



Dissolving Realities

An Endless Domestic Landscape

2021 SoA Britton Memorial Thesis Prize Competition

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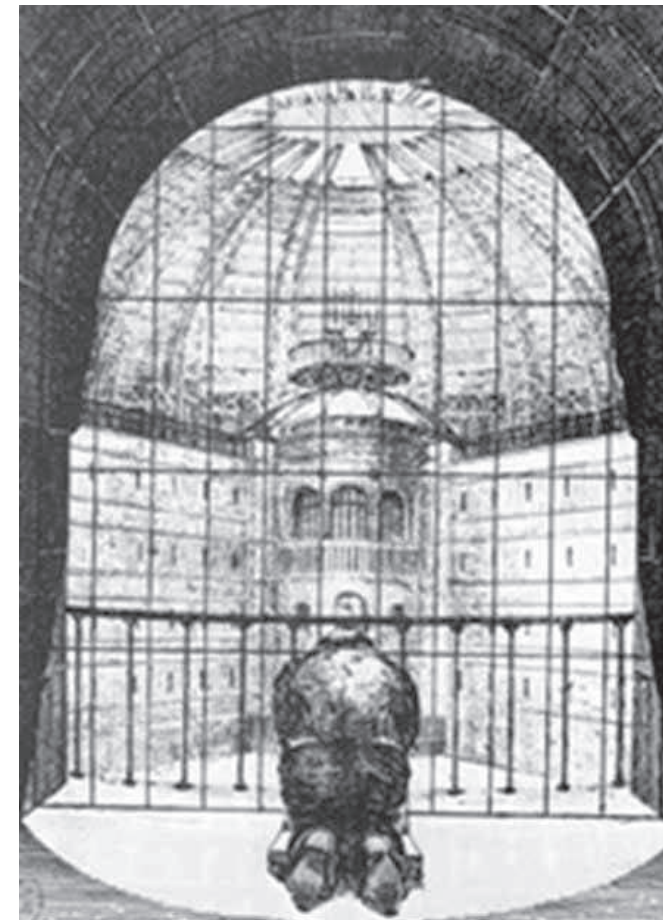
Contention

This thesis explores how the exponential growth in communication technology is changing the way we interact with the tangible and intangible spaces. The invasion of the public into the private, the collective into the domestic, the work into the leisure, and the ability to be constantly connected wirelessly have caused a dissolution of the physical domestic space. The domestic space has lost its value of privacy and intimacy and the boundary between the binaries will be no more. The gap between "the control" and "controlled" has widened and productive workers will be oppressed to be even more productive under the aid of communication technology. The house is a place of production that is less defined by the tangible, but rather with the objects and technology within itself.

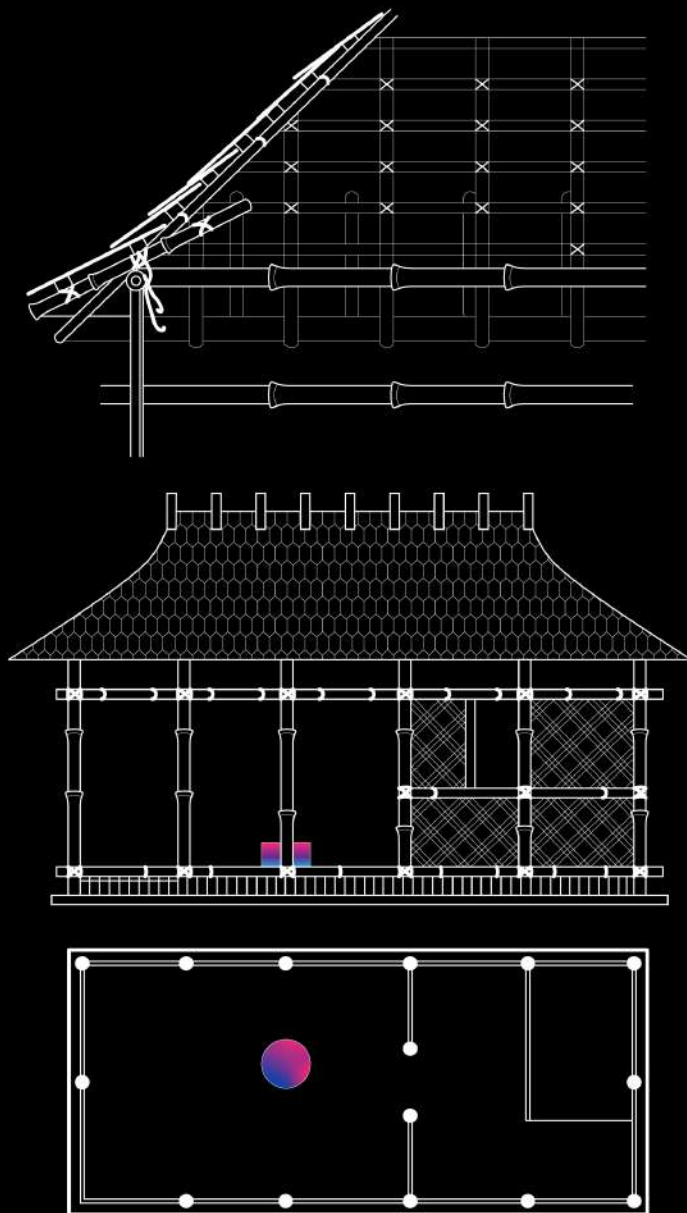
The rise in communication technology has enabled us to do things that we never thought possible and the definition of the hearth in the domestic have evolved drastically. The hearth which used to be the fireplace in the house has evolved into a technologically advanced device that enables us to communi-

