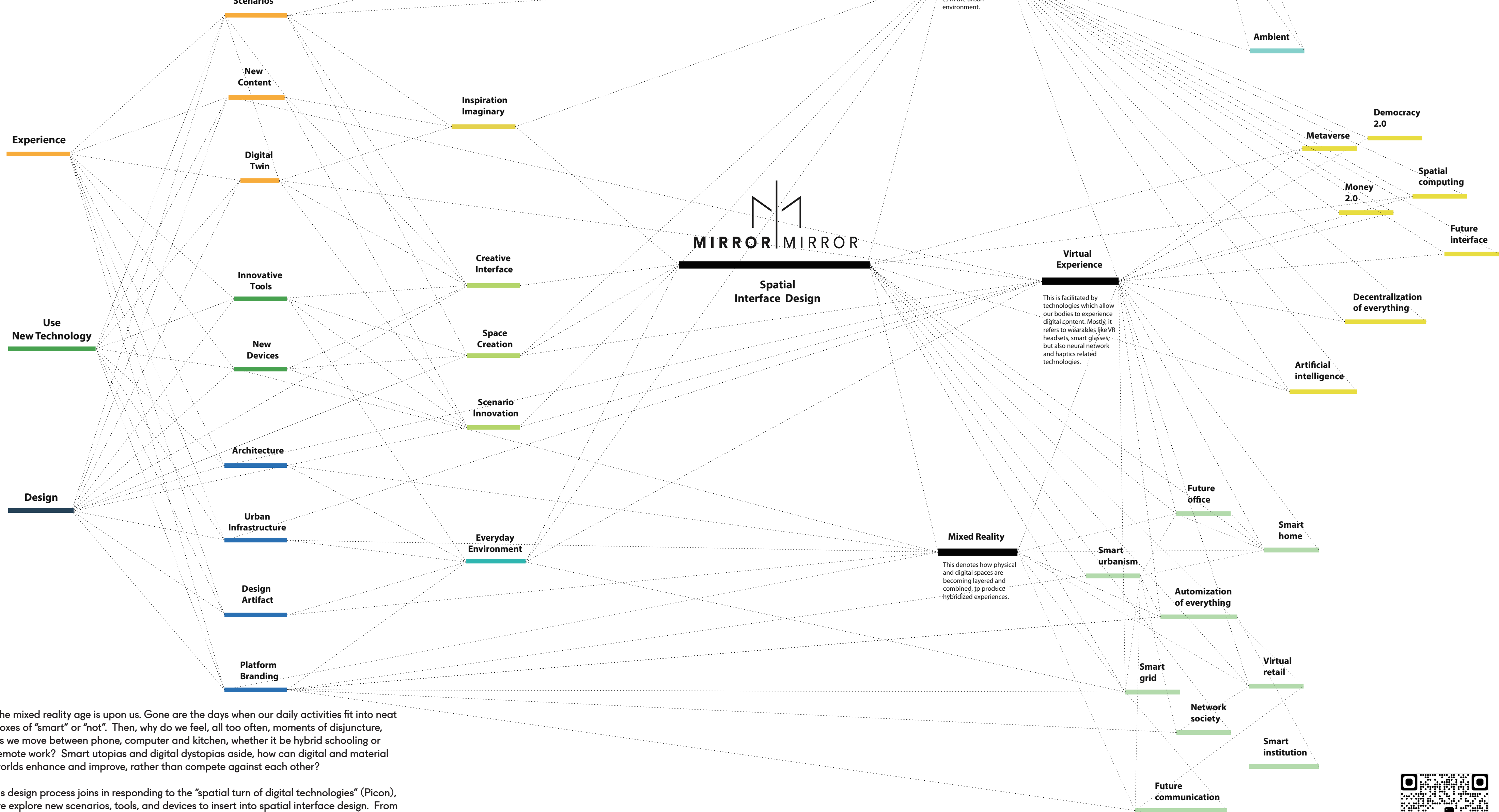# Mirror-Mirror
## Design Process

Hayoun Won, Soohyun Chang, Miriam Ro
ADPD 2013
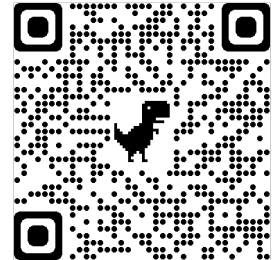From Seoul, South Korea
Currently in Seoul, London, Paris

**MIRROR MIRROR**

Spatial
Interface Design

**Urban Experience**
Our embodied experiences in the urban environment.

**Virtual Experience**
This is facilitated by technologies which allow our bodies to experience digital content. Mostly, it refers to wearables like VR headsets, smart glasses, but also neural network and haptics related technologies.

**Mixed Reality**
This denotes how physical and digital spaces are becoming layered and combined, to produce hybridized experiences.

New Scenarios
New Content
Digital Twin
Experience
Inspiration Imaginary
Use New Technology
Innovative Tools
New Devices
Creative Interface
Space Creation
Scenario Innovation
Design
Architecture
Urban Infrastructure
Design Artifact
Platform Branding
Everyday Environment

Resilience
Healthy life extension
Participatory governance
Circulation
Program
Community
Sustainability
Infrastructure
Sensory stimulation
Ambient

Democracy 2.0
Metaverse
Spatial computing
Money 2.0
Future interface
Decentralization of everything
Artificial intelligence

Future office
Smart home
Smart urbanism
Automization of everything
Smart grid
Virtual retail
Network society
Smart institution
Future communication

The mixed reality age is upon us. Gone are the days when our daily activities fit into neat boxes of "smart" or "not". Then, why do we feel, all too often, moments of disjuncture, as we move between phone, computer and kitchen, whether it be hybrid schooling or remote work? Smart utopias and digital dystopias aside, how can digital and material worlds enhance and improve, rather than compete against each other?

