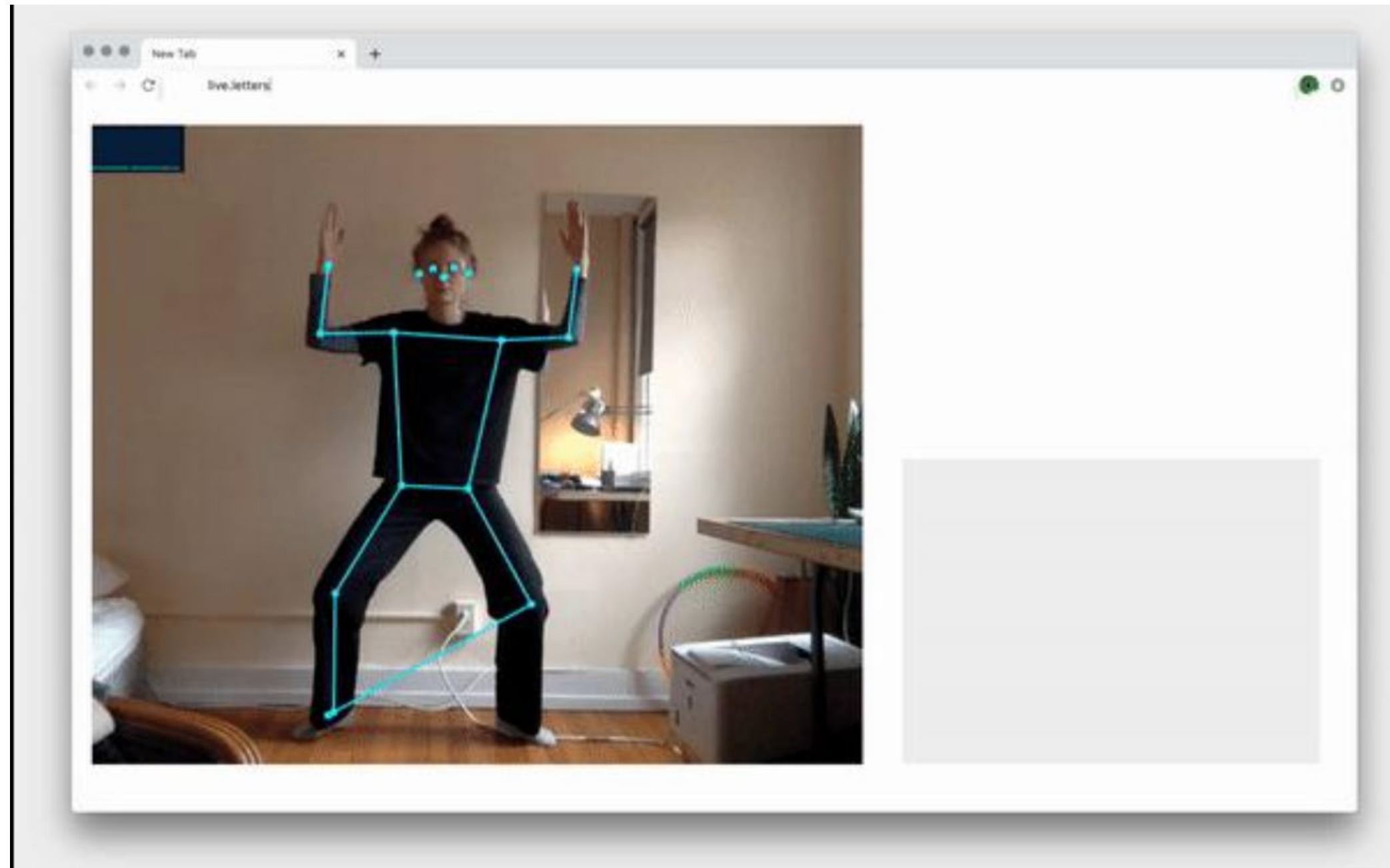
Sitting upright for 20 minutes



