UNDERGROUND MONSTERS

Discover the invisible creatures living beneath London.



MY ROLE / CHARACTER CREATION · VISUAL NARRATIVE · WEBSITE EXPERIENCE DESIGN

FROM OBSERVATION TO IMAGINATION

INVISIBLE EMOTIONS

Underground Monsters is an interactive mixed-media project that turns overlooked London commute feelings into monster companions, shared expression and private digital memories.



01 · ENVIRONMENT

Brakes & announcements

Braking sounds overlap with announcements.

02 · FEELING

Overwhelmed & tense

Overwhelmed by sound; wanting to withdraw.

03 · EMBODIMENT

Spikeling

Raised spikes embody sensitivity and self-protection.

One interpretation of sound, not a fixed emotion label. Each journey can feel different.

DESIGN QUESTION

How might we make the often-overlooked emotions of everyday commuting visible, and offer a gentle way for people to express and reflect on them?

02 / RESEARCH DOSSIER LONDON UNDERGROUND

FIELD RESEARCH & USER INSIGHTS

From observed travel conditions to design choices — and questions still to test.

FIELD OBSERVATION

Existing image archive, read alongside interview excerpts and author notes.



01 / CROWDING

Dense foot traffic fills a shared passage. Personal space is visibly limited.



02 / PLATFORM & SOUND

Train arrival provides the setting for the sharp braking noise described in my notes.



03 / SHARED SURFACES

Visible residue around a carriage seat and floor draws attention to cleanliness.



04 / SEATING

Seat surfaces show visible marks and wear, echoing concerns about shared-space comfort.

Source: earlier project board. Station and capture-time metadata were not retained.

COMMUTER JOURNEY

A conceptual journey: different pressures emerge, overlap and ease as the commute unfolds.



CROWDING · HEAT · NOISE · UNCERTAINTY · FATIGUE · RELIEF

INTERVIEW INSIGHTS

Archived excerpts from the earlier interview board; exploratory material.

P01 / 21 Art student	"The hygiene conditions are poor and the cleanliness level is low."
P02 / 60 Tourist	"Overcrowding makes people feel unsafe. The heat and dirtiness are uncomfortable."
P03 / 32 Commuter	"...frequent delays, signal failures, severe congestion, heat issues..."

THE INVISIBLE COMMUTE



Little room to move. / Discomfort builds. / No clear sense of when.

The journey is visible. The feelings often are not.

Illustrated interpretation, not an observed sequence or participant testimony.

RESEARCH TO DESIGN

What is known.
What is proposed.

01 / OBSERVED PRESSURES

Photos and archived excerpts describe crowding, noise, heat and uncertainty.

LIMIT → These materials do not establish a need for monster companionship.

02 / DESIGN RESPONSE

I translate these pressures into bodies that can hold different interpretations.

PROPOSAL → Optional play, shared recognition and quiet personal records.

03 / QUESTIONS TO TEST

Do spikes suggest protection? Would people save or revisit a feeling?

NEXT → Retest character readings and memory use after revisions.

EXPLORATORY MATERIAL · DESIGN RESPONSES ARE PROPOSALS · NO CLAIM OF VALIDATED EMOTIONAL BENEFIT

FROM INVISIBLE FEELINGS TO AN UNDERGROUND WORLD

A change in perspective: the creatures share our pressures, rather than cause them.

THEORETICAL LENS

01 / NON-PLACE

CORE IDEA / Transit can organise anonymous passage without creating lasting social relationships.

MY RESPONSE / Familiar routes also hold personal memories. This project gives passing feelings a place to remain.

Augé, M. (2023). Non-Places: An Introduction to Supermodernity. Trans. John Howe. Verso. Original French edition: 1992.

02 / MONSTER THEORY

CORE IDEA / A monster's body can embody the fears, desires and tensions of its cultural moment.

MY RESPONSE / A cute body can invite attention, but must not trivialise discomfort. Spikes protect a vulnerable creature.

Cohen, J. J. (1996). "Monster Culture (Seven Theses)," in Monster Theory: Reading Culture, pp. 3–25. University of Minnesota Press. See Thesis I.

WORLD RULES / THREE COMMITMENTS

01 / BORN FROM OVERLOOKED FEELINGS
Monsters take shape from feelings a journey leaves behind.

02 / ONE JOURNEY, DIFFERENT EXPERIENCES
Shared conditions do not produce identical feelings.

03 / COMPANY, NOT A CURE
A monster can keep a feeling company; it cannot fix the commute.

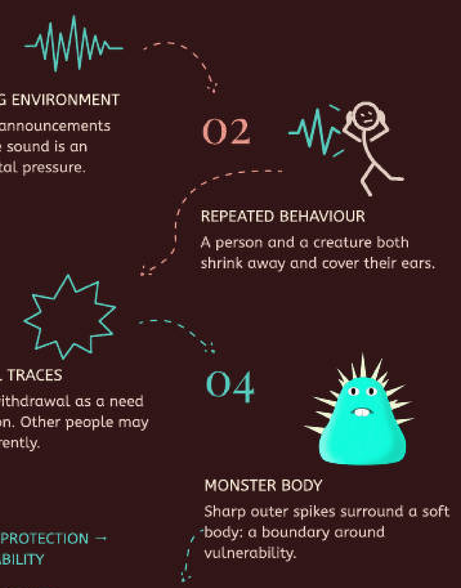
Theory informs interpretation; the creatures and narrative are a speculative design response.

CONCEPT TRANSLATION

WORLD PREMISE

Monsters are bodies left by overlooked feelings. We first misread them, then recognise a shared pressure.

