

FEEDBACK

Unit 3 midpoint peer assessment

1/2

NAME OF STUDENT

NAMES OF ASSESSORS

Di Zhong

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INQUIRY

Use graphic communication design to frame open-ended questions, engage in critical reflection, and structure an independently driven and continuously expanding enquiry.



Where do you see evidence of this?

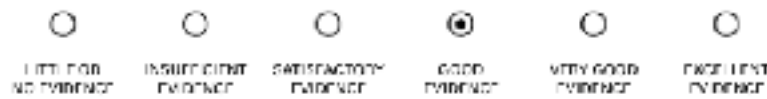
How she explored different emotions in different ways and translating digitally
Her explanation frames it well

Where/how could it be developed further?

Focus on many parts of the face or body language at the same time for each emotion
Emotions can be more nuanced, focus mixing emotions together?
Explore more emotions

KNOWLEDGE

Activate positions by using your practice to interrogate or intervene in knowledge, practices, and contexts related to your enquiry.



Where do you see evidence of this?

Interesting exploration of emotional expression, more nuanced than simple emojis

Where/how could it be developed further?

Wider exploration

UNIT 3 MIDPOINT PEER ASSESSMENT

2/2

PROCESS

Open new and expanding lines of enquiry through iterative and prototyped experimentation and by developing rigorous methods of investigation that inform or arise from your positions.



Where do you see evidence of this?

Only final result, not much process to see

Where/how could it be developed further?

More iterative process, and documentations of it
Wider explorations of how emotions might be translated digitally

COMMUNICATION

Articulate your intentions through interconnected written and studio practice, and engage in critical dialogue with a public or audience through your work.



Where do you see evidence of this?

Straightforward emotional labeling through imagery and motion

Where/how could it be developed further?

Emotional expression unclear
Would be better if type of software is communicated and be tried by the audience themselves

REALISATION

Commit to your practice, engage critically with relevant media, and expand your research into new territory through attention to the details of form and production.



Where do you see evidence of this?

Consistent visual style/language
Interesting exploration of interactive element (video+visual)

Where/how could it be developed further?

More emotions would be better
Explore more facial elements

Audience feedback

1. The website probably needs more text to explain how to use it.
2. Maybe you could try a sharper and more abstract visual language.
3. It would be good to show more translations of different emotions.
4. How can digital interaction “express” emotion without making it either too fixed or too vague?
5. The visual language could be richer. I’d like to see more unexpected ways of presenting it — for example, during the interaction, it could feel like the brain is opening up, or the body is becoming uncontrollable.
6. Having to enter different webpages separately feels a bit inconvenient. Maybe you could try using 3D modelling to make the experience more immersive, but then it might lose some of the interactivity. So maybe you need to think about what matters more in the final outcome: communicating the idea clearly, or keeping the interaction itself.

WELCOME TO THE EMOTIONAL INTERFACE

I updated my visuals based on feedback. I removed the emoji elements and replaced them all with my own designed visuals. I also updated the website. The purpose of using camera interaction was to enhance the interaction between the audience and digital technology, allowing the audience to better experience and feel the blurred emotions.



Projection2 Website link:

<https://di2100.cargo.site/edit/T3057851291>

ANGRY

PLEASE SMILE

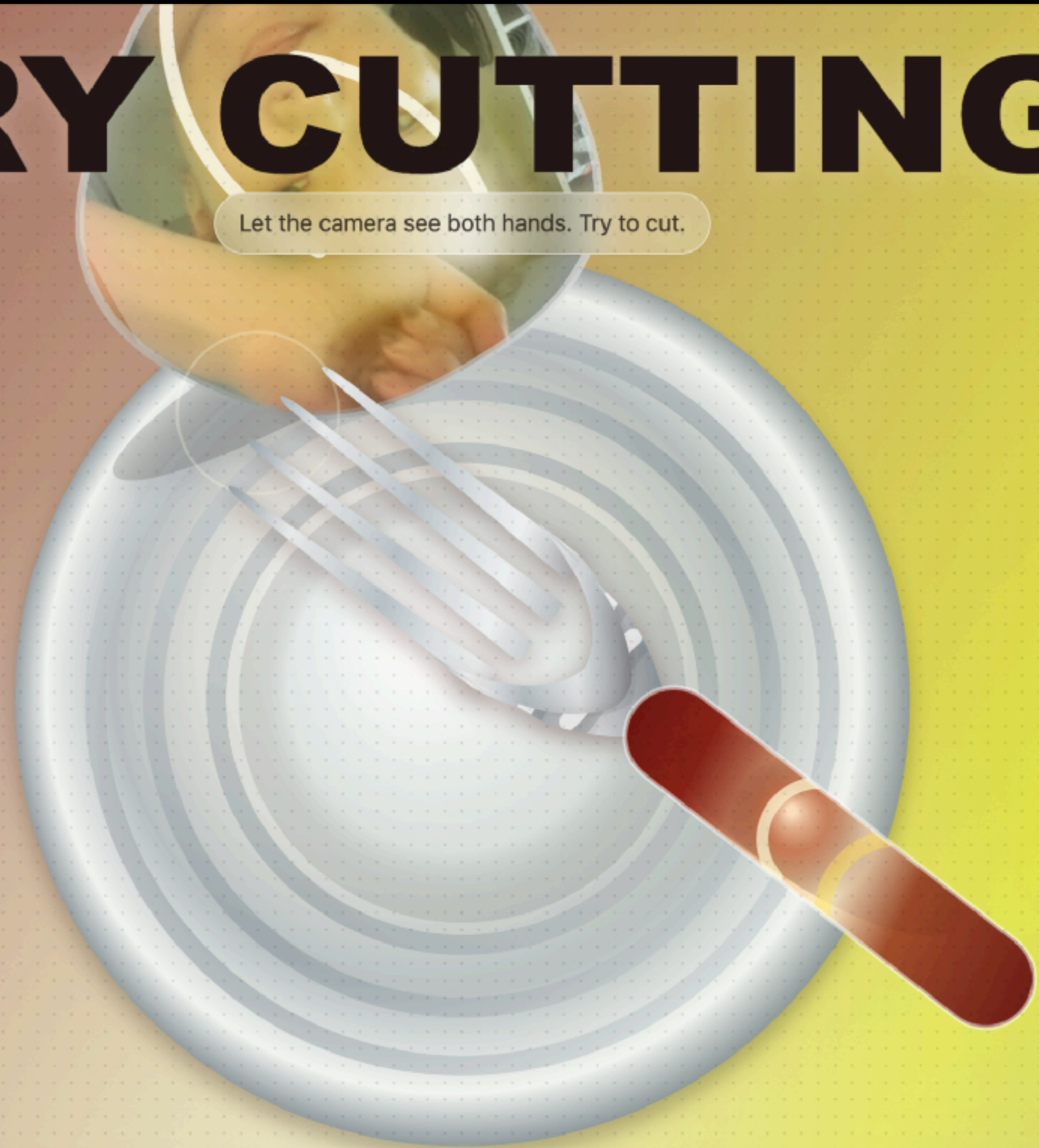
Camera On Stop Camera smile / heat

The interface features a vibrant, abstract background with colorful, flowing shapes in shades of blue, green, yellow, and orange. At the top, the text "PLEASE SMILE" is displayed in a large, white, sans-serif font. A central video window shows a woman with dark hair, smiling. The video window is overlaid with a grid of horizontal orange lines. Below the video window, there are two black rectangular bars. At the bottom right, a control bar contains two buttons: "Camera On" and "Stop Camera", followed by the text "smile / heat". A slider control is positioned below these buttons, with a black knob and a white track.

FEAR

TRY CUTTING.

Let the camera see both hands. Try to cut.