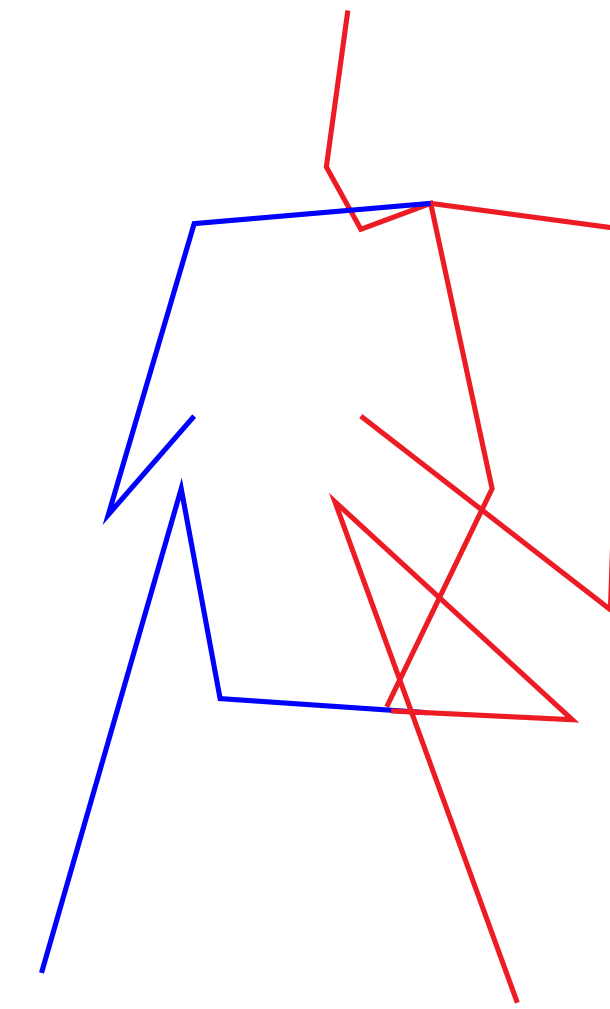
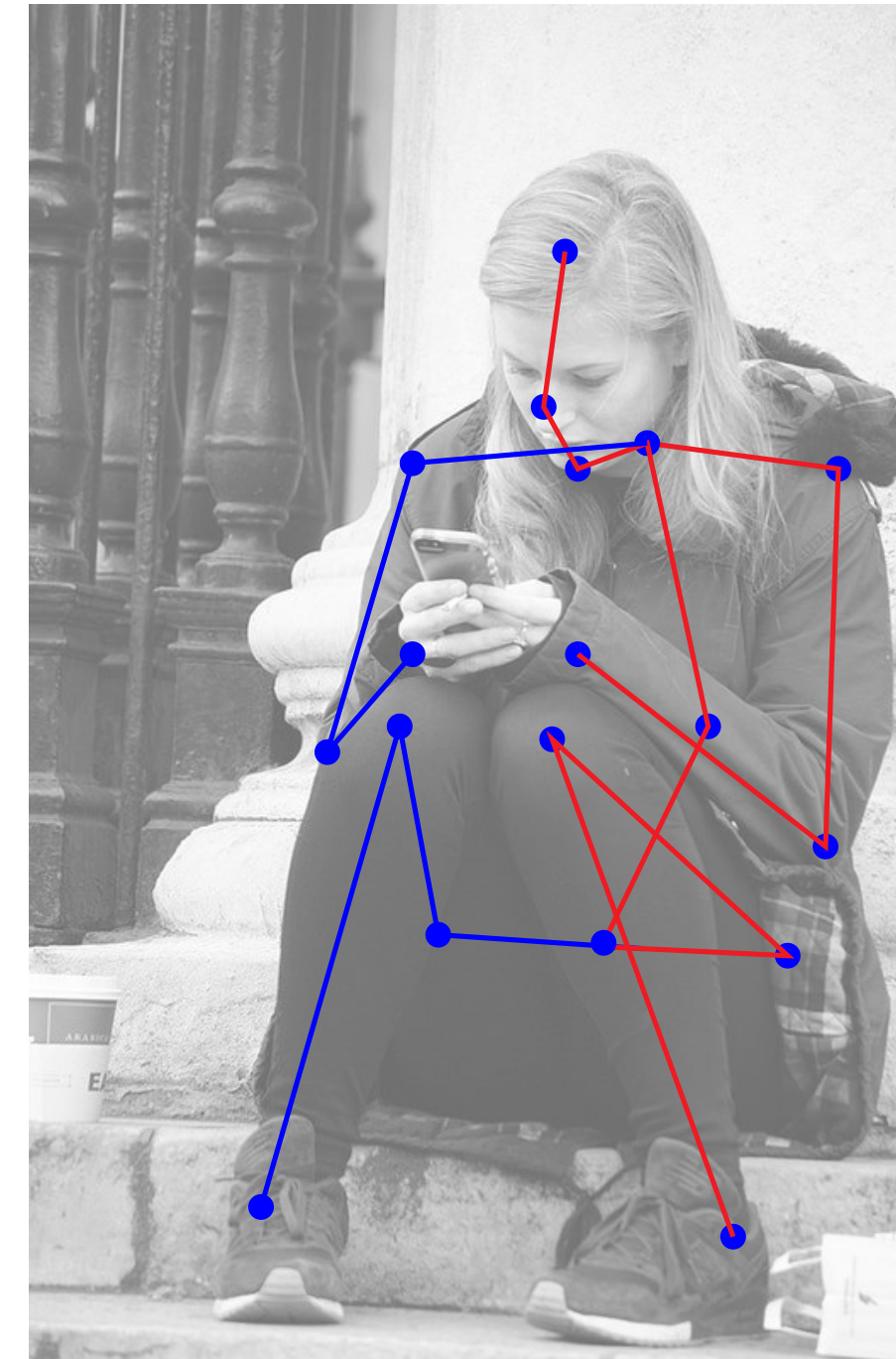