ONE DESIGN EXAMPLE / NOISE → SPIKELING



TENSION → PROTECTION → APPROACHABILITY

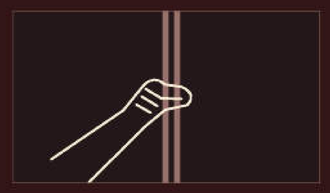
05 / KEEP IT QUIET

> A feeling can stay
> without an explanation.

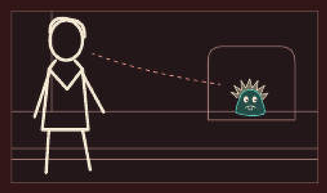
No text required → Save privately → Revisit

STORYBOARD / A CHANGE OF PERSPECTIVE

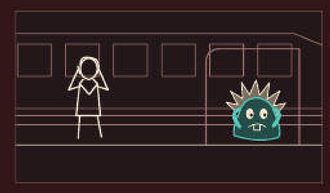
Revised film proposal / six key beats. Development drawings, not final footage.



01 / THE BODY REACTS
A hand tightens on a rail. Sound arrives before the creature.



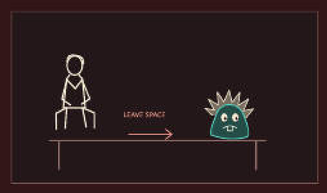
02 / A FIRST SUSPICION
The commuter notices spikes in a recess. Is this the source?



03 / THE SAME PRESSURE
One train passes. Human and creature flinch together.



04 / A SOFT CENTRE
Move closer: the spikes protect a soft, vulnerable body.



05 / SHARE A LITTLE SPACE
They shelter nearby. The noise continues; neither fixes it.



06 / A QUIET RESPONSE
The website offers a place for the feeling, without an explanation.

EXPERIENCE SCENARIO

NOTICE → ENTER → EXPRESS → REMEMBER

Recognise a shared bodily response. Follow the invitation to meet the same creature online. Write, speak or keep it quiet. Sharing is optional. Keep a device-local record; revisit or remove it.

CHARACTER DESIGN / FROM SKETCH TO OBJECT

A bodily response becomes a silhouette – then a way of relating to a companion.

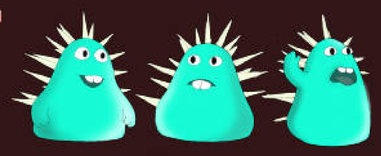


SPIKELING / BOUNDARIES
Spikes protect a soft body. Keep It Quiet turns that boundary into an interaction: no explanation required.



VIRUS MONSTER / EARLY EXPLORATION







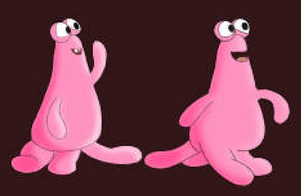


Microscopic forms informed early colour and silhouette tests. This is not a medical model; the chart concerns PM2.5, not virus levels.

NOXLING / GUARDED COMPANY
Folded wings and watchful eyes suggest guardedness. The invitation is to stay nearby without asking for disclosure.



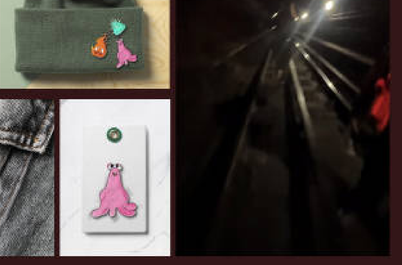




BUBBLE / HOLDING ON
A soft body stretches with the crowd. Its gestures suggest staying alongside someone, rather than demanding a fixed emotional label.







WEARABLE CHARACTERS / EARLY APPLICATIONS

SWELTERLING / DISCOMFORT
Flame edges and a sagging body express heat rather than cause it. The companion acknowledges discomfort without promising to remove it.



WHY A HANDMADE BODY

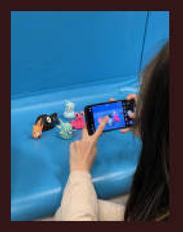
Air-dry clay gives each feeling weight, texture and an imperfect body. Sculpting and acrylic painting establish a material reference for its digital presence.



SCULPT



PAINT



FILM

FORM STUDIES / BEFORE COLOUR



PAINTED FIGURES / FRONT & BACK



Swelterling Noxling Bubble Spikeling Glitchling

WEBSITE EXPERIENCE / PLAY, CONNECT & REMEMBER

Three optional ways to take part: play, recognise a shared experience, or privately keep a feeling.

EXPLORE
Guide · Map · Report

PLAY
Monster Match

KEEP
Feelings · Memories

CONNECT
Stories · Responses

PLAY WITH THE MONSTERS



PLAY / MONSTER MATCH



MONSTER MATCH

PICK → HOLD → MATCH THREE

Meet the cast: match three creatures and keep space in the carriage.



THREE MATCH. ONE SET CLEARS.

Choose free tiles. Keep the seven-slot carriage from filling.

RESPOND · COMMENT · SAVE

Share an Encounter prepares an anonymous local draft.

Prototype stories and interaction counts.

FIND A SHARED FEELING







"I felt this too."

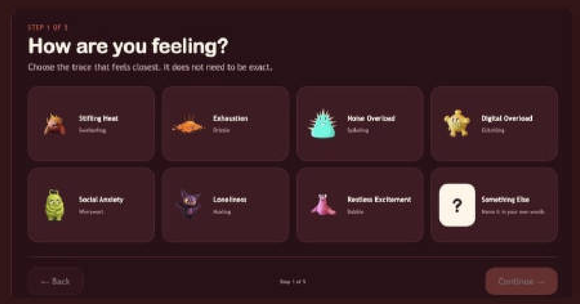
Read an encounter and recognise an experience similar to your own.