cate and participate virtually as a collective. This thesis critiques the growth in communication technology and how it threatens the value of privacy within the domestic space. Technology companies such as Google and Facebook exploit its users by manipulating their personal information to their own benefit. These companies are virtual empires that are built upon user's data and could influence every inch of the globe. However, despite knowing that their personal information is being exploited, users are still using these communication technologies as a means of connection. A survey by the Pew Research Center shows that six-in-ten Americans believe it is not possible to go through daily life without having their data collected by private companies or the government; most are willing to share their data if they get something in return.

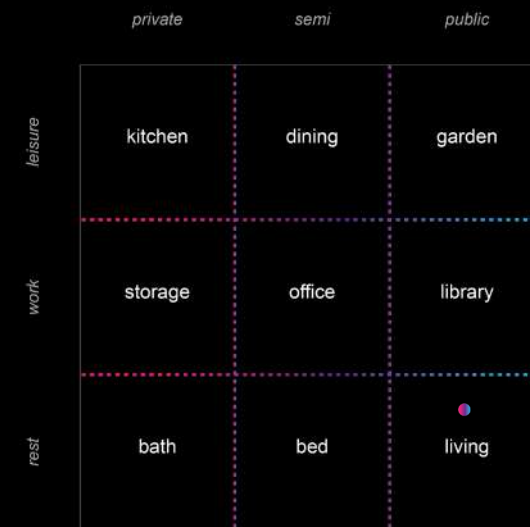
The thesis envisions a dystopian future where users are prisoners to their technologies. The project addresses issues such as privacy and domesticity in a satirical way by constructing a "tech company" and how it uses strategies to capitalize on its users.



The panopticon in the domestic after the invasion of communication technology



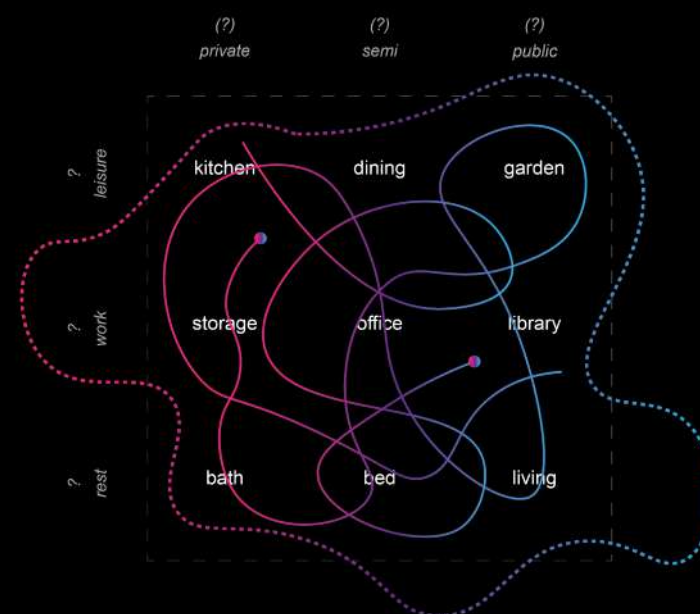
Gottfried Semper's Four Elements of Architecture



Programs within the domestic used to be divided strictly and each room has its own designated function.



However, with the introduction of communication technologies such as a radio and television, programs such as the kitchen, dining, and living started to blend. This causes a blur between private, public, work and leisure.