Experiment 2

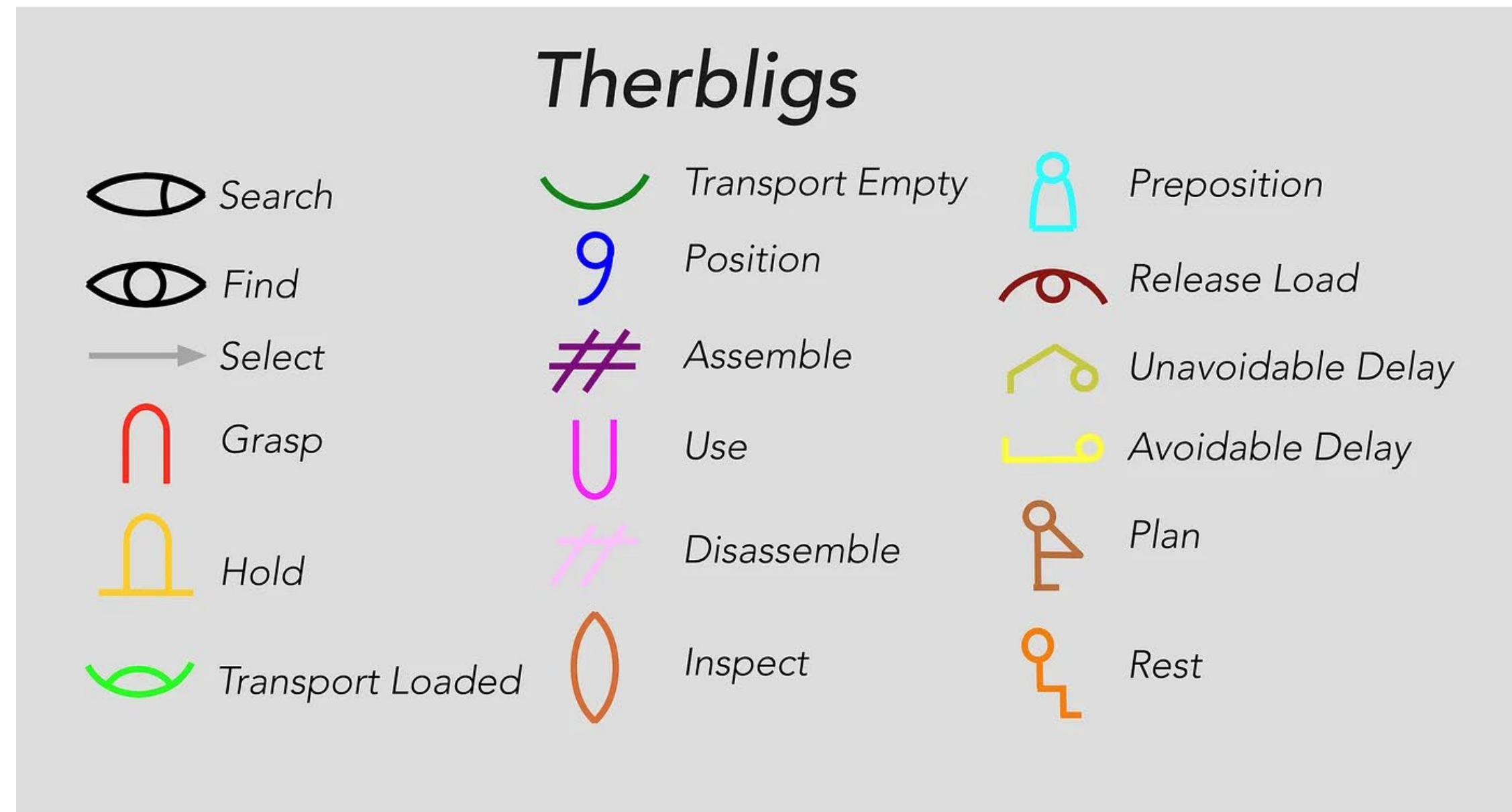
Digital interaction visually and cognitively reduces the body to “finger operation.” I want to gradually expand the frame to reveal the hidden involvement of the body.