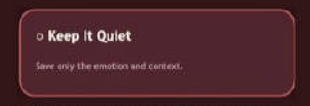
Runnable prototype · Device-local memories · Demonstration community stories and counts.

A MONSTER THAT STAYS WITH YOU

Quiet expression is a complete experience. Play and sharing are optional.

01 / LEAVE A FEELING





VOICE / WRITE / KEEP IT QUIET

Spikeling's protective boundary becomes a choice: save without explaining.

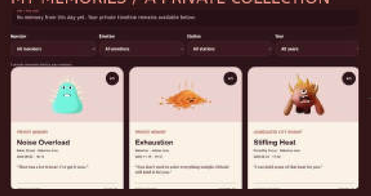


RETURN OVER TIME

Add a new reflection to a saved memory.

02 / RETURN TO YOUR KEEPER

MY MEMORIES / A PRIVATE COLLECTION



"That was a lot to hear.
I've got it now."



FROM SHARED PRESSURE TO QUIET COMPANY

The same creature connects a cinematic encounter with an optional, personal response.

MOVING IMAGE / THEY FEEL IT TOO

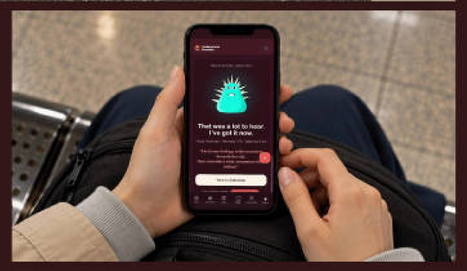
WATCH THE FILM ↗ YouTube · Full film











5 INVITED TESTERS / FEEDBACK » REVISION

One detailed response praised the visual identity and emotional keeper, while identifying three refinements.

01 / VISUAL CONSISTENCY

Reported: Noise Overload felt stylistically different. Revised: character styling and image sizes.

02 / MOBILE FRAMING

Reported: the mobile hero cropped important content. Revised: image framing on smaller screens.

03 / IMAGE LOADING

Reported: slow first loads and blank community cards. Revised: image-loading treatment; speed gains not measured.

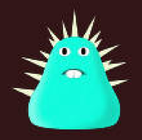
Film stills: current edit, 31 Oct 2026 · AI-assisted imagery + filmed footage · Website: prototype with demonstration data.

ONE CREATURE / ACROSS TWO MEDIA

01 / ENCOUNTER



02 / RESPOND

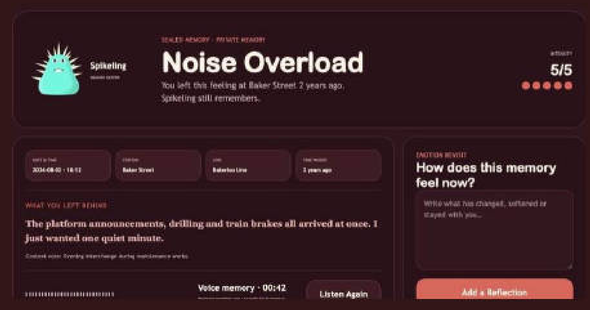


KEEP IT QUIET

No explanation required. A feeling can stay without being shared.

The same body carries the same meaning: protection around vulnerability.

03 / KEEP & RETURN



YOUR OWN PACE

Keep a device-local record. Return to it when you choose. Words and public sharing are optional.

Prototype screen shown with demonstration content.

AUTHORSHIP / MATERIAL TO SCREEN

I created the characters, drawings and clay figures, shaped the website experience and edited the film in Jianying. AI-assisted imagery and video sit alongside filmed footage and website captures.

LIMITS / NEXT CHECK

5 invited testers; public usage unknown. Next: retest mobile tasks and measure load times after the revisions.

OPEN WEBSITE

www.undergroundmonsterlondon.com

Light, Believe

A narrative exploration game connecting Huizhou fish-lantern making with my experience of leaving and rediscovering home.

INSPIRATION

I left Huizhou after primary school to study in Hangzhou, then the UK. Raised in the city, I first discovered our village fish-lantern tradition online.

After returning from the UK, I went to see it in person. The familiar warmth of local life made me feel close to home again. This rediscovery became the starting point for my game.



Field inspiration · Huizhou · My photographs

The girl based on me carries this rediscovery into the game.

DESIGN QUESTION

How can play help us rediscover a connection to home?

MY ROLE / RESEARCH · ILLUSTRATION · GAME & INTERACTION DESIGN



AI-GENERATED CONCEPT VISUALISATION

RETURNING TO HUIZHOU

From the waterways of my home region to fish-lantern traditions, field encounters and shared questions.

01 / BACKGROUND & PERSONAL CONNECTION

HUANGSHAN / XIN'AN RIVER



Huangshan locator · waterway © OpenStreetMap contributors

Huizhou, my home

Interview notes + field photographs
Looking beyond the lantern's appearance

01 How is lantern-making knowledge passed on?

02 What enables people to take part—and what makes it difficult?

02 / FROM RIVER TO RITUAL

Tracing water, fish and shared belief.



WATER & PLACE

The river became my starting point for exploring local belief.

FISH & PROTECTION

Local origin stories link fish and water with protection from fire.

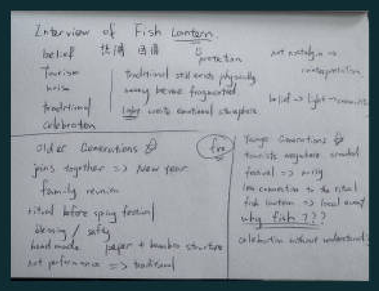
LANTERNS & PEOPLE

Carp-shaped lanterns bring people together through making and ritual.