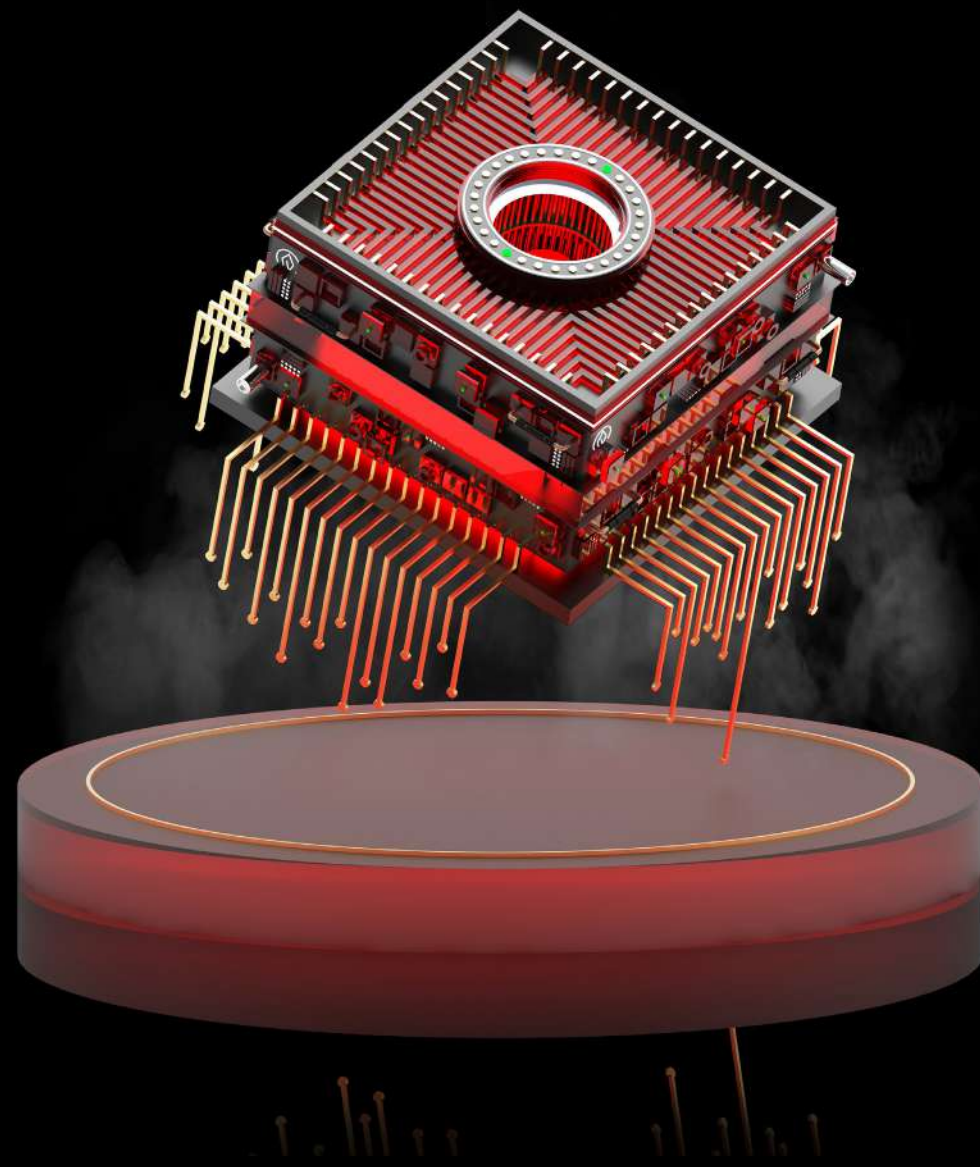
As communication technology is so available within our household, there's no definition of space and programs any more. We could use our communication technology whenever and wherever we go within the domestic realm.



The relationship between "the control" and "the controlled".



Aggregated Smart Home Devices



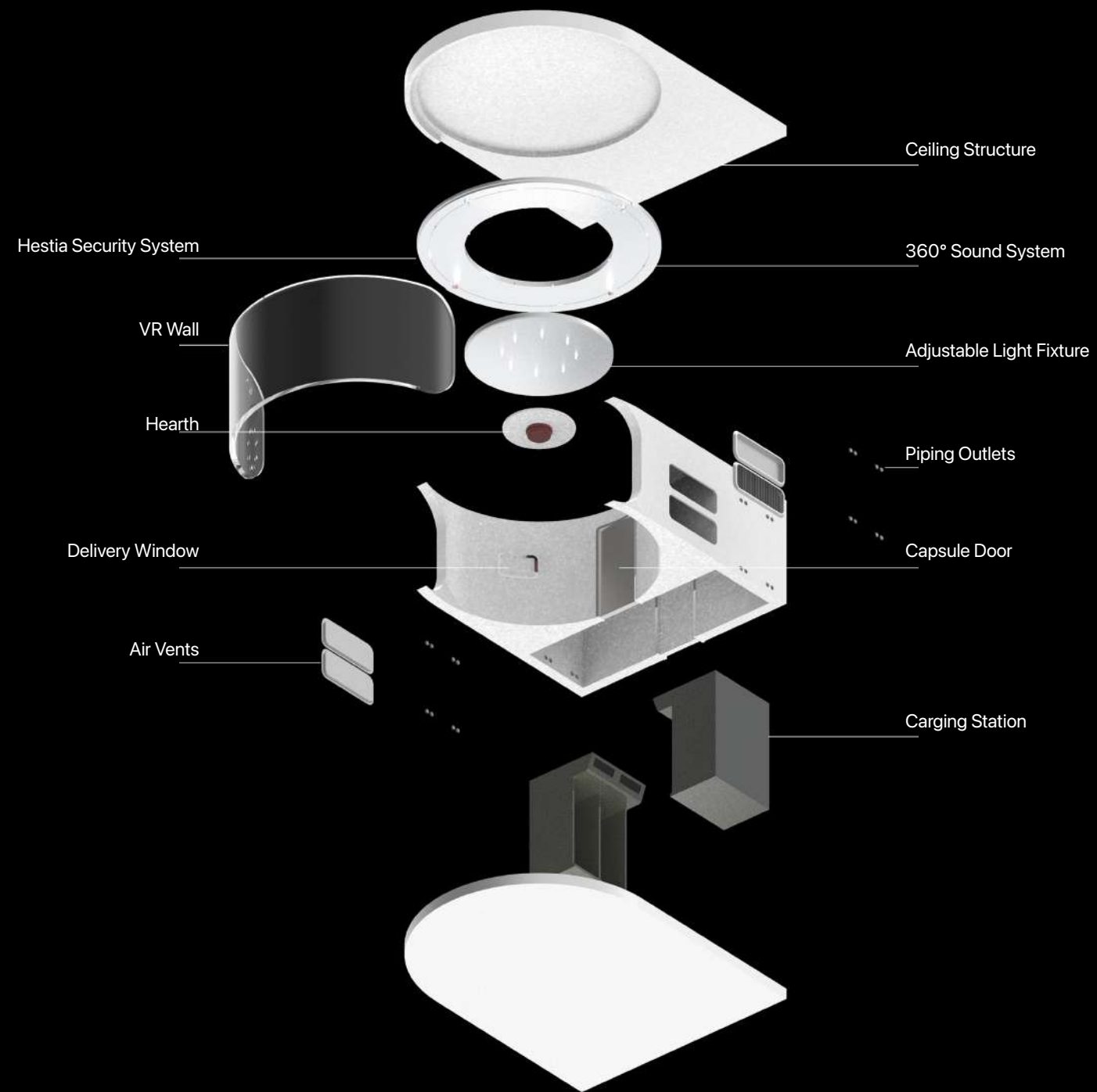
Hearth is a “tech company” constructed to address issues on privacy and domesticity. Hearth provides individual hous-ings that enable users to be fully immersed into the virtual world. The concepts and marketing strategies are inspired by the 21st century capitalist technological climate where