Camera On

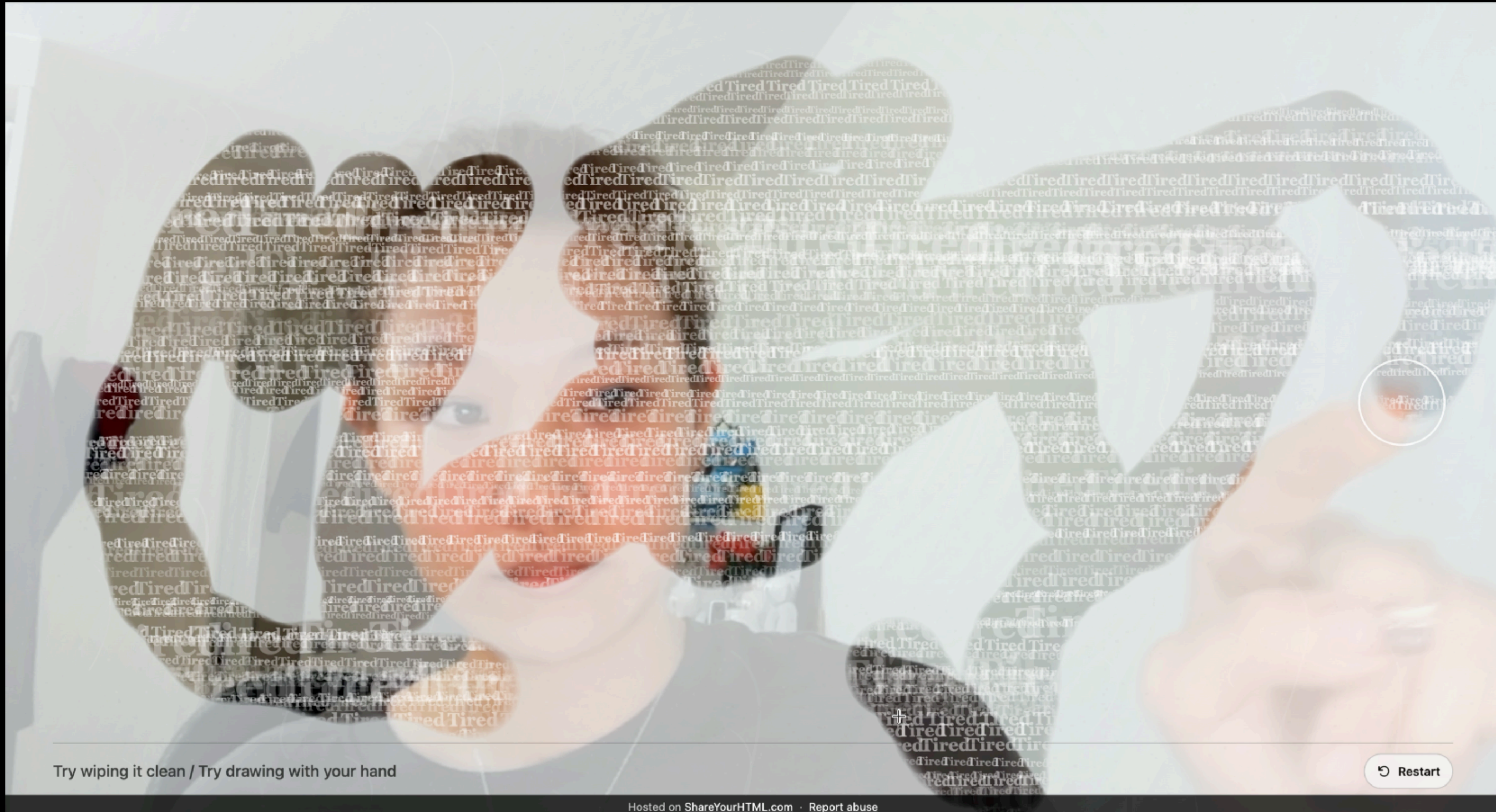
Stop Camera

Reset Ball

Swap Hands

● Both hands detected. Try to cut

TIRED



Try wiping it clean / Try drawing with your hand

↻ Restart

USER TEXT

