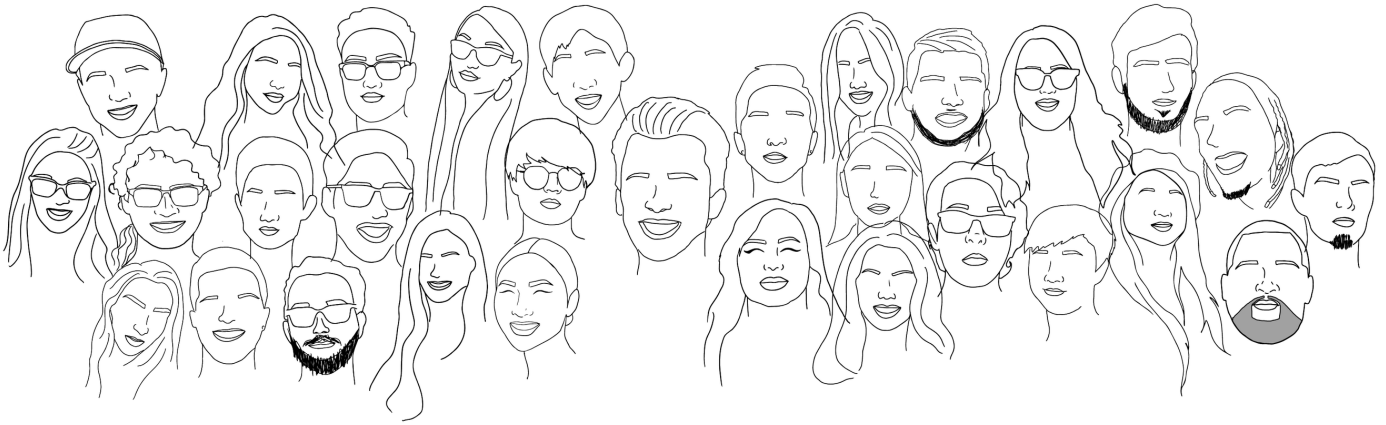# All Possible Futures

AN INTERACTIVE MEDIA DESIGN CAPSTONE EVENT
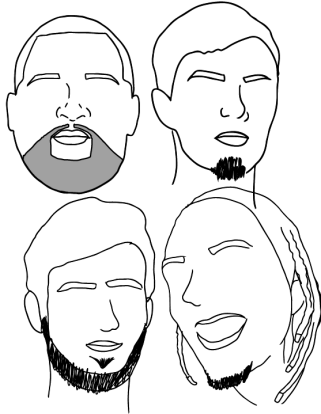

EXPERIENCE THE FUTURE

The class of 2020 recognizes that today is the imagination of yesterday. Spurred by this notion, we seek to answer problems that will shape tomorrow. This is reflected in our capstone experience, named "All Possible Futures" where we explore the intersection of innovation and interdisciplinary work.

As designers, the language of design is how we act as communication conduits between people and technology. We believe in an inclusive future where design is synonymous with revolution, equity, and ethics.

Through this capstone we want to show you the future we strive to design. Scheduled for June 3rd, 2020, we invite you to participate in imagining and exploring these thoughts through a showcase event. Capstone project presentations start off the night from 6:00 - 8:00 pm (PST), with curated panel discussions surrounding student group roles from 8:00 - 9:00 pm (PST).

Intrigued? Continue reading for an overview of each project. Please check out uwb.design for more information.

all possible futures 2020

Enclavs

by JALG

The next great question about the social media landscape right now is "what's next?" Although the current landscape of social media is at its peak popularity amongst the few apps that control the top spots, we know that there is a huge demand for specific features for niche audiences. Enclavs wants to lean into the fact that there is an increasing demand for audio and voice-centric tech. We also strive to cater to audiences that might not be able to best express their vocal skills on visual platforms.

Enclavs is a social platform for audio-based content creators. We help to solve the problem of shallow and under-informed conversations by providing context to content. The content being images and titles, while the context is the audio narration provided with the given image. This allows for users to have deeper and richer conversations, as well as better ways to vocally express themselves in a highly visual world.