companies compete for user activity. In this thesis, users have to give up their privacy and allow technology to control and govern their lives. Hearth’s operating system is named after the goddess of the hearth in Greek mythology., Hestia . Hestia OS is able to

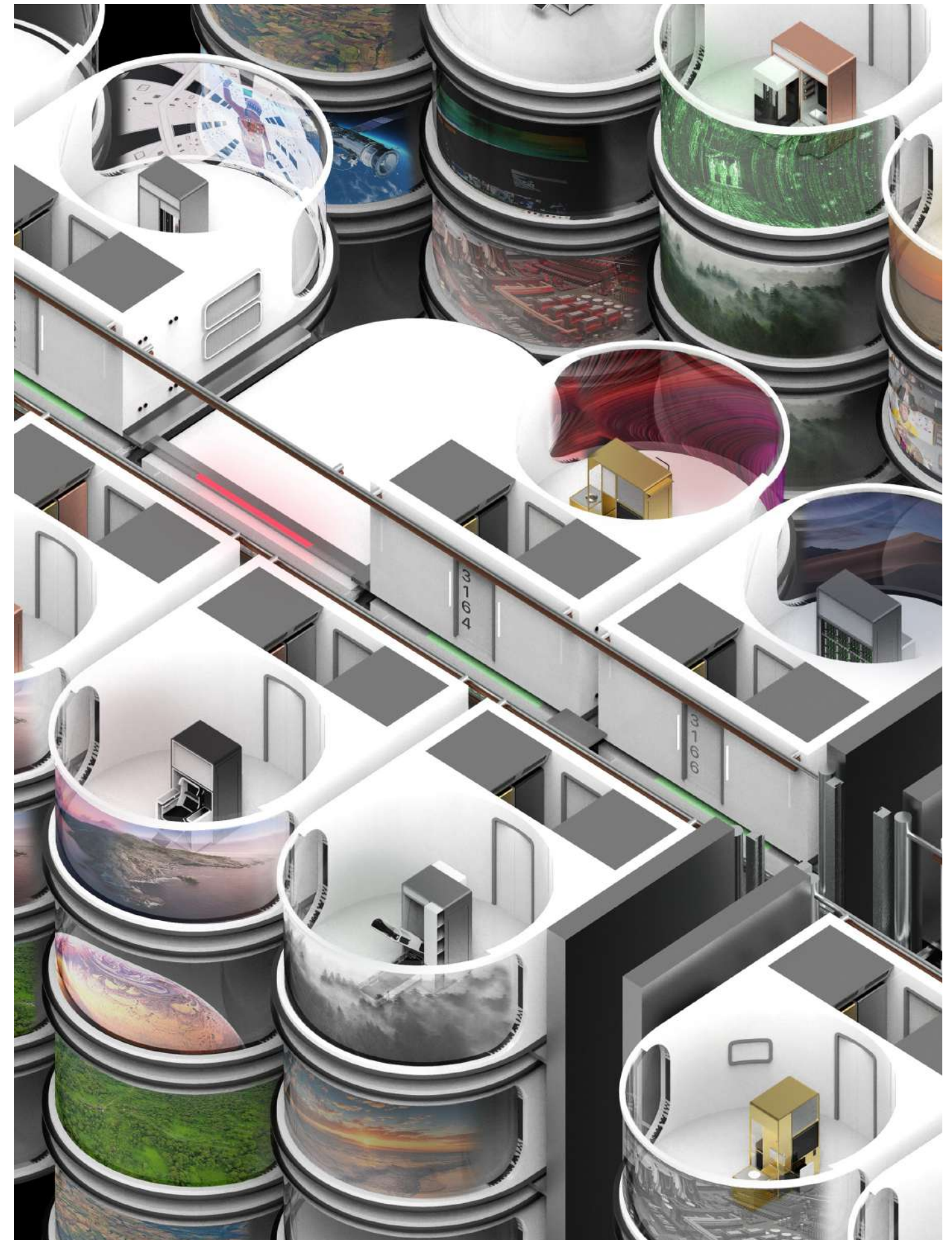
allow users to be instantly immersed into the virtual world and stay connected with the community within the domestic space. It grows and learns by monitoring users’ movements and habits, and satisfies their needs and desires. Hestia OS merges hardware and software, and creates a seam-

