URBAN ASSEMBLAGE: THE CITY AS ARCHITECTURE, MEDIA, AI AND BIG DATA.

- **Paper / Proposal Title:**

  Everyone is an Island: spatial narrative as an art practice in combating unhealthy socialising behaviours influenced by social media in modern society

- **Author(s) Name:**

  Shupin Liu

- **University or Company Affiliation:**

  Central Saint Martins, University of the Arts London

- **Abstract (300 words):**

  *Everyone is an Island* is an immersive, multi-sensory experience that challenges the way college students build relationships in social-media-influenced modern society that they feel immersed in either social interactions or loneliness. It encourages 18–25-year-old college students to explore the balance between solitude and companionship, aims to raise college students' self-awareness, learning to understand and taking care of their feelings, and offering an opportunity to experiment with their balance between solitude and companionship. Moreover, it encourages students to understand other's need for solitude and to develop more understanding and meaningful relationships.

  In today’s hyper-connected world, 18–25-year-old college students, who are also known as digital natives, are manipulated by social networking services unconsciously. On the one hand, with the easy access to information about all kinds of activities and events happening across one’s social media network, one can be forced to inundate in social interactions. In this such over-socialising situation, one can feel disconnected with the
surroundings and not able to engage with others. On the other hand, social media can be so distracting that one can struggle to engage with their own mind, thoughts and feelings and not able to enjoy the solitary time. Both situations jeopardise their mental health with anxiety, dissatisfaction, and depression.

Seeing architectural space as a form of art, Everyone is an Island applies spatial narrative theories into practice, creates a wonderland for the visitor to explore the emotions arising from unwanted socialising or unwanted solitude, by materialising feelings of over-socialisation and over-isolation in a series of rooms with different atmospheres. It is a journey of getting lost, recollection, reflection and reclamation eliciting a self-reflective exploration of the balance of solitude and companionship that as it discloses while unfolding, leads to reclaiming power from the social media.

- Author(s) Biography (200 words each):

Shupin Liu is a Spatial Experience Designer who practices spatial narrative skills to create site-specific experiences. She was graduated from Central Saint Martins, University of the Arts London with a MA degree in Narrative Environments. She also holds a BA degree in Environment Design from Zhejiang University.

Her interest in the human-environment interaction and cognitive experience leads her to work as a researcher and creative director in the immersive experience industry. She also works on social engagement, brand event, and city branding projects. From her experience to collaborate with creative artists from different disciplines, she learnt to interpret the design process from different perspectives and how storytelling could enhance the value of the space. Her enthusiastic in travelling leads her to underline the endemic culture in her creative practice. Her recent works focus on the architectural space’s mediating role towards the impact of social media on social behaviour and mental health, and the architectural space’s ability to meet the intrinsically motivated needs for solitude.

Her research interests are in the ways people interact with designed spatial environments, the embodiment of emotions in the architectural space, and the relationship between art, architecture and psychology and how this contributes to mental wellbeing.