

A. Develop a list of criteria for media projects in the city using the example provided in the presentation

### 1. Creativity: a fun and an eye-catching way to draw attentions

some media projects use creative ways to draw attentions or interest from viewers. For example playing with dimensions through scaling objects, playing with lights or other visual effects to make the artworks more playable and enjoyable for passengers and also the ideas behind can be emphasized much strongly. (e.g. the work in the presentation: *Two too large Tables*, *Alan Wexler*)

### 2. Concepts related to environments

Usually media projects in cities will have topics or ideas related to the environments or people around. Or they can make people in these environments think or discuss about some specific core ideas. (e.g. the work *Before I die* is placed on an old and abandoned house. *Career path* is placed on a path between residency and university, *Candy Chang*.)

### 3. Gathering People/ Connecting people together or to environments

The most basic function and criterion for a media project in city I think is to gather people. Not only about physical assembly but can be also something abstract like gathering thoughts or attentions. Plenty of media projects in the city have this functions, linking people or people thoughts together. *Candy Chang* did this kind of project like *Before I die* and *Career path* in a relative direct ways by letting people sharing their thoughts both to themselves and to other people. *Sand box* connect people through its projecting work make people can have kind of an "interaction" to each other. *Two too big tables* gathering people by offering places. And so on.

### 4. Visualizing elements from the environments or people around

One important thing of these media projects for me is visualizing. Through different ways in these projects, ideas, issues or historic backgrounds around the environment can be visualized. Even some invisible data or needs from people are well visualized in the works. By making things visible more meanings can be given to the environments as well, also visitors can have chances to feel, to sense and to live with the environments. Further more, once something is visualized, that means it can be shared, be interacted. For example the works in the presentation: (*Light Painting Wifi*, *William H. Whyte*. *Life Dress*,)

B. Describe which criteria/works you find important.

The interesting and important thing I think these projects have, are letting people seeing the problems while interacting with each other or with the installations. Through this kind of process people can think more and reflect more about themselves or about the topics. For example the sand box. An environment is created for visitors to interact with each other and at the same time it brings out the ideas behind as well by letting us asking questions: why we avoid "interactions" between each other in the same environments. Why we are afraid of going to people. I like how these Environments are built to force people face these existed problems. Because running away has already became one of our instinct, most of the time we don't even notice that what we are avoid of. So these Projects play a very important roles in the societies, especially in this fast-paced world. Many problems are hard to be discussed and seen, so those projects make those things visible, issues in the societies, unsolved problems between people and also some data or the environments itself.

Secondly, I think Fun or Creativity is a very important criteria as well. Interesting things can draw attention easily. The work *Life Dress* from *Anna Maria Cornelia de Gerssem* is very interesting and eye-catching. Though the ideas behind can be really realistic and serious. But exactly this differences of feelings and understandings between what people saw in the first moment and think about the meanings afterward. For those kinds of projects/ Performances is Fun and Creativity necessary. It is like to brand an idea into viewers' mind and let it grow in their thoughts.

The third thing I think it's important, when the chances of cooperation are included in a performance or projects. For example the works *Coffee seeks its own level* and *Conversation Bubble* from *Ana Rewakowicz*. These works arouse the importance of cooperation and interactions between people through a very easy way. These projects also make the participates part or the art works. People have to and will work together without feeling uncomfortable. They are all involved so naturally in the projects and in the environments.