AI-assisted interpretive illustration · Origin accounts: Tianjin University; Anhui News

03 / FIELD NOTES

From looking to asking





My field photographs · people and lanterns

04 / VOICES FROM THE FIELD

From individual accounts to shared questions

Pseudonyms · edited interview accounts · illustrative portraits



Fang · Village participant

"After military service in Shanghai, I returned to help organise the fish lanterns. Once someone leads, many people come back to help."

RETURNING & ORGANISING

Wang · Lantern maker

"As a girl, I watched from a distance. Later, I learned to make lanterns from my husband and father-in-law."



CHANGING PARTICIPATION



Ma · Photographer

"I hope to take my grandparents to see the lanterns, and help older people who find it difficult to attend."

ACCESS TO THE GATHERING

RESEARCH SYNTHESIS / CONNECTION REQUIRES PARTICIPATION

01 / Away »
Study, work or service elsewhere

02 / Return & organise »
Someone takes the initiative

03 / Make together
Share skills, labour and care

Interview basis: village participant, 20:12–23:46; maker and photographer accounts. This is a qualitative relationship, not a population trend.

Design question: how can making lead back to gathering?

ONE FISH, MANY CONNECTIONS

The fish lantern becomes a narrative of gathering, separation and reconnection.

01 / LEARNING THROUGH MAKING

Making & listening



Painting the lantern with local makers.

Making brought me closer to the lantern's materials and the people around it.

LISTENING IN THE VILLAGE



Video stills from interviews I filmed.

FRAME STUDY

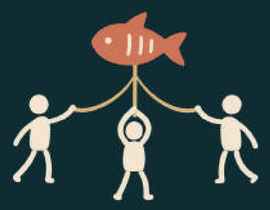




01 / PERSONAL CONNECTION

One fish

A single lantern begins with someone's hands, memories and wishes.



04 / AN INVITATION TO RETURN

Finding each other again

The lantern invites people to remember, participate and reconnect.



THE LANTERN AS A POINT OF CONNECTION

AI-assisted concept illustrations / narrative model



02 / SHARED PARTICIPATION

Becoming a shoal

Making, carrying and following bring individual lanterns into a shared journey.



03 / DISTANCE & MEMORY

Drifting apart

As people move apart, a once-shared experience can become more distant.

02 / CORE CONCEPT

One lantern carries a personal story. A shoal emerges through shared participation.

The lantern frames a journey of gathering, separation and reconnection—to people, shared practices and remembered places.

WHY A GAME?

Games let players learn through action and feedback. Making, signalling and sharing light turn the lantern's stories into participation, while the river connects each encounter.

FROM CONCEPT TO DESIGN / 04

Based on me, the orange-haired girl carries my perspective into the game. The boat carries her journey; the fish lantern connects her to people and stories.

DESIGN FRAMEWORK / MDA

Rules shape play behaviours, which may evoke an experience. Belonging is an intention to investigate, not a proven outcome.

Hunicke, LeBlanc & Zubek (2004). MDA: A Formal Approach to Game Design and Game Research, pp. 2–4.

03 / MDA IN THE EXISTING GAME RULES → PLAY BEHAVIOUR → INTENDED EXPERIENCE

M / Mechanics

01 Assemble frame and paper
02 Save a drawing to the final lantern
03 Raise flags and respond to drums

D / Dynamics

01 Build, inspect and correct
02 Experiment; recognise your own mark
03 Repeat cues; join the staged procession

A / Aesthetics

01 Discovery — understand the craft
02 Expression — leave a personal mark
03 Sensation / narrative — enter the ritual

MDA maps design intentions, not measured effects. Solo prototype: the gathering is simulated, not multiplayer.

GIVING THE JOURNEY A VISUAL WORLD

The girl is based on me, including my orange hair. She carries my perspective into the river journey.

01 / CHARACTERS, IMAGES & VESSEL

Characters and the objects around them

PICTURE BOOK / SELECTED FINISHED SPREADS







My illustrated story follows the girl's encounter with fish lanterns. AI assistance: photo cutouts and book mockups.

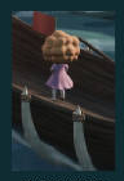
ILLUSTRATION / PHONE CASE, ACRYLIC OBJECTS & BADGES



The same girl and lantern motifs carry across the game, the book and everyday objects.





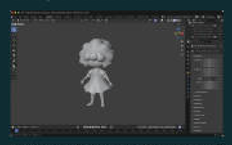


PLAYER AVATAR

My orange hair connects the hand-drawn character to my own perspective.

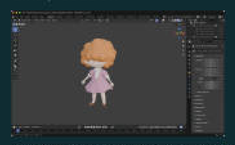
MAKING CHAIN / HUNYUAN BASE → MY BLENDER REFINEMENTS → IN-GAME ASSETS

GIRL / UNCOLOURED



Hunyuan base; my Blender refinements.

GIRL / COLOUR



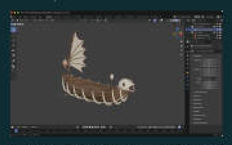
Hair silhouette and dress palette.

BOAT / UNCOLOURED



Hull, ribs and sail as solid forms.

BOAT / COLOUR



Wood, ribs and paper-like surfaces.

03 / SPACE & TIME

A river journey, from dawn to dusk



UNREAL ENGINE / river corridor & player viewpoint

ILLUSTRATION / CARDS & PICTURE-BOOK MOCKUPS





Cards and picture-book mockups explore the story as a physical object.

WHY A RIVER?

A continuous river route connects the encounters to my home landscape in Huizhou.

WHY DRIFT IN A BOAT?

A slow boat journey gives players time to notice objects, sounds and changing light.

WHY DAWN TO DUSK?

As daylight fades, the lantern becomes a focal point for the final gathering.