motion capture



Reference - Therbligs



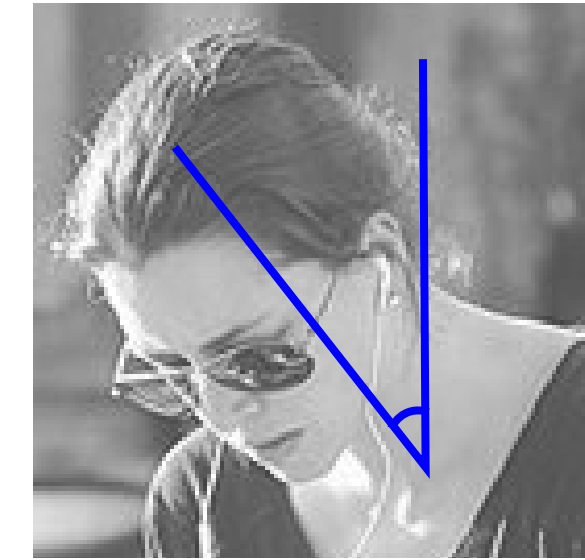
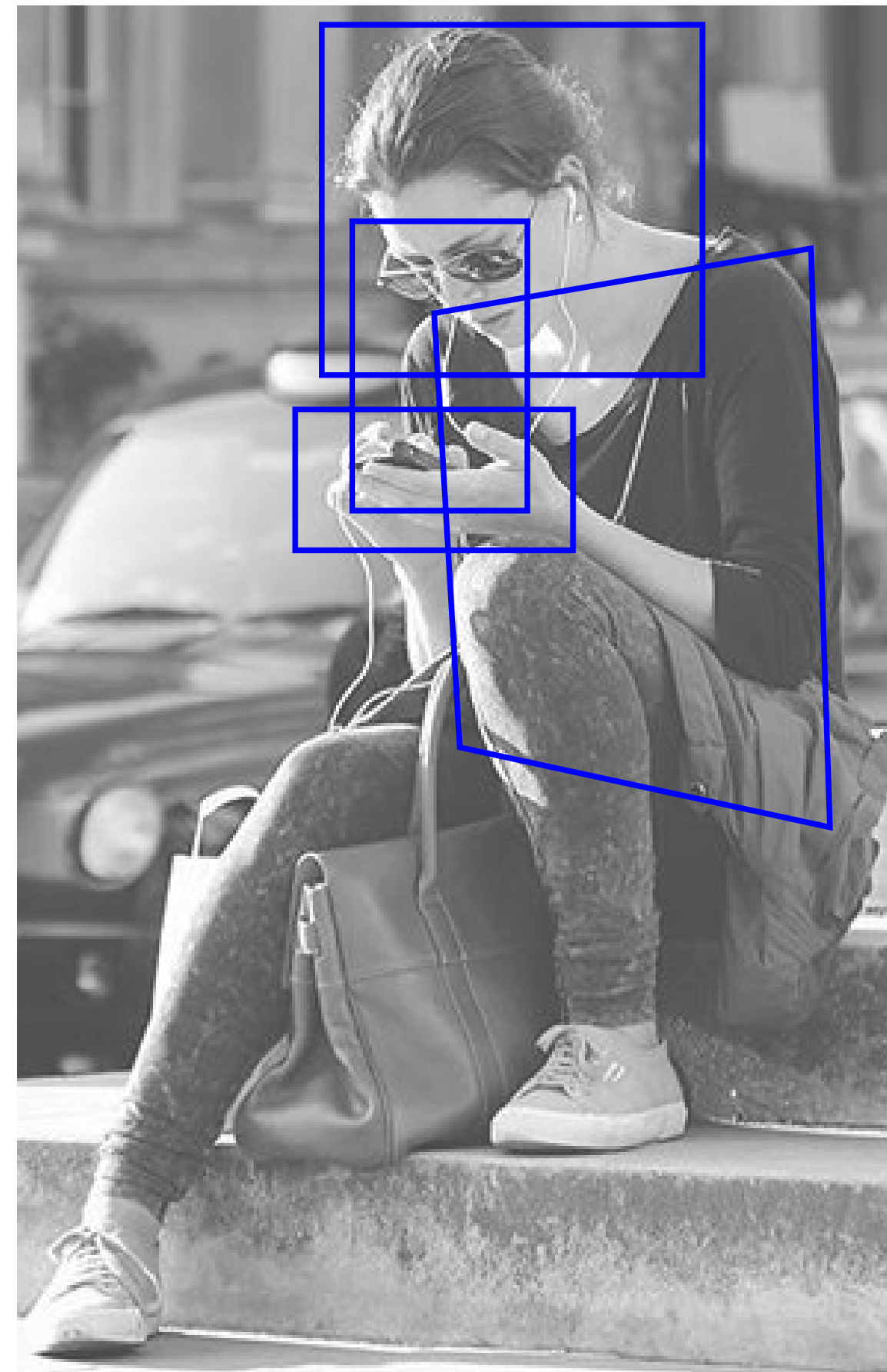
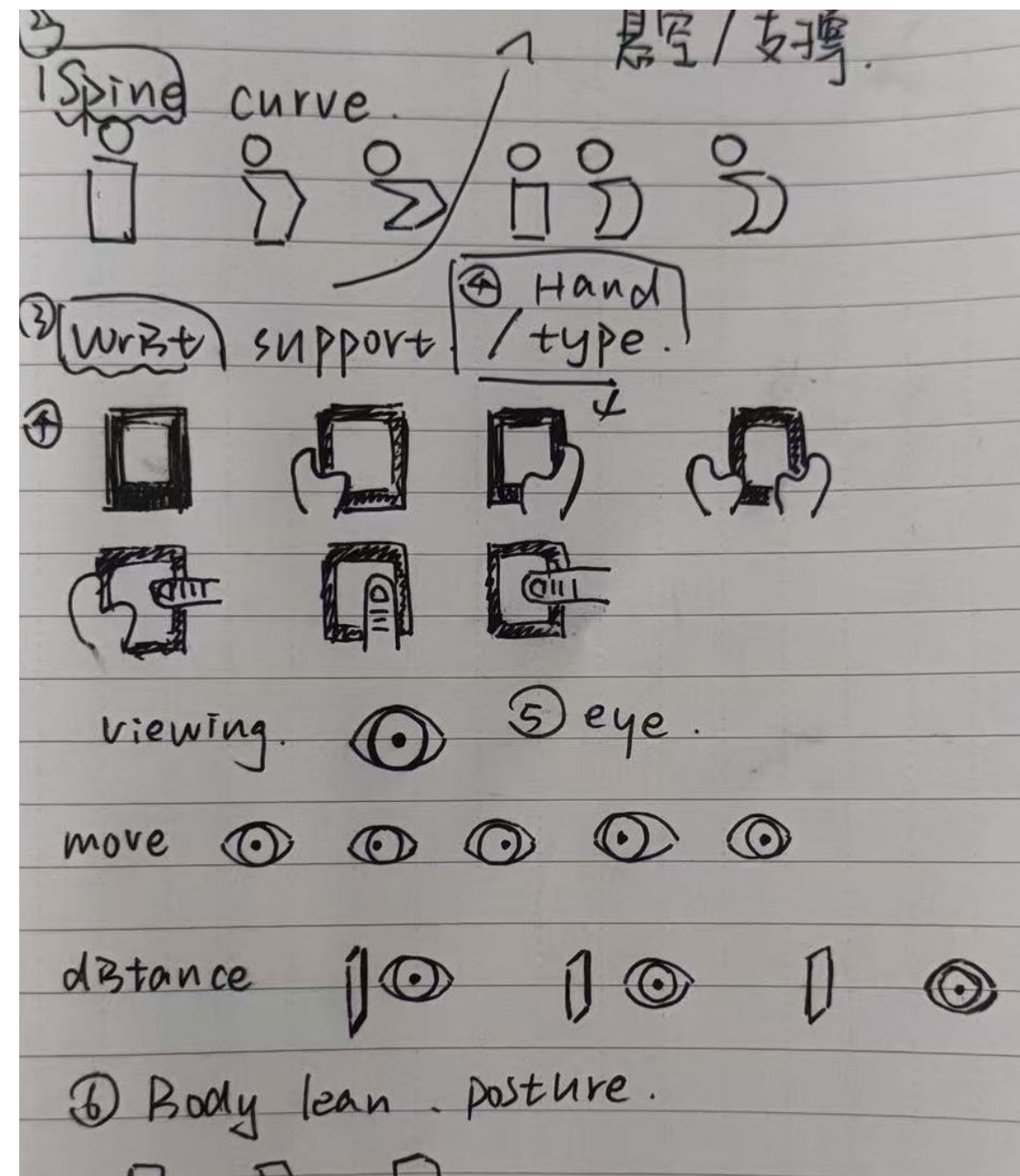
Thought:

- Could I decompose digital interaction into bodily variables?
- whether digital behaviour can also be translated into a bodily syntax?

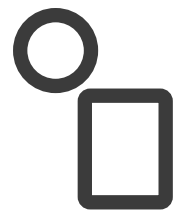
Therbligs, developed by Frank B. Gilbreth, are a system for analysing human labour by breaking it down into basic motion units (such as grasp, move, and release), aiming to eliminate unnecessary actions and improve efficiency.

Experiment 2

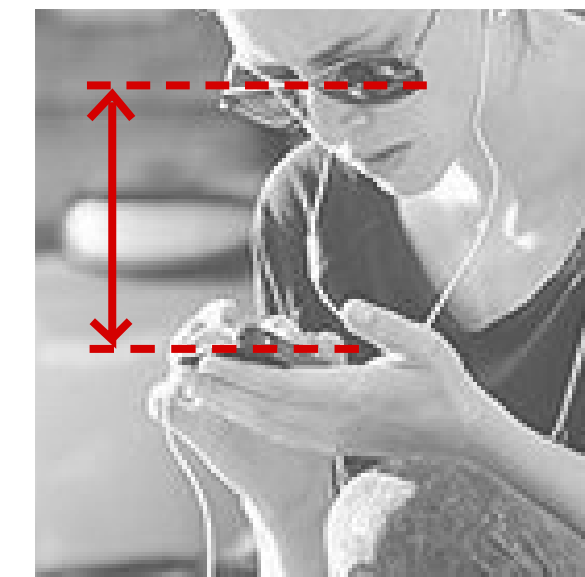
Develop a body grammar system, translating bodily states in digital interaction into a readable visual language.