**ANDREW
LUC
JAVAD
GIOVANNI**

Influorecense

by Visionare Studio

Experience cherry blossoms in "inflorescence": the process of flowering and "fluorescence": the property of absorbing and emitting light, through an augmented reality application and experience, Influorecense by Visionare Studio.
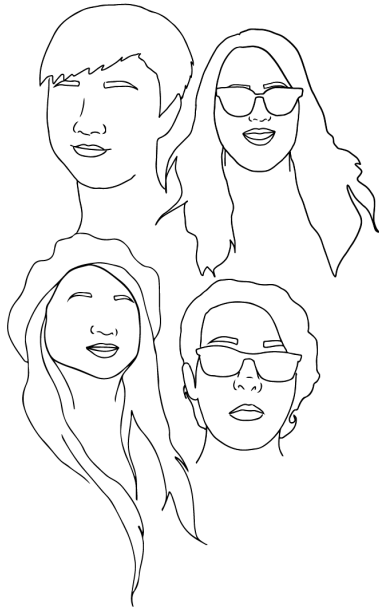
Inspired by Japan's national flower and the famous cherry blossom trees located at the University of Washington's Liberal Arts Quadrangle, Influorecense explores the relationship between humans and nature through an interactive art installation that breaks boundaries set in the natural world. With how the world's climate changes every day, we've experienced this brief season of bloom coming sooner and sooner each year at UW Seattle. Additionally, with the novel outbreak, we at Visionare Studio are further motivated to bring a light hearted experience directly into the hands of users.

We've created an experience that pays homage to cherry blossom's beauty in an everlasting digital space. Users will be guided into a digital portal that leads them to a whimsical world where the boundaries of nature, time and space are challenged.
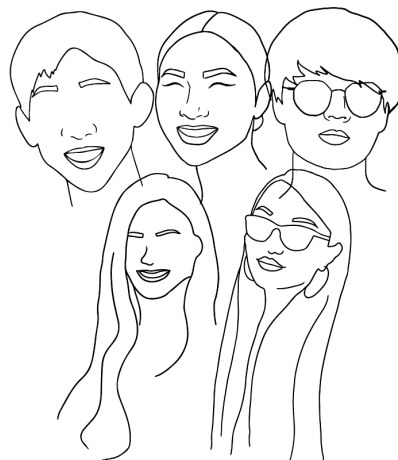
**ALAN
JANNIE
JUHYUN
CYNTHIA
EMILY**

Kindling

by CHAG

Now more than ever, many people are being challenged to find new ways to interact with one another, find outlets for creativity, and make the most of their immediate surroundings. We found ourselves asking, "What can we do to help encourage creative interaction and play, given the circumstances?".

Kindling aims to connect users with others to harbor a whimsical, reflective augmented reality (AR) experience. By utilizing a drawing function in AR, users are able to draw what they please, anywhere they want, in the real world.

Not feeling inspired? There is also a random phrase generator that helps spark ideas on what to create. We wanted to give users a tool that allows them to explore endless possibilities and create their own experiences.

**CHANG
HANNAH
ANGELA
GARRETT**

Prism

by Prism Studios

We as a design team feel that the average person's ability to communicate their emotions as self-expression or as part of self-actualization can be a barrier between many people and their relationships with themselves, each other, and the outside world. COVID-19 exacerbated this struggle by blocking the ability to receive external connectivity and communication from the outside world.

This separation of the average person from their support networks and the world has created a situation where many are looking to find new avenues of expression and connection. These thoughts bring us to the following question: using technology, how can the experience and communication of human emotions be transformed via fun?

Prism looks to allow people the ability to express and decompress their emotions through the use of play within art, psychology, and design. By utilizing voice activation to control the experience of light and color, Prism creates an interactive therapy experience that encourages people to find fun through the expression of their thoughts and feelings, both at home and within museum settings.
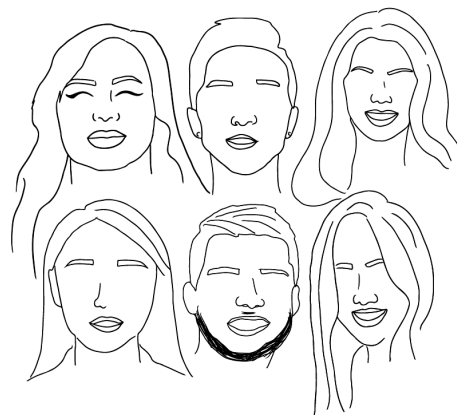
**RACHEL
MAX
ABBIE
HELEN
JACOB
CHI**

Tidal Waste

by Andromeda

Currently in our world there is a major issue with waste. Waste that does not naturally decompose in our environment is being placed in our oceans, allowing unaware animals to feast upon these items, causing severe health issues which lead to higher rates of death.

