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RESPONSIVE MOBILE ENVIRONMENTS

2017

SOCIAL GRAFTS

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no

one



# SOCIAL GRAFTS\_memory context

## SOCIAL BEHAVIOUR

- # How do we behave in society?
- # Different behaviour depending on physical spaces. Bus/train vs Common buildings vs Streets.

## SELF-IDENTITY

- # How dramatic would it be to lose your self-identity and not recognise familiar faces?
- # How dramatic is for the rest of your community?
- # Reactions?

## KEY CONCEPTS:

- # Parallel society
- # Limit of time
- # Marked people
- # New interactions
- # Extreme cases

## INSTRUCTIONS:

The concept works as a new society where people sign up in the NO-ONE system.

You, as a part of the community, commit to suffer grafts of extreme memories based on extreme personalities.

You are fully tracked and recorded.

You lose your identity for a set time.

You don't choose the new memory that is going to be inserted in you.

You won't recognise your normal life, so you will interact with the rest of the world in such different ways.

You will still have slight memories about yourself, but you will be confused.

# SOCIAL GRAFTS

## EDGE CASES:

#EXTREMELY POSITIVE  
#EXTREMELY NEGATIVE  
#EXTREMELY AGGRESIVE  
#EXTREMELY SAD  
#EXTREMELY DEPRESSED  
#EXTREMELY ACTIVE  
#EXTREMELY PASSIVE  
#EXTREMELY INTELLIGENT  
#EXTREMELLY DUMB  
#EXTREMELLY UNHEALTHY  
#ONLY KID MEMORIES  
#ONLY ADULT MEMORIES

## INTERACTIONS:

2 level of interactions  
\_between no-one society  
\_between normal people and no-one society  
\_normal people don't necessarily know they are the other society, unless they discover them...

## PLATFORM:

Prosthetic (individual) - GraftStore(social)

## QUESTIONS:

How it affects the society we live in?  
Will the no-ones become wiser after experimenting the extremes?  
How does it affect our friends/families...?  
Will it help construct better societies?  
Since you are fully tracked, will we understand better the social behaviour?

## NEW BEHAVIOUR:

You will act based on the extreme you are given.  
The way you talk  
The way you eat  
The way you move  
The way you have sex  
The way you work

interactivity between parallel societies??  
it would raise awareness towards extreme scenarios

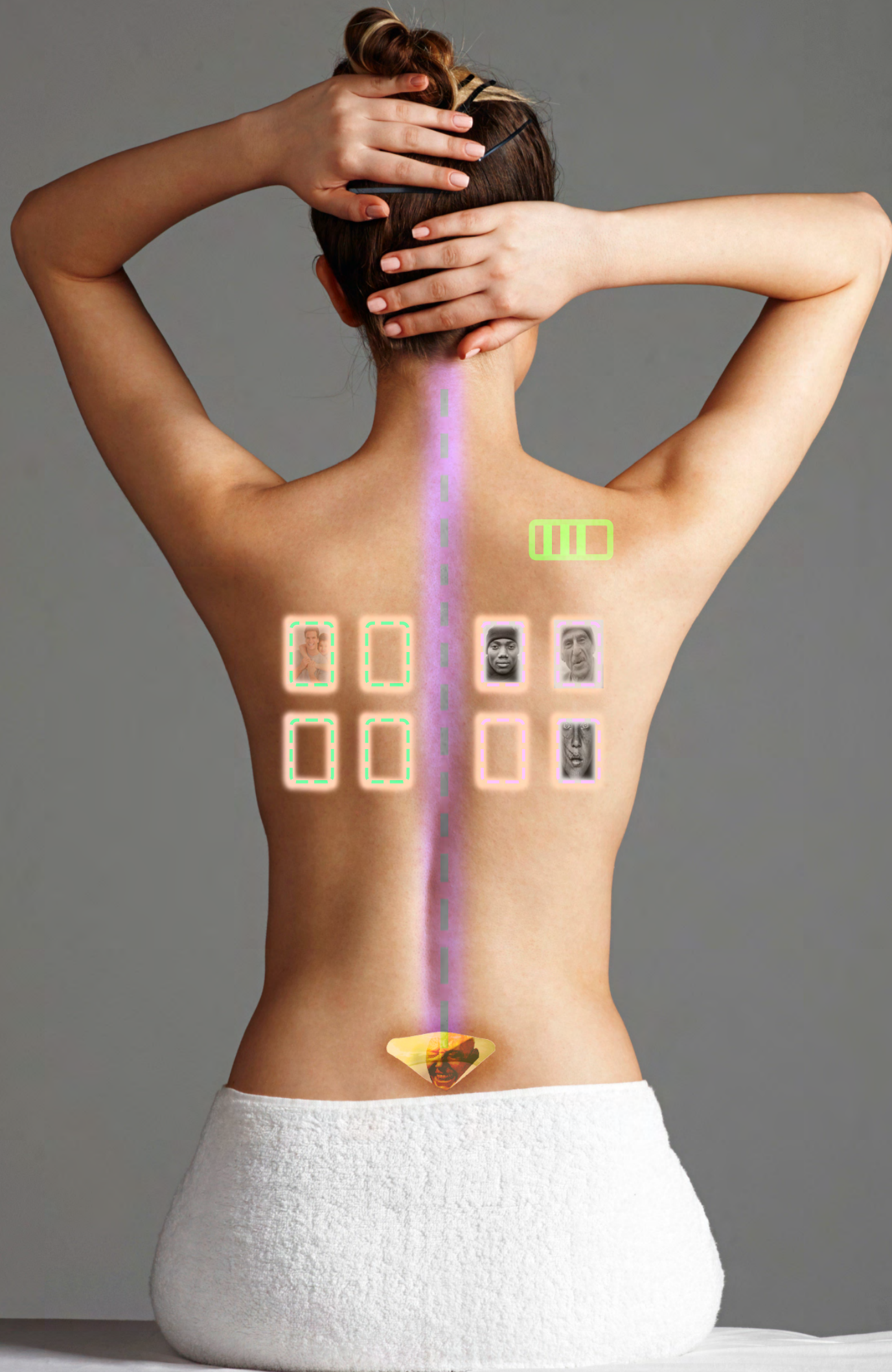


map of interaction

EDGE CASES:  
#EXTREMELY POSITIVE  
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MOMENT OF LOSING SELF IDENTITY AND GRAFTING A  
EXTREME CASE MEMORY



# PROSTHETIC // // // // // // // //

SIGNAL DIRECTLY TO YOUR BRAIN

INFO SCREEN ON THE BACK, SO YOU CANNOT SEE IT

FILLING THE RECTANGLES AS YOU GO

LEFT SIDE == OLD MEMORIES

RIGHT SIDE == NEW INTERACTIONS

BATTERY SIGN == TIME LEFT





