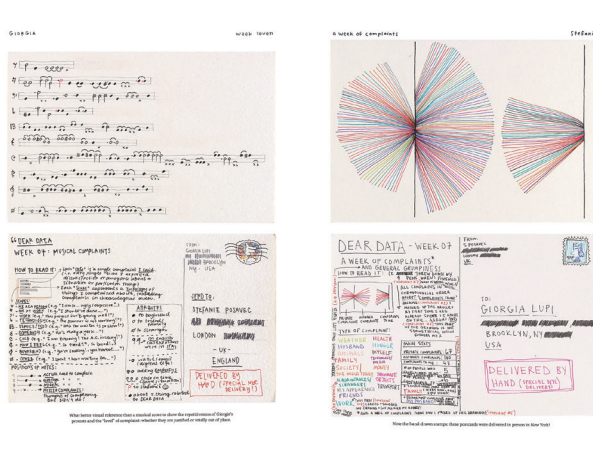
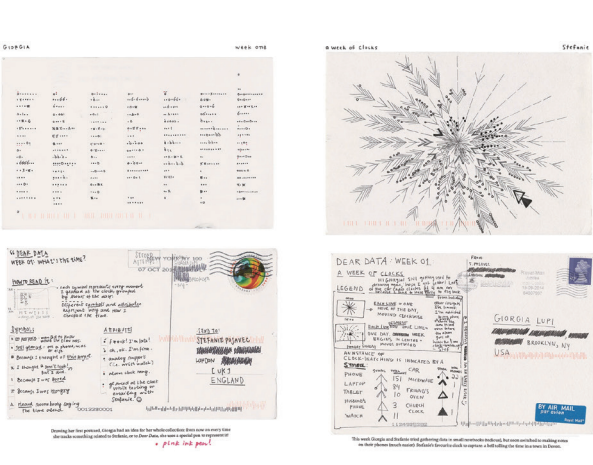
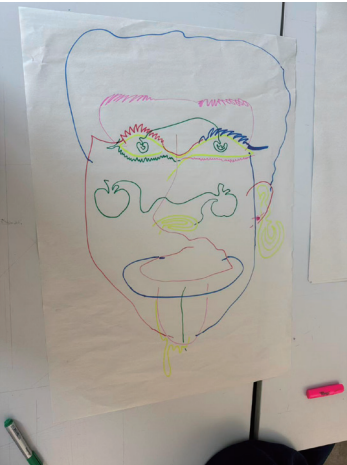
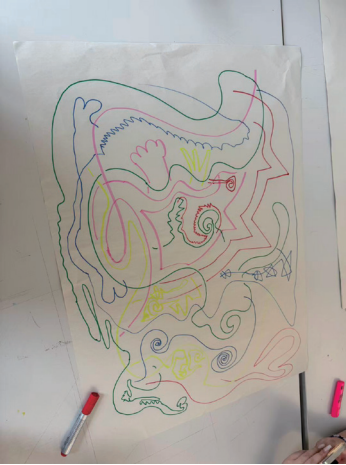


The background is a collage of several pieces of paper. The papers are covered in various colorful scribbles and geometric shapes drawn with markers. The colors include red, blue, green, yellow, purple, and pink. The shapes include circles, triangles, squares, and abstract lines. The papers are layered, with some overlapping others, creating a sense of depth and movement. The overall aesthetic is creative and artistic.

Project 1

Social Drawing

Inspiration

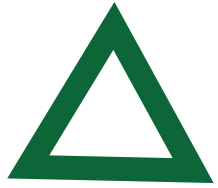


Through the introduction and practice of Conditional Design in class, I was deeply inspired and gained insights into several design directions: First, focus on the dynamic unfolding of logical operations rather than static visual outputs; second, establish frameworks by formulating clear, actionable rules; and finally, infuse humanistic elements into rigorous rule systems through integration with natural or social interactions, thereby enriching their meaning.

Inspired by Giorgia Lupi and Stefanie Posavec's Dear Data project, I realized that data visualization needn't be confined to cold charts—life's fleeting moments can also be transformed into engaging hand-drawn records. I envisioned our game not merely as a geometric drawing tool, but as a real-time visualization system capturing social interactions in the moment, translating intangible exchanges into tangible visual trajectories.