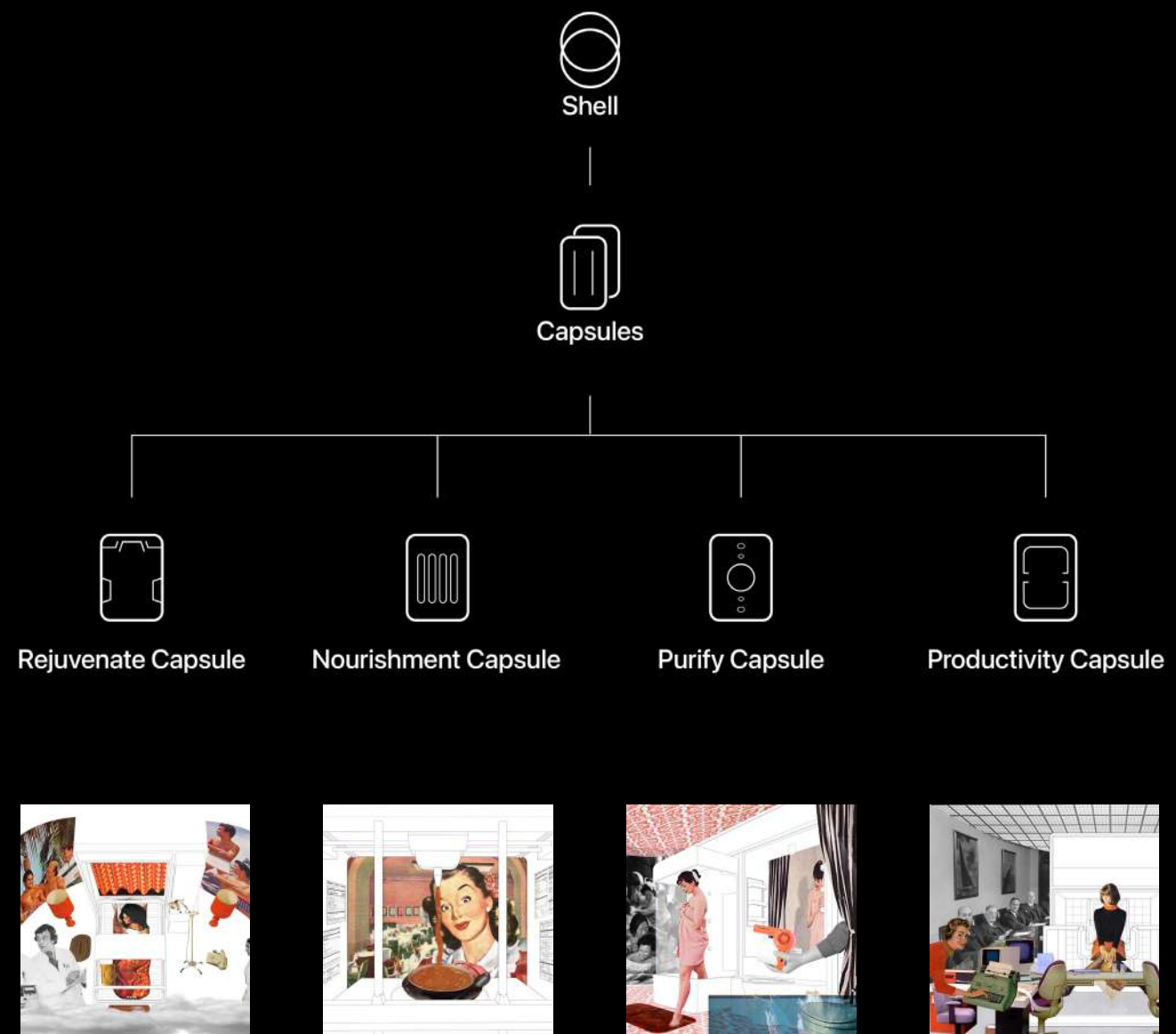
less transition between Capsules, Shell and Services. All three components work together in a cycle to improve the users’ wellbeing in exchange for personal information and data. Once users sign up as a member with Hearth, they are trapped in the “utopian” reality crafted virtually by Hestia OS.





Axonometric render of the shell.







Hestia is always there for its users. All of the hardware and software are connected to Hestia automatically and it collects information via different technologies to better understand the users' needs.