As design process joins in responding to the "spatial turn of digital technologies" (Picon), we explore new scenarios, tools, and devices to insert into spatial interface design. From interactive media installations to the emerging metaverse, we question how design process must fundamentally change to retain the best of both worlds. The taciturn nature of the past two years has seen communities gather in new public spaces, and programs adapting to their changing needs. Tweaking the spatial or experience design process can offer unique public spaces, flexibly responding to the urban or virtual experience, or simply put, mixed reality.
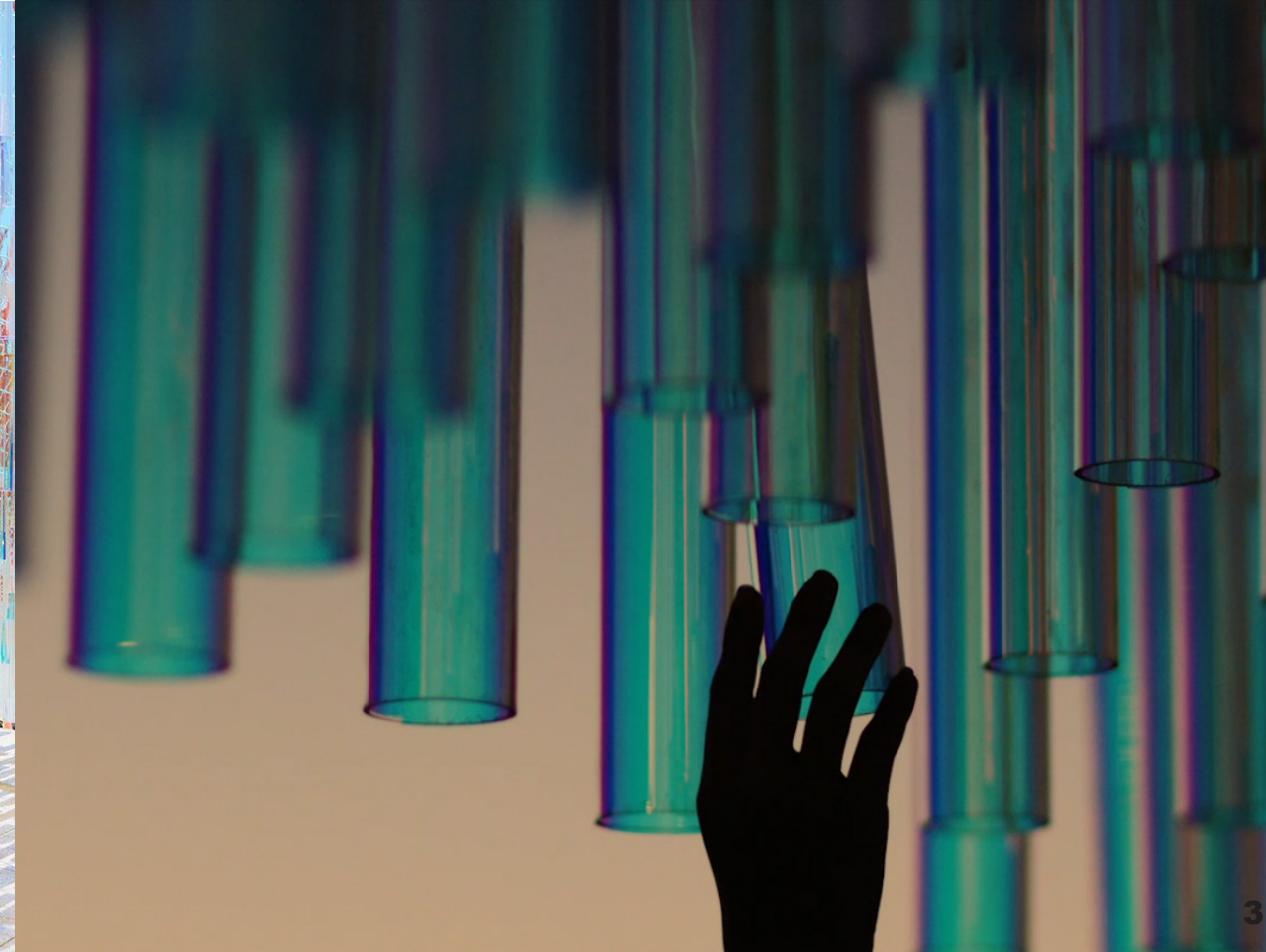
# Mirror-Mirror
## Mixed Realities

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ADPD 2013
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Spatial interface design permits fluid mutation of virtual or urban experience, driven by how crowds gather and disperse in public space. Such portal-like places of gathering can be layered with different dimensions, where mixed-reality activities take place. The following works feature design, architectural and urban experiments drawing upon our spatial interface design process. The resulting projects are "neither independent of nor dominated by technology" (Mostafavi), putting user experience first.

Hayoun Won's 'Moments of Silence' served as a virtual place of grieving in New York's early days of the pandemic. The aerial urban projections and incalculable hand drawn memorials formed a virtual space of encounter and commemoration for those living and grieving in confinement. As the urban experience mutates according to social conditions, new mixed reality spaces can serve to console and convene.

Soohyun Chang's iridescent canopy of pixel-shaped tubes, 'Ripple Pavilion', greets public museum visitors in Korea's deep south. This completely grounded sensorial experience is, in fact, the product of a combined parametric and tactile design process. As the tubes shimmer in a myriad of colors, triggered by a playful touch or a gust of wind, it poignantly reminds us of how public space can accommodate critical added dimensions of user driven interface.