Jackson Pollock's Action Painting abandoned the depiction of objects, instead recording the artist's individual physical movements and energy on canvas; my design is also a form of Social Action Painting. However, I focus more intently on the complex dynamics of group social interactions. Thus, I sought to translate laughter, conversation, and movement into visual language through established rules. This is a psychological and interactive map of a group, making invisible social relationships visible on paper.

Create



Touching hair



Coughing



Smiling



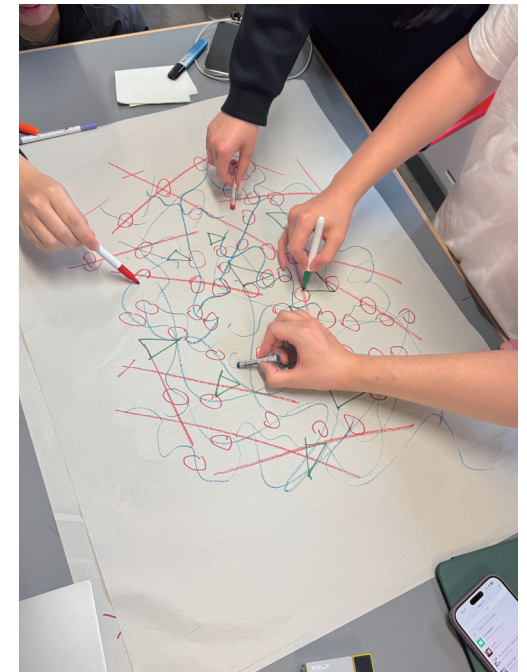
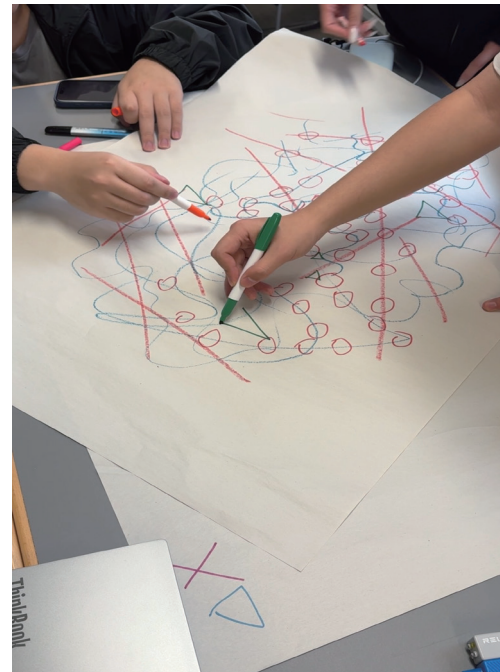
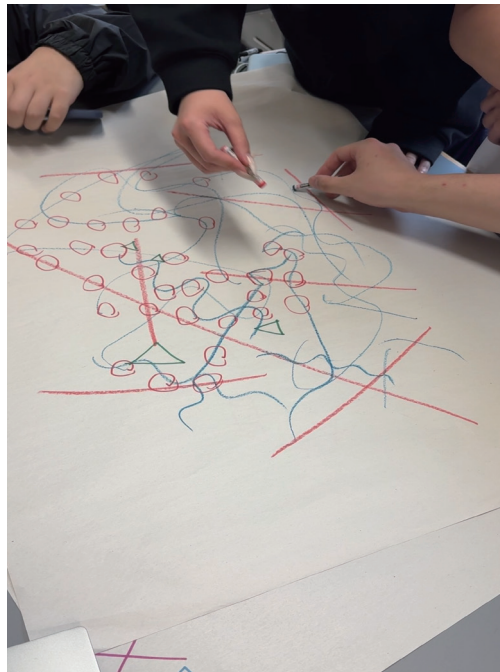
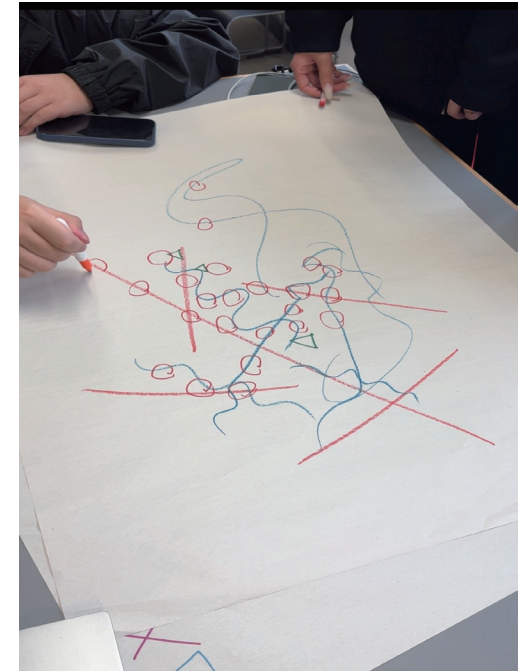
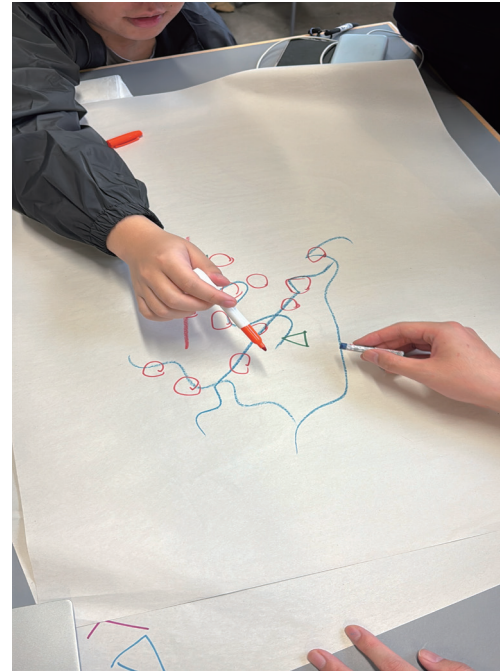
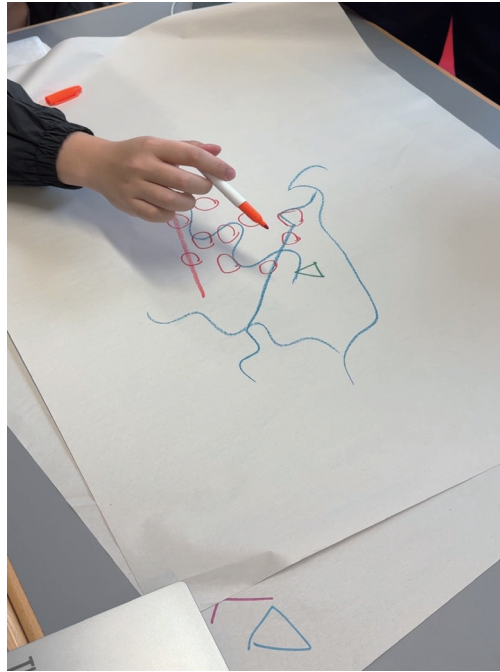
Standing up

Social Drawing Rules

Materials: Large sheet of paper + Multicolored pencils + Multiple participants

Rules and Conditions:

1. Each person chooses a color, a shape, and a distinct action (e.g., laughing, talking, or moving).
2. Whenever someone laughs, talks, or moves, draw their assigned color and shape on the paper.
3. Observe the artwork after 5 minutes.





Observing the final image, it is not merely an abstract diagram but a precise analysis report of group interactions: the density distribution of lines intuitively quantifies the level of activity within the social space; The dominance of colors and graphic elements clearly reveals prevailing behavioral patterns within the group (e.g., red circles representing laughter outnumber blue curves signifying coughs); while the blank spaces silently document moments of silence or subtle pauses in the interaction. Through these visual cues, fleeting social states are permanently captured.

Conclusion

“Social Drawing” transforms laughter, speech, and movement into lines, successfully converting invisible interpersonal dynamics and conversational atmospheres into visible visual totems through logical rules. This allows participants to intuitively perceive group interaction patterns. Though the final five-minute drawings may appear chaotic, they reveal whether the atmosphere is lively or quiet, and how individuals influence one another.