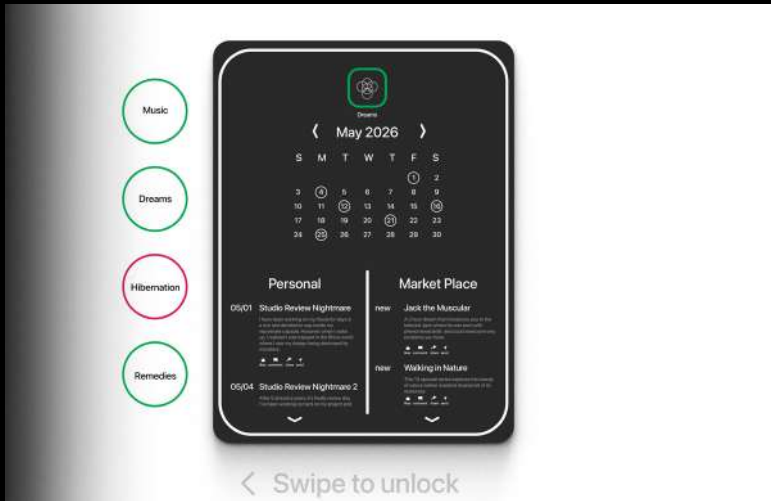
Hestia cares about its users' eating habits and preferences for food. The cameras embedded in the Nourishment Capsule will give Hestia visual information that analyzes ingestion process in detail so that it can better provide users with nutritional advice.



The Rejuvenate Capsule contains 6 sensors placed in strategic locations to ensure a better sleep. Not only does the latest sensors monitor the user's state of health, the latest sensor is able to collect and plant a dream as well.



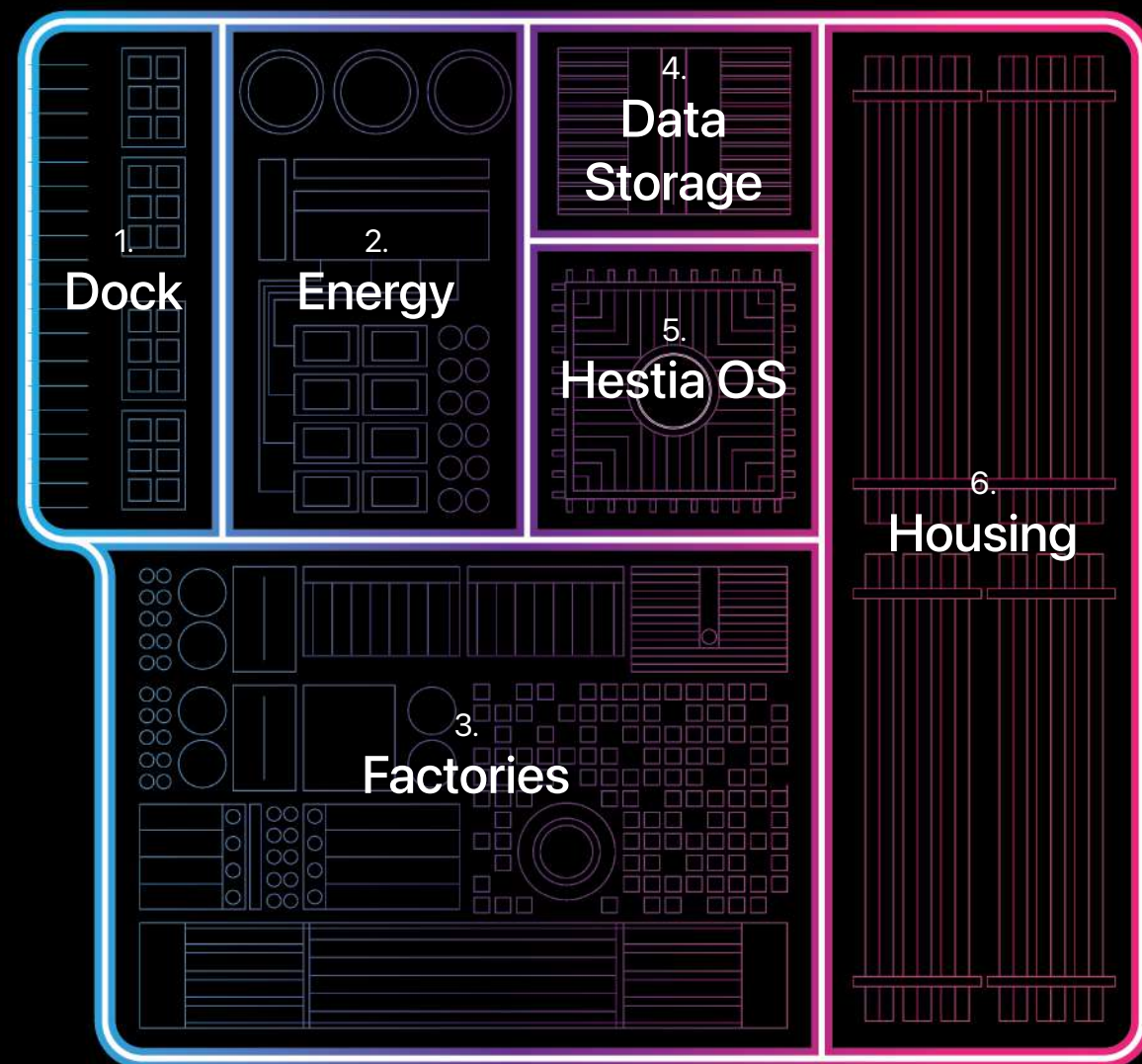
Hestia's urinalysis technology was carefully programed by Hearth's doctors and engineers to better monitor users' health. Hestia will immediately notify users if any unusual chemicals are detected in their body system and will recommend medication.