DAWN → DAYLIGHT → DUSK

One continuous setting; six object encounters unfold within it.

LIGHT, BELIEVE / My hand-drawn artwork; AI-generated base models refined by me in Blender.

ONE LANTERN, SIX CONNECTED ACTIONS

Build the frame, cover it with paper and add your drawing. These contributions come together in the lantern you finally light.

MDA IN PLAY / MAKING RULES → CUMULATIVE PARTICIPATION → INTENDED CONNECTION & BELONGING

01 / Frame
Join the bamboo structure

02 / Paper
Cover the structure you built

03 / Your drawing
Save colours and strokes

06 / Light
Your drawing returns on the lantern

04 / Flag signals + 05 / Drum response carry the handmade lantern into the final gathering.

01 / BAMBOO · BUILD THE FRAME



Assemble bamboo with the makers.
This frame becomes the base for the paper in 02.

02 / PAPER · COVER THE FRAME



Fit paper pieces onto the bamboo frame.
The covered surface is ready for your drawing in 03.

03 / BRUSH · ADD YOUR DRAWING



Collect colour and create your own pattern.
Your drawing appears on the lantern lit in 06.

04 / FLAG · GATHER THE GROUP



Hold to raise the flag; release to call the group.
Making becomes a shared celebration.

05 / DRUM · SHARE THE RHYTHM



Respond to the drum and join the rhythm.
Sound carries the gathering towards the lighting.

06 / FISH LANTERN · LIGHT YOUR CREATION



Light the lantern you helped make.
Look for your drawing on its paper-covered body.

ALL SIX IMAGES / Actual gameplay from my own game, designed and built in Unreal Engine.

FROM MY STORY TO THEIR EXPERIENCE

Four hands-on participants informed revisions; a follow-up replay checked the added fireworks. Learning and emotional impact remain to be tested.

01 / THE PLAYABLE EXPERIENCE

My perspective, shared through play



My Unreal Engine game prototype / four participants played it themselves.

PLAY LIGHT, BELIEVE ONLINE / OPEN GAME

NEXT STRUCTURED TEST / TASKS TO OBSERVE

01 Build and cover the lantern without prompting.
02 Draw a motif; find it again in the final lantern.
03 Explain what the gathering means after playing.

02 / FOUR PARTICIPANTS · HANDS-ON PLAY + QUALITATIVE FEEDBACK

Four perspectives on the same journey

PLAYER 01



BACKGROUND

JHU graduate student from Anhui.
Enjoys playing games on Steam.

FEEDBACK / PARAPHRASED

She suggested a fireworks finale to echo the live celebration and add a dreamlike atmosphere.

CONTEXT

We attended the Huizhou fish-lantern performance together.

IMPLEMENTED

I added particle fireworks as the game's final climax.

PLAYER 02

BACKGROUND

Computer science student
Based in London

FEEDBACK / PARAPHRASED

They found the game fun, but felt it ended too quickly and suggested adding more levels.

DESIGN BASIS

The game follows the fish-lantern making process.

RETAINED

I kept six levels to tell this complete journey.

PLAYER 03



BACKGROUND

Japanese participant; unfamiliar with Huizhou fish-lantern traditions.

FEEDBACK / PARAPHRASED

She enjoyed the game and wanted to visit Huizhou to make a fish lantern herself.

RESPONSE

Interest in trying the craft beyond the screen.

NEXT VALIDATION

Does curiosity lead to a deeper understanding?

PLAYER 04



BACKGROUND / FIELDWORK PORTRAIT

Local resident who guided my village interviews.

FEEDBACK / PARAPHRASED

The recorded village drumming brought him back to a live fish-lantern procession. He found it familiar and moving, and felt the game could engage younger audiences and encourage visits to Wangmantian.

RETAINED / FIELD AUDIO

Field recordings connect the digital journey with lived memories.

03 / FEEDBACK → REVISION

"Add fireworks to the ending."

Player 01 · paraphrased
Fireworks added; replayed

BEFORE / WITHOUT FIREWORKS



AFTER / FIREWORKS ADDED



NEXT / TEST THE EXPERIENCE, NOT ONLY PREFERENCE

After adding fireworks, participants replayed the game and offered no further actionable suggestions. Next: observe whether they recognise their drawing and explain the making-to-gathering connection.

Small qualitative sample: four initial players. Replay feedback does not establish gains in cultural understanding or emotional engagement.

Second Horizon

A shared adventure in Xixi Wetland

Second Horizon is a shared wetland adventure proposal: one mystery connects robot-guided clues, an iOS App and a virtual seasonal reveal for friends.

ROBOT INTERACTION PROPOSAL / VR CONCEPT & SCREEN PROTOTYPES / WORKING iOS APP

Xixi Wetland · Hangzhou, China

WORKSHOP CONTEXT / JUNE 2025

A given medium.

China Academy of Art × DEEP Robotics
The robot dog was the starting medium.
My site: Xixi, in my home city Hangzhou.

One connected adventure

Robot dog	VR	App
Explore together	Enter the story	Collect & share

Robot actions: proposed
VR: video + desktop / mobile prototypes

DESIGN QUESTION

How can a shared adventure bring young adults to Xixi?

My task: shared play for young adults visiting Xixi with friends.

MY ROLE / Research, visuals + interaction.
App UI by me; code with AI assistance.

What makes a visit worth sharing?



01 / Entrance map
Orienting myself

02 / By boat
Looking through a window

03 / On foot
Finding the next stop

04 / Waterside
Noticing a fleeting moment

MY FIELDWORK

01 Walk-through
02 Informal conversations
03 Personal experience notes

OBSERVATION → BREAK → DESIGN SUPPORT

I began by boat, then continued on foot.



