(e) SOLITUDE

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Long time ago it was easy to feel lonely; now it's impossible to be alone.

Since Internet appeared, the ways of communication changed,

and this affected people's lifestyles.

Technology has become the architect of our intimacies; so we live exclusively in relation to others and what disappears from our lives is solitude. Technology is taking away our privacy and our concentration, but it is also taking away our ability to be alone. Our project is about understanding this change. It is an experiment of trying to look inside ourselves, to go back to us and find our own space of solitude.

The "Solitude Box" is the physical space of solitude. It's a space created as an environment in order to collect thoughts/information of people by giving them the chance of being isolated and –if they wish, give an answer to the question: *Was denkst du wenn du allein bist?* (Engl. *What do you think when you are alone?*)

From a technological perspective the theories of Jean Baudrillard and Paul Virilio are a stimulating source of ideas about the effects of electronic technology on the way we experience and think about objects, environments and ourselves.[1]

Therefore, the idea of the project is for the current and next generations, which are abusing the technology, to learn what is solitude about.

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[1] Dunne, Anthony. *Hertzian tales: electronic products, aesthetic experience, and critical design*. Cambridge, Massachusetts Institute of Technology, 2005, p. 2.