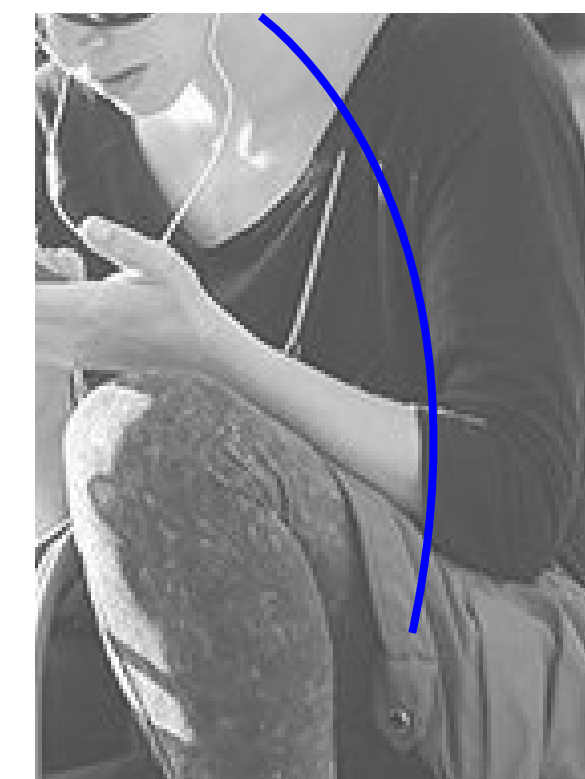
Head angle



Hand operation



Distance between eyes and screen



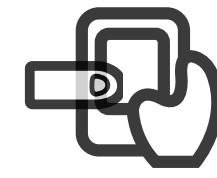
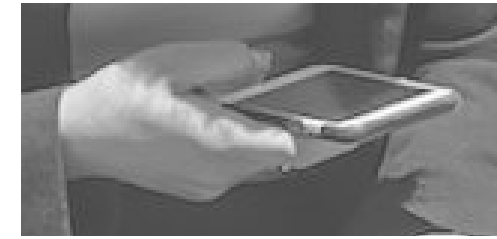
Spinal curvature



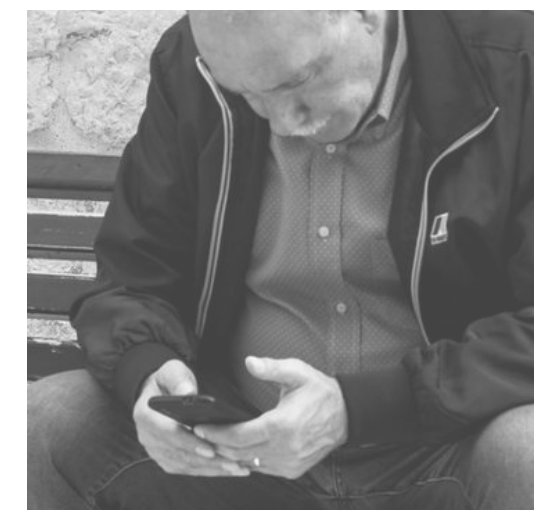
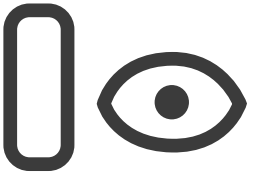
Head angle