Context: my boat photograph

01 / A framed view

SAW / A restricted view from the boat.
GAP / Commentary and scenery fell out of sync.
NEED / A clue tied to what is in view.



Context: entrance map

02 / Where next?

SAW / I reached shore without a clear next stop.
GAP / The visit lost its direction.
NEED / A visible task and next action.



Context: waterside photograph

03 / A missed moment

SAW / I looked too late to see a waterbird.
GAP / A fleeting discovery could not be shared.
NEED / Save evidence and compare together.

Photos document the setting, not the precise waterbird moment.

PERSONAL EXPERIENCE / WATERSIDE VISIT

The setting made me want to stay.

The water setting gave me space to relax, talk with friends, and take photos to share. Afternoon tea was secondary.

WATER SETTING / TIME WITH FRIENDS / SHARED MEMORIES

DESIGN HYPOTHESIS / TO TEST

Could exploring Xixi offer the same pleasure of doing something memorable together?

FROM OBSERVATION TO DESIGN

Turn a visit into a shared discovery.

01 **Situate the clue**
Connect the story to the waterside.

02 **Guide the next action**
Keep the shared task visible.

03 **Keep discoveries**
Let friends compare and remember.

Sources: my June 2025 field photographs, notes and personal recollection. Photos show the setting, not an afternoon-tea session. Wider appeal is untested.

One invitation. A shared adventure.

One reflection clue passes between media. Friends combine an image and a message, unlock the seasonal scene, then confirm it together.

01 / ROBOT → OBSERVER

Notice the reflection.



WHO / One friend follows the robot's cue.
SEES / A staged image below the waterline.
HANDOFF / The image becomes App evidence.

02 / APP → CLUE KEEPER

Compare image + words.



WHO / A friend flips the image and reads aloud.
SEES / Stems + "white in autumn; still rooted."
HANDOFF / Agree on reeds to unlock VR.

03 / VR → EXPLORER

Enter the autumn scene.



PROPOSED / One friend explores seated VR.
SEES / Reed plumes in a different season.
HANDOFF / Describe the view to friends.

04 / FRIENDS → SHARED ANSWER

Confirm the scene together.



WHO / Others guide using the saved App clues.
SEES / Their evidence matches the VR "snow."
HANDOFF / Swap roles; keep a shared memory.

WHAT I LEARNED → WHAT I DESIGNED

June 2025 · personal field notes / design responses are hypotheses

01 / SEEING



Boat interior · field photo

The boat framed my view.

Windows restricted what I saw; the commentary did not always match.

ROBOT → A cue at a designated waterside story stop.

02 / FINDING THE NEXT STEP



Wayfinding · reference

I did not know where to go.

After leaving the boat, I was unsure where to begin on foot.

APP → One current task, a next stop and visible progress.

03 / KEEPING THE MOMENT



Waterbird · reference

I missed the waterbird.

By the time I looked where a visitor pointed, it had gone.

APP → Replayable story clues, saved evidence and a clue bag.

04 / SHARING THE VISIT



Waterside · field photo

The setting made me stay.

Water, conversation and photos mattered more to me than the tea.

SHARED PLAY → Exchange roles, agree on a reveal, keep a postcard.

WHY A ROBOT?

An embodied story companion.

Its low viewpoint and pause / turn cues make a designated stop noticeable. This is a design hypothesis, not a proven advantage.

WHY AN APP?

A persistent shared reference.

Tasks, evidence and progress continue on the phone. Live shared state and the reflection interaction still need implementation.

WHY VR AT XIXI?

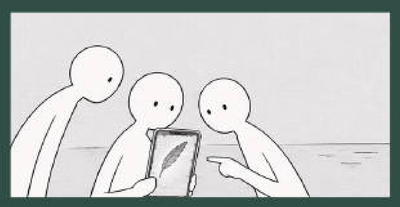
Another season, revealed together.

In the proposal, seated VR reveals autumn reed plumes beyond the current season. Friends use App hints to identify the scene together.

PROPOSED SYSTEM / Staged digital clue; no wildlife trigger. App foundations exist (P5); robot triggers, shared state and headset links are not yet connected.

THE NIGHT HERON'S INVITATION / STORYBOARD

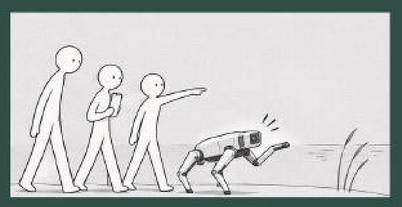
Six shared moments connect the visit. The reflection puzzle shows how the robot image, App fragment and VR reveal work together.



01 / Receive the invitation

READ / A broken invitation with friends.
LEARN / "Where autumn wears white."

NEXT → Choose a companion to follow.



02 / Meet your companion

CHOOSE / Observer and clue keeper.
LEARN / The robot points to the first stop.

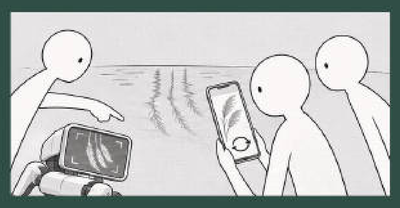
NEXT → Follow its cue to a feather.



03 / Recover the feather

SAVE / The feather fragment in the App.
LEARN / "White in autumn; still rooted."

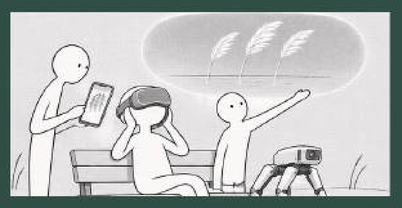
NEXT → Find the image that fits the words.



