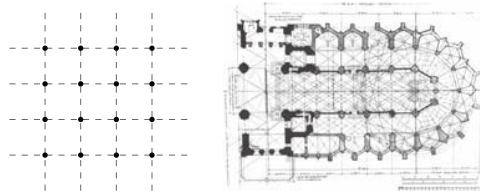
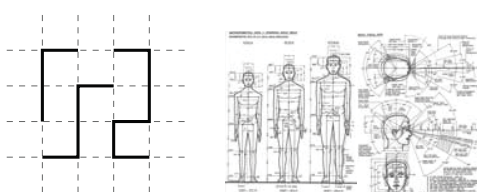


How Space works as Media?

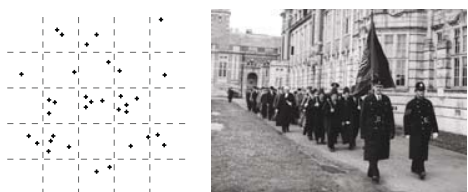
Level 1 Structure (Matrix)



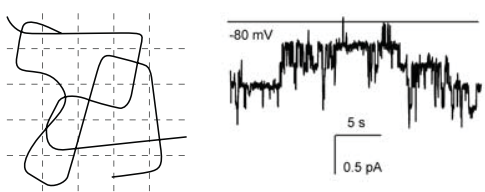
Level 2 User Interface (Limitation)



Level 3 Events

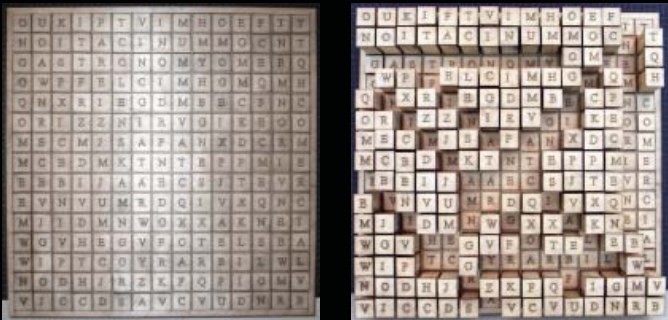


Level 4 Trace



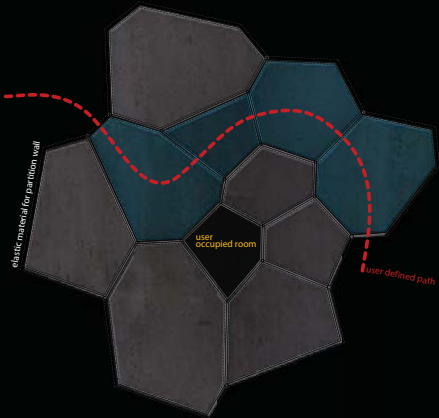
1.Labyrinth Generator

The first test of this concept was a 2 sides word search game board, which is composed by 225 elements. every element is written different letter on both side. By interacting with them, user can make “words”, and “space“. This model cast the activities from both sides, and shows how the boundary shifts.



2.Information Dock

The second test was a small shelter, a exhibition space. the rooms are partitioned by elastic ropes. every compartments are in irregular form. The image, or information, which are desided by the users in the next rooms, will be projected on the “elastic wall”. User can choice ther path through rooms or occupy a room according to different usage.



3. Pillars' Pavilion

By the third test, i would like to challenge the immovabilities of architecture. The pavilion is filled with movable columns. Visit of one, or more users will be sensed, columns will adapt themselves to the activities in this field and still support the roof.