Hand operation

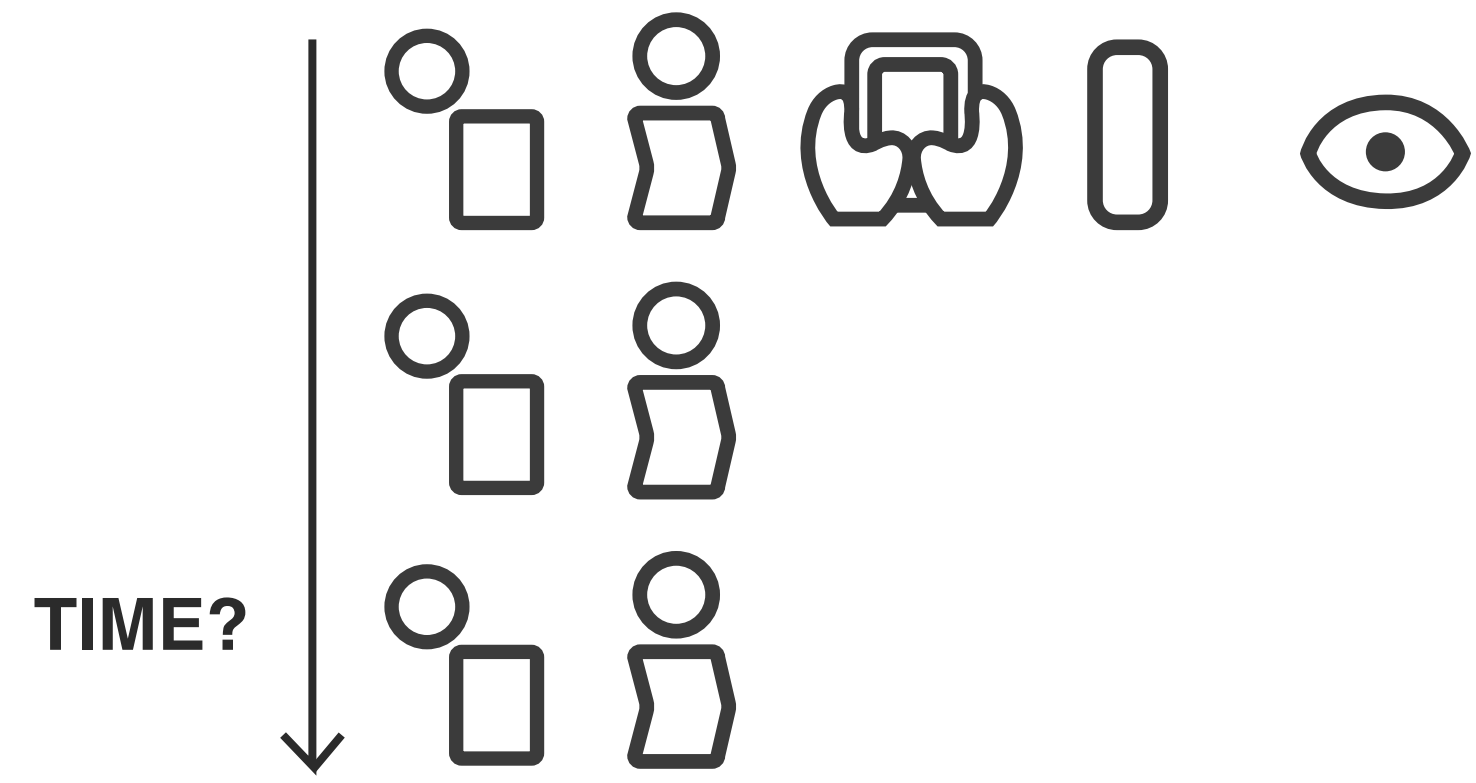


Distance between eyes and screen



Spinal curvature





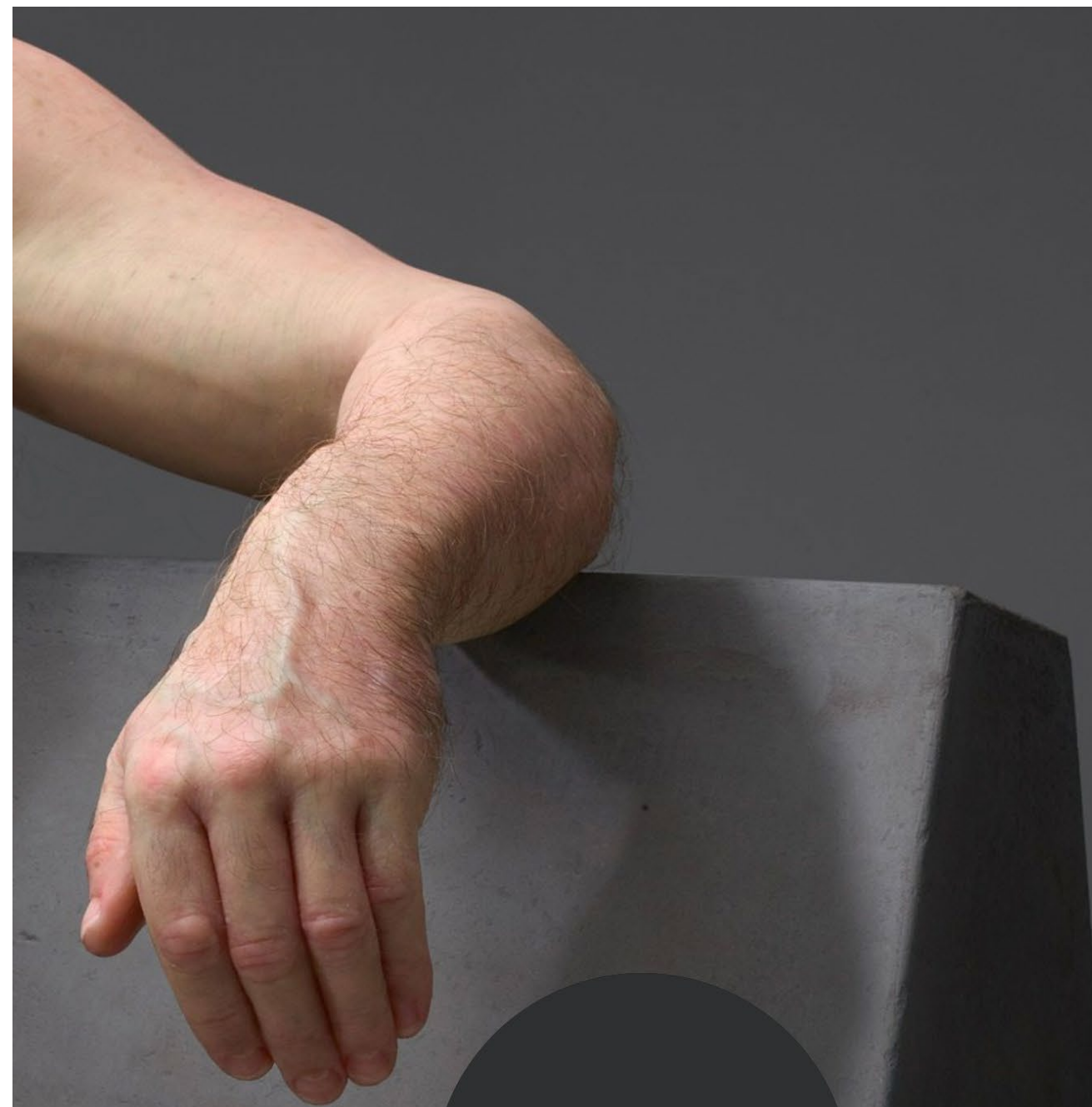
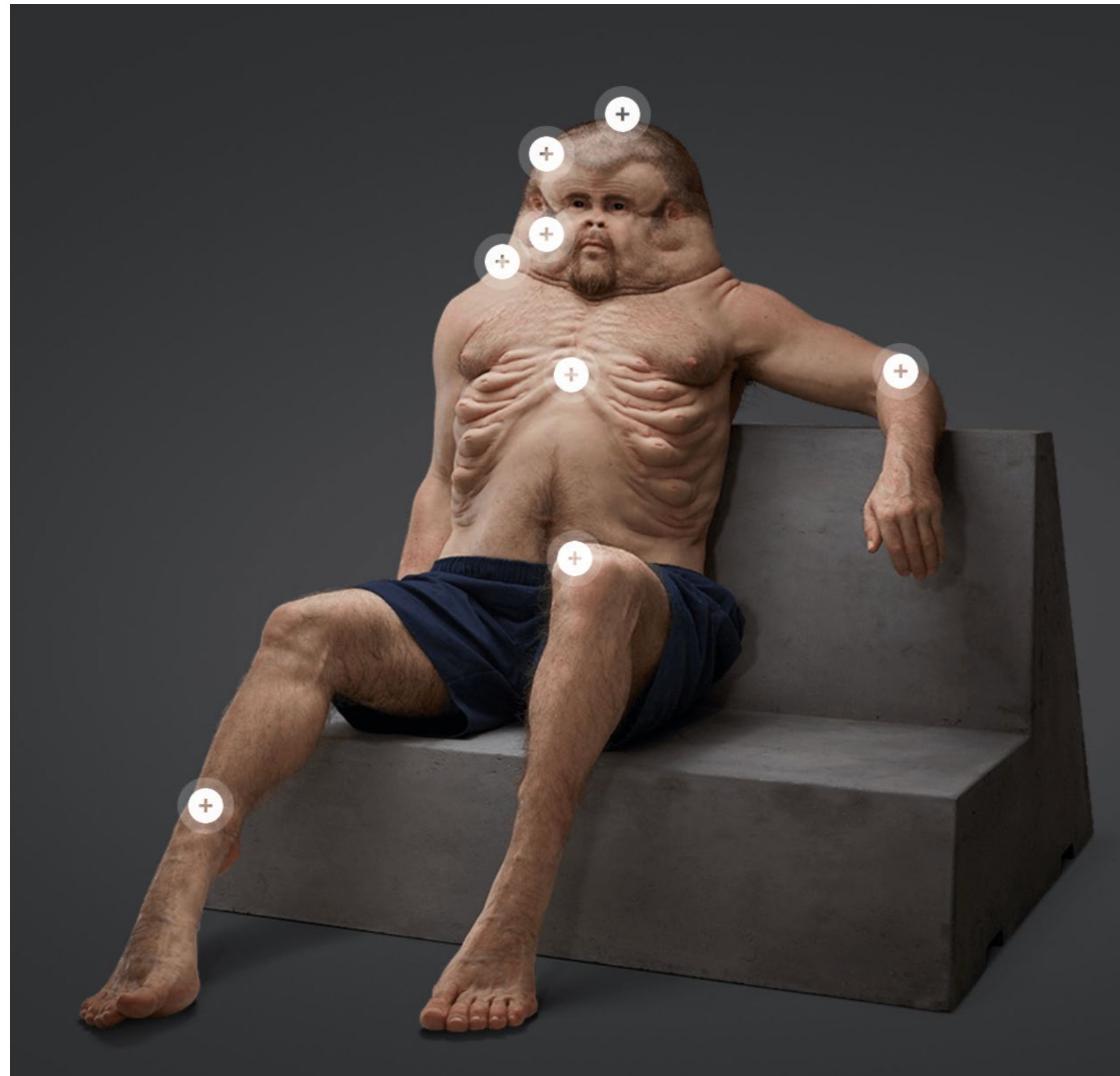
Direction 2

[If design prioritised the body, would interaction be different?] or

[What would the human body become if it were designed for digital interaction?]

Reference-Graham -- a speculative project that redesigns the human body to survive car crashes.

It imagines: what the human body would look like if it were redesigned to maximise survival in a car crash?



06 / 08

SKIN

A pedestrian impact is mostly blunt force trauma. However, if our bodies are pitched to the road or if broken glass is involved, then cuts and abrasions can occur.



Skin is vulnerable to the road, with bitumen potentially wearing through clothing. This is even more important for motorcyclists and cyclists, who only have minimal protection between themselves and the road.