04 / Decode the reflection

FLIP / The reflection; compare both clues.
LEARN / Rooted stems + autumn = reeds.

NEXT → Agree on reeds to unlock VR.



05 / Find the scene together

MATCH / VR scenery with friends' App hints.
LEARN / The "snow" is autumn reed plumes.

NEXT → Swap roles, then keep the discovery.



06 / Make a shared memory

CHOOSE / A group photo and saved clues.
GAIN / One shared visit postcard.

TAKE AWAY → A memory to save or share.

INSIDE STEP 04 / TWO CLUES, ONE SHARED ANSWER

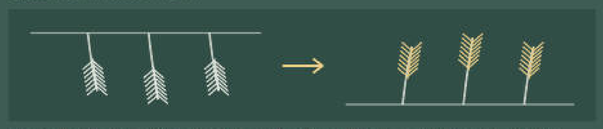
SETUP / THE INVITATION

"Meet me where autumn wears white."

At a designated path stop, the robot would provide a staged reflection image. The friends have already saved the feather's message in the App.

Digital story clues / no real wildlife trigger

OBSERVER / ROBOT VIEW



The pale shapes sit below the waterline. What would they look like upright?

APP ACTION / Flip reflection

CLUE KEEPER / APP FRAGMENT

"White in autumn.
Still rooted, never flying."

Read the fragment aloud. Compare it with the flipped image; agree before confirming.

A / Snow B / Waterbirds
C / Reed plumes

SHARED CHOICE / FEEDBACK

C / Reed plumes

IMAGE / Upright stems stay rooted.
WORDS / White appears in autumn.
TOGETHER / Reeds: unlock the VR scene.

IF A OR B IS CHOSEN

Snow falls; birds fly. Neither fits both clues. Keep the image and text, discuss, then retry.

Proposed interaction / current App foundation on p05

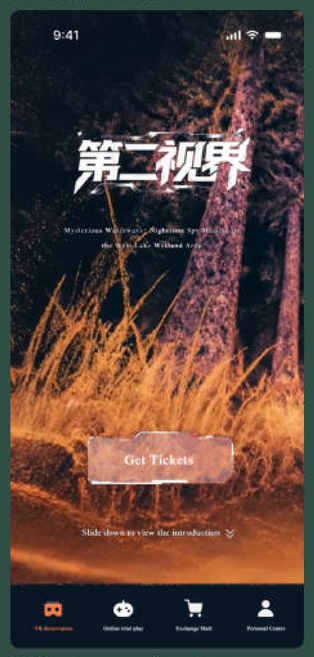
AI-assisted storyboard visualisation. Six-step experience, robot display and reflection puzzle are proposed; virtual autumn reeds are not June field observations.

The working foundation for the six-step story.

I independently designed the App UI and interactions; its code was developed with AI assistance.
Tasks, evidence, clue bag and reports work in the App. Robot actions are proposed; VR is a video / screen-based prototype.

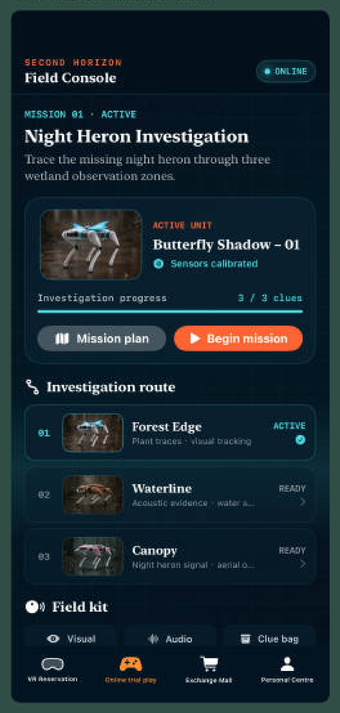
TRY THE NATIVE APP
Open iPhone App ↗
Interactive cloud demo
No installation required

01 / ENTER THE STORY

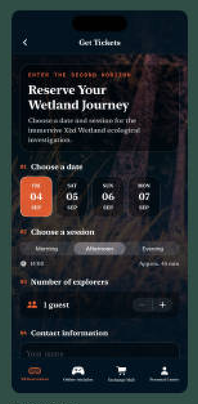


Briefing + companion selection

02 / YOUR CURRENT TASK



SUPPORTING / BOOKING & REWARDS



Booking



Exchange mall



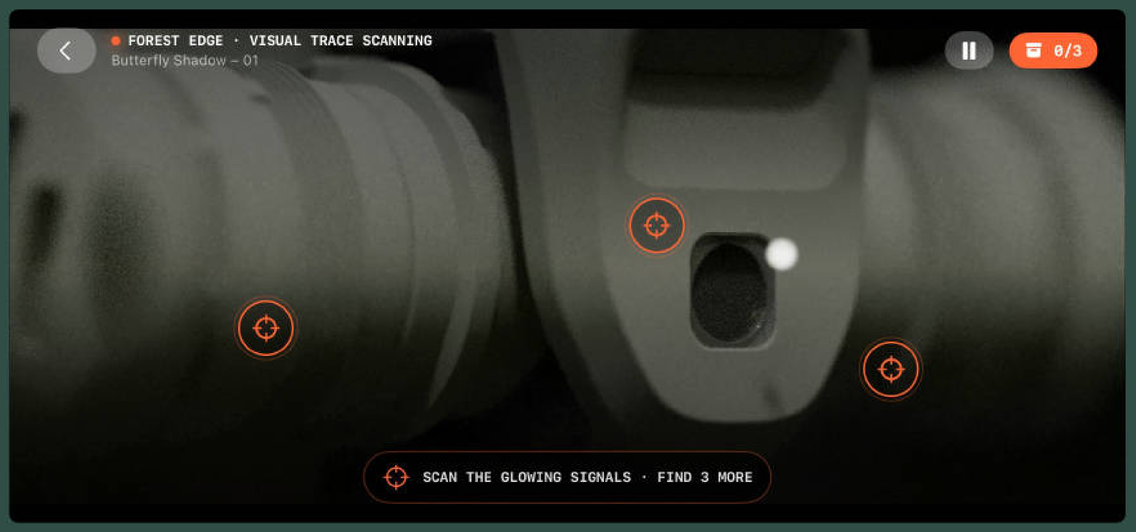
Personal centre

BEFORE / Local booking: choose a date, session and group size. No live ticketing connection.