The interactive screen placed above the bed enables users to store their dreams in a safe and secure place. Hestia can make anyone's dream come through by purchasing generated dreams in the marketplace.



With the newest Brainwave Sensor in the Productivity Capsule, Hestia is able to study users' neural activities and unlock their true potential.



1. Allows the block to have access to the outside world physically eg. transportation and trading.

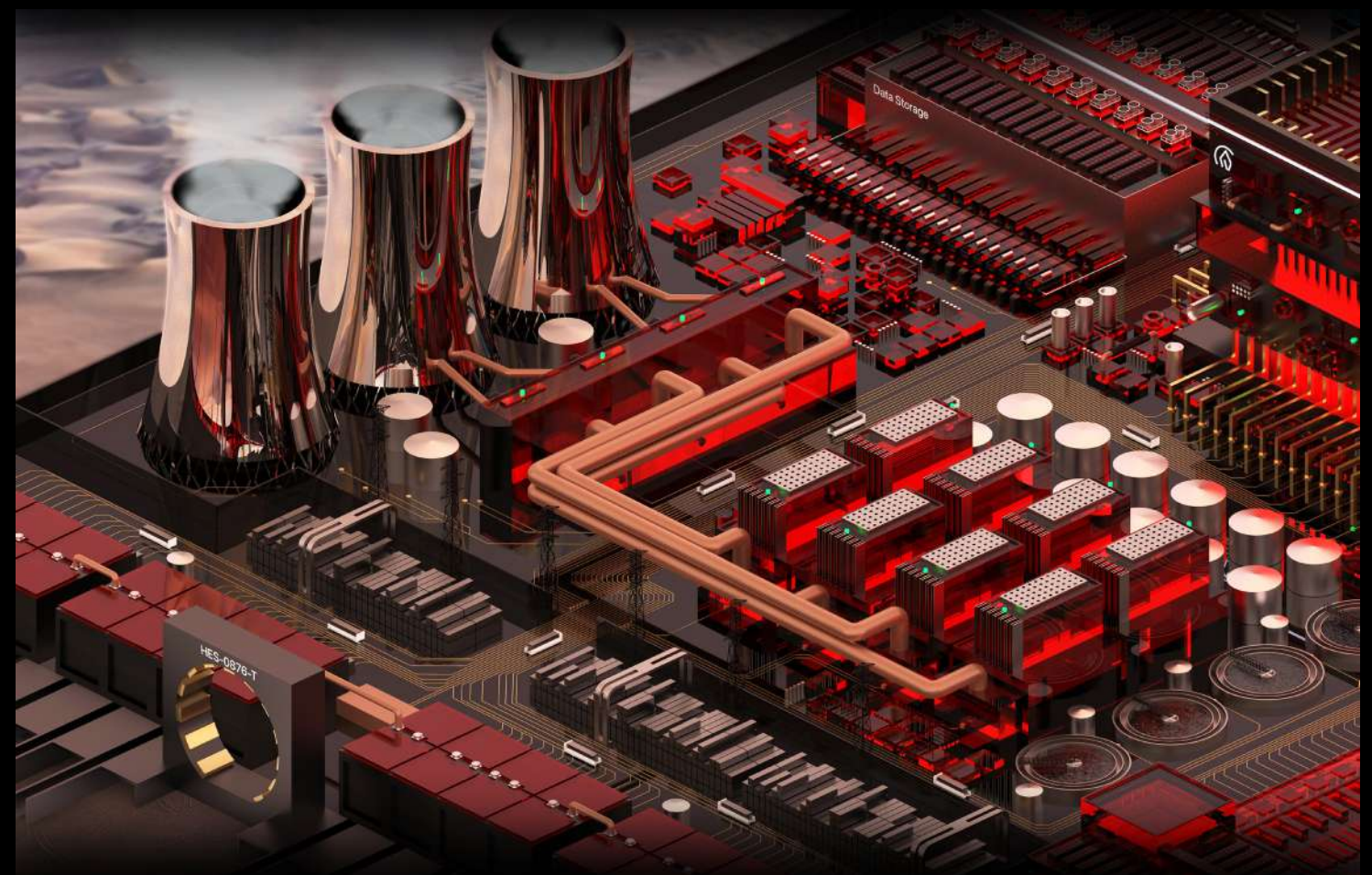
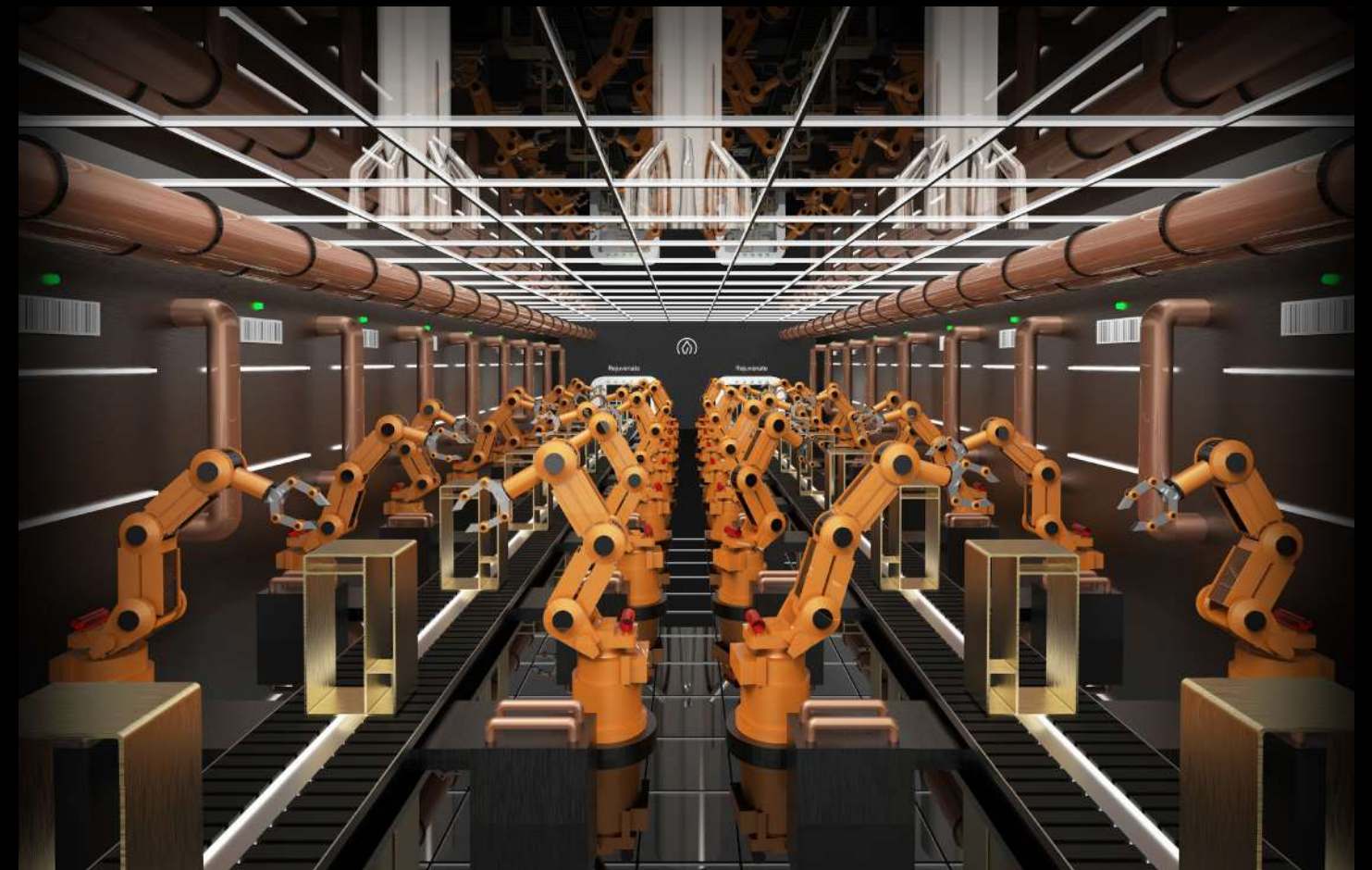
2. Providing a steady flow of energy to run the entire block.