We wanted to create a game exploring how we can highlight the environmental issues going on in the world today in a way that is engaging, fun, and memorable to our players. We would face the challenge of balancing humor and entertainment against the harsh realities of our failing ecosystem. We wanted to create a game that players would come back to for enjoyment, but we also wanted the game to be an educational opportunity. As such, we wanted to explore how to make the gameplay mechanics show ways that a player can do their part to improve the state of our environment, and make sure those mechanics are obvious and memorable enough to impact them after they are done playing.
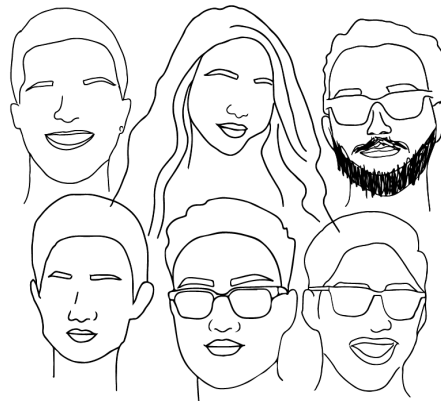
**CHRISTA
CHANCE
DAVID
SARAH**

20 all possible futures

Urban Air Mobility

by SWRVO

What will the future of transportation look like?
In the near future, we predict that Urban Air Mobility (UAM) will become a common solution for your daily commute. With a sharply rising working population in urban spaces, people will continue to be pushed further outside of the cities.

With the initiation of UAM development from major rideshare companies such as Uber and Lyft in collaboration with the automakers, we wanted to design an experience that imagines how that reality might look like in our daily lives. We have aimed to explore discussions around safety, comfort, trust, and ease of use that come with new services and the complexity that is required more than ever before.

Our integrated web experience with VR takes users through each step of the process from booking your ride to traveling to the new transit stations, and finally riding in the new eVTOL (Electronic Vertical Takeoff and Landing) vehicles.

**KYLE
JULIE
MAXTON
YUYU
JOHN
CHRISTIAN**

20 all possible futures

20 all possible futures

EVENT SCHEDULE

All presentations will occur in 15 minute blocks. Within each block each team will have a 10 minute presentation and 5 minute Q+A session.

Want to ask more questions or see a demo of the design? After the presentations are done there will be a half hour free period to explore projects further. Please refer to uwb.design for each demo room's zoom link.

Don't forget our "After Hours" student panels event happening directly after the ending remarks of the capstone!

6:00 PM	**Opening remarks**

6:10 PM | **Enclavs**
Presented by JALG
Luc Demoulin, Javad Gourdarzi, Gio Iriarte-Young, Andrew McDonald

6:25 PM | **Influorecense**
Presented by Visonaire Studios
Emily Nguyen, Juhyun Oh, Jannie Phan, Cynthia Sanchez, Alan Xu

6:40 PM | **Kindling**
Presented by CHAG
Angela Casidsid, Hannah Ferry, Garrett Kuroiwa, Chang Wu

6:55 PM | **Prism**
Presented by Prism Studios
Abbie Bannish, Jacob Beck, Helen (Jinyi) Li, Max Tan, Chi Tran, Rachel Raymond

7:10 PM | **Tidal Waste**
Presented by Andromeda
Chance Crum, David Hudson, Sarah LaDuron, Christa Tebbs

7:25 PM | **Urban Air Mobility**
Presented by SWRVO
Yuyu Dai, Julie Hung, Christian Ignacio, John Kim, Maxton McGuire, Kyle Olason

7:40 PM | **Demo Room Exploration**

8:10 PM	**Closing Remarks**

8:15 PM | **Student Panels**

9:00 PM | **Panels End**