OPTIONAL / Browse rewards and save favourites. Checkout and orders are local demonstrations.

AFTER / Open the investigation report; review completed routes, points and personal progress.

CORE LOOP / OBSERVE → COLLECT → COMPLETE

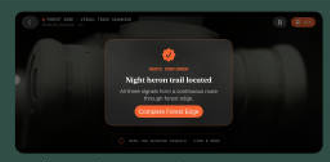




01 / Acquire evidence



02 / Review the clue bag



03 / Complete → review report

P4 / 01 INVITATION · 02 COMPANION

NOW / Briefing, local booking + companion selection.

NEXT / Invitation teaser, group entry + role assignment.

P4 / 03 FEATHER · 04 REFLECTION · 05 VR

NOW / Tasks, evidence, clue bag + route completion.

NEXT / Shared clue state + robot / VR connections.

P4 / 06 SHARED MEMORY

NOW / Reports, points + personal progress.

NEXT / Group photo, visit postcard + sharing.

BUILD CHECK / Forest Edge: 3 clues, route completed, +100 points. Booking and commerce use local demo data. No robot-control or headset integration has been implemented.

WATCH PROJECT FILM ↗

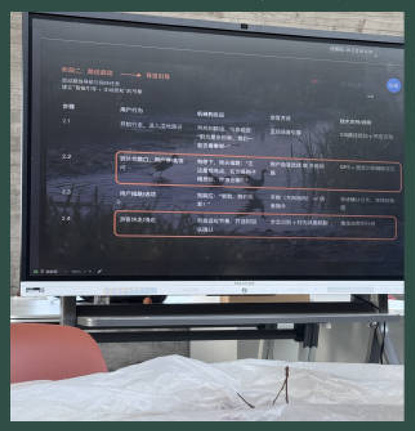
From workshop presentation to a playable App.

Stakeholder questions brought implementation cost and commercial viability into the next stage of development.

01 / PRESENTED IN THE WORKSHOP

Bringing the proposal to stakeholders.

Presented to China Academy of Art professors, DEEP Robotics leaders and Xixi Wetland's cultural tourism director.



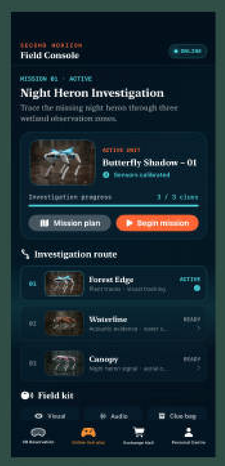


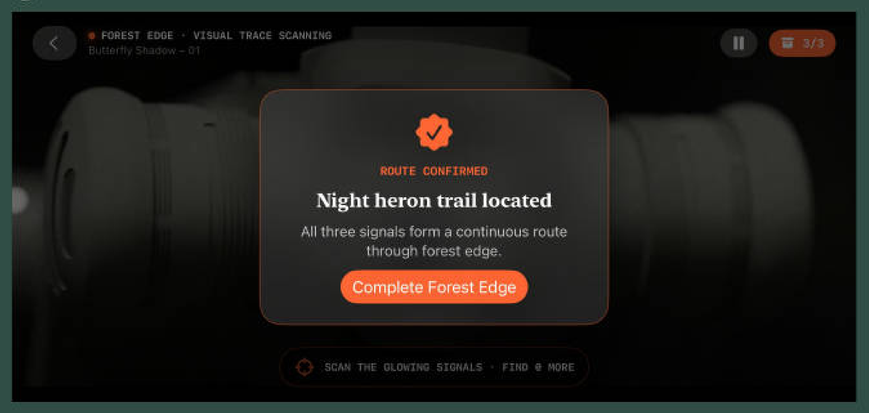
Workshop presentation photographs / proposal review, not an App usability test.

The review raised two practical questions: who funds adaptation, and how could the experience sustain itself?

CURRENT BUILD / FUNCTIONAL WALKTHROUGH

Make the investigation work.





3 / 3 clues / route complete / +100 points

The Night Heron case now has selectable routes, evidence collection, a clue bag and a completion report.

Developer walkthrough: Forest Edge completed in the simulator. This checks a working flow, not usability with visitors.

01 / DEEP ROBOTICS · REVIEW COMMENT

Appearance changes need funding.

The company noted that changing the robot's appearance would require financial support.

MY NEXT STEP / Test with the existing robot before costing a redesign.

02 / XIXI WETLAND · REVIEW QUESTION

Can the experience be profitable?

The tourism representative questioned whether the proposed experience could generate a profit.

MY NEXT STEP / Estimate operating costs and test willingness to pay.

03 / NEXT VALIDATION · NOT YET RUN

Validate experience and feasibility.

Compare a small pilot's staffing, duration and capacity against potential ticket income.

NEXT / Friend-group playtest + operating-cost / pricing study; no visitor usability results yet.

Feedback paraphrased from my recollection of the workshop review. Cost, pricing and group-play validation remain future work.

MY CONTRIBUTION / Research, visual and interaction design; independent App UI design with AI-assisted code. Robot actions remain proposed.