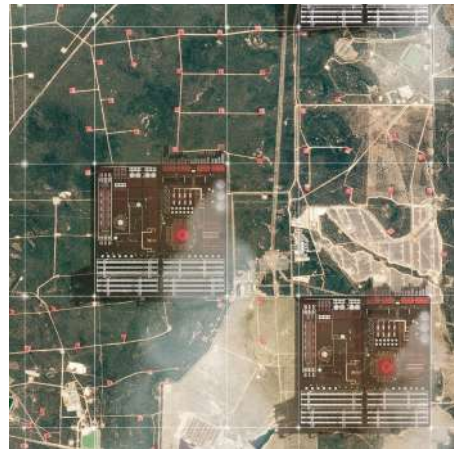
3. Factories that produces housings, furnitures, food and any essential items.

4. Storing data for users

5. Systhesizes and transfer data between users, and connects the entire system seamlessly..

6. Provides housing for user to immerse into the virtual world.





The backbone behind the users' fabricated world is Hestopia where it consists of different components to facilitate a better immersive virtual experience. Different programs such as the factories, dock and housing are designed to maximize productivity and efficiency. The users' energy, food and capsules are all made and harvested locally, making it a self-sufficient city. Hestopia is strategically located at sites that are rich in natural resources such as silicon and copper to ensure a steady supply of material to store users' data.



The tension between 'natural' and 'synthetic'.



hearthome.net



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Fam

Asian Food Market | Domino's | Han's Oriental Supermarket | Hi Tea | Moghul Indian Grill | Popeye's

Thank you!