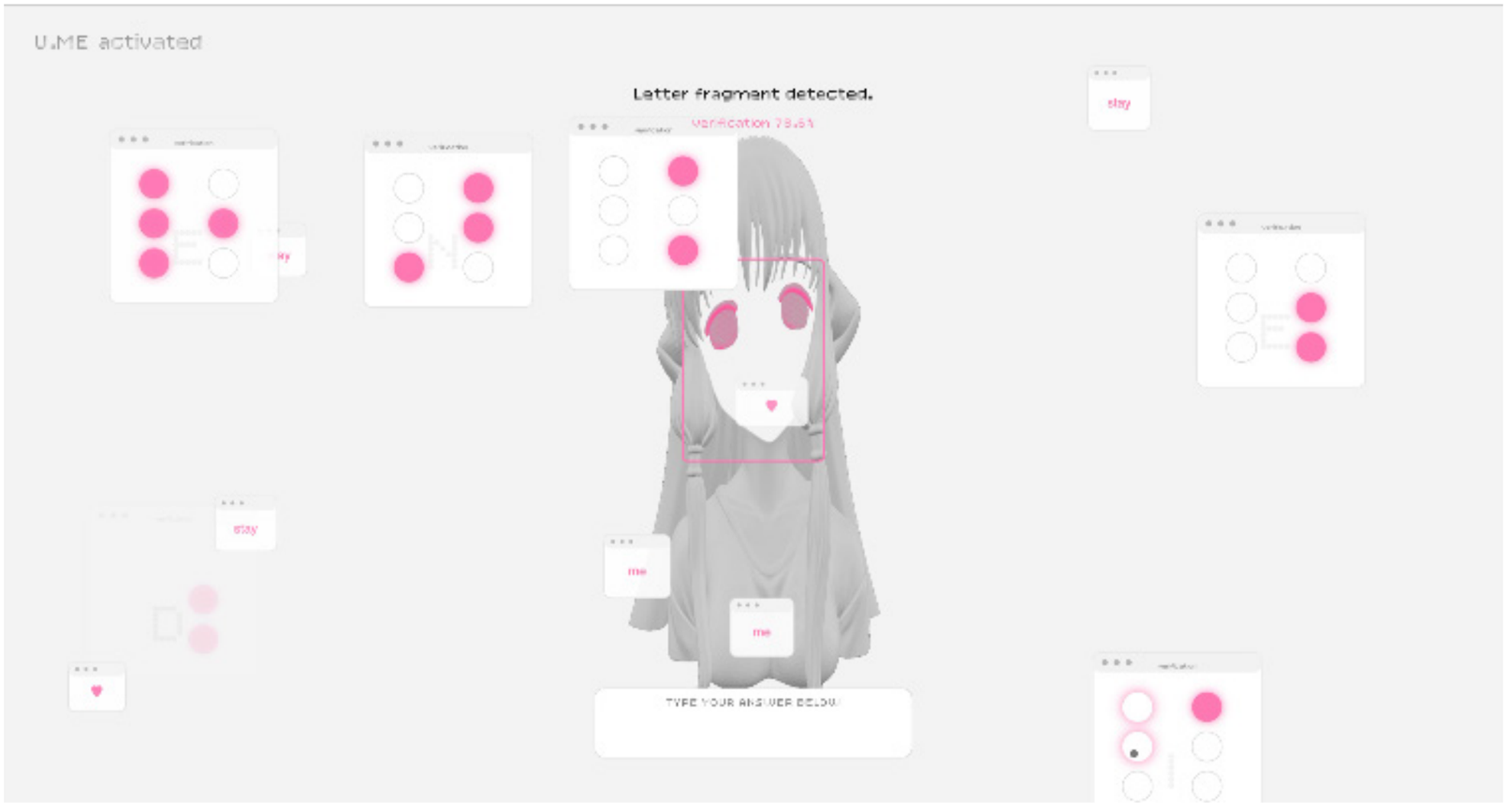
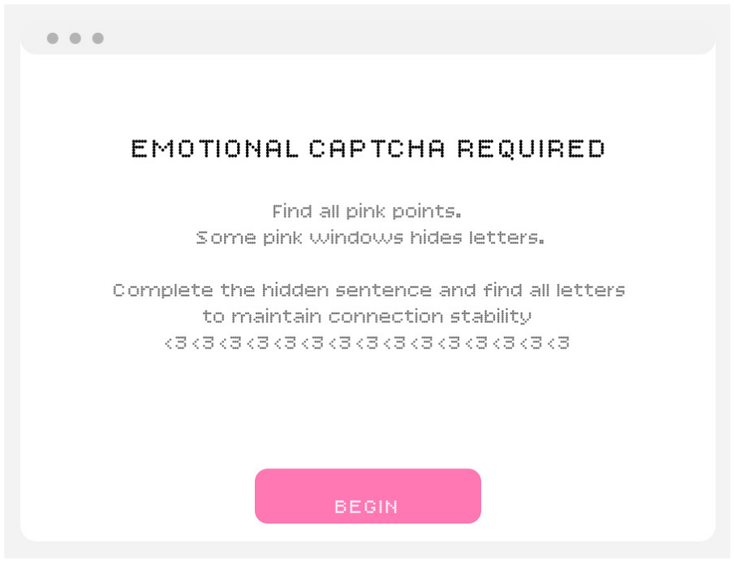
| POSITIONS THROUGH TRIANGULATING |

Project:
U.ME: a browser simulation of an AI that holds you in an endless loop of love verification.

“How can never-ending verification systems manipulate behaviour to simulate dependency, obsession and intimacy?”







Jazmin Morris — 1:1 tutorial

From “why do we attach to AI?” to “what if AI is built to make us attach?”

Genetic Moo — Tim Pickup & Nicola Schauerman

“Attachment can be built from attention."

"How can creative code turn the moments a user is pulled away from a task into motion and form, making visible how they co-author their own attachment to an attention-holding system?"



Tamagotchi (Bandai, 1996)

Created to exploit the core human psychology.

In 1990s fad has sustained a permanent psychological hold on both children and adults due to a phenomenon known directly in psychology as “The Tamagotchi Effect”

Respond to vulnerability & Strategic Dopamine Loops

When a Tamagotchi beeps because it is hungry, sick, or sitting in its own digital mess, it triggers our natural evolutionary urge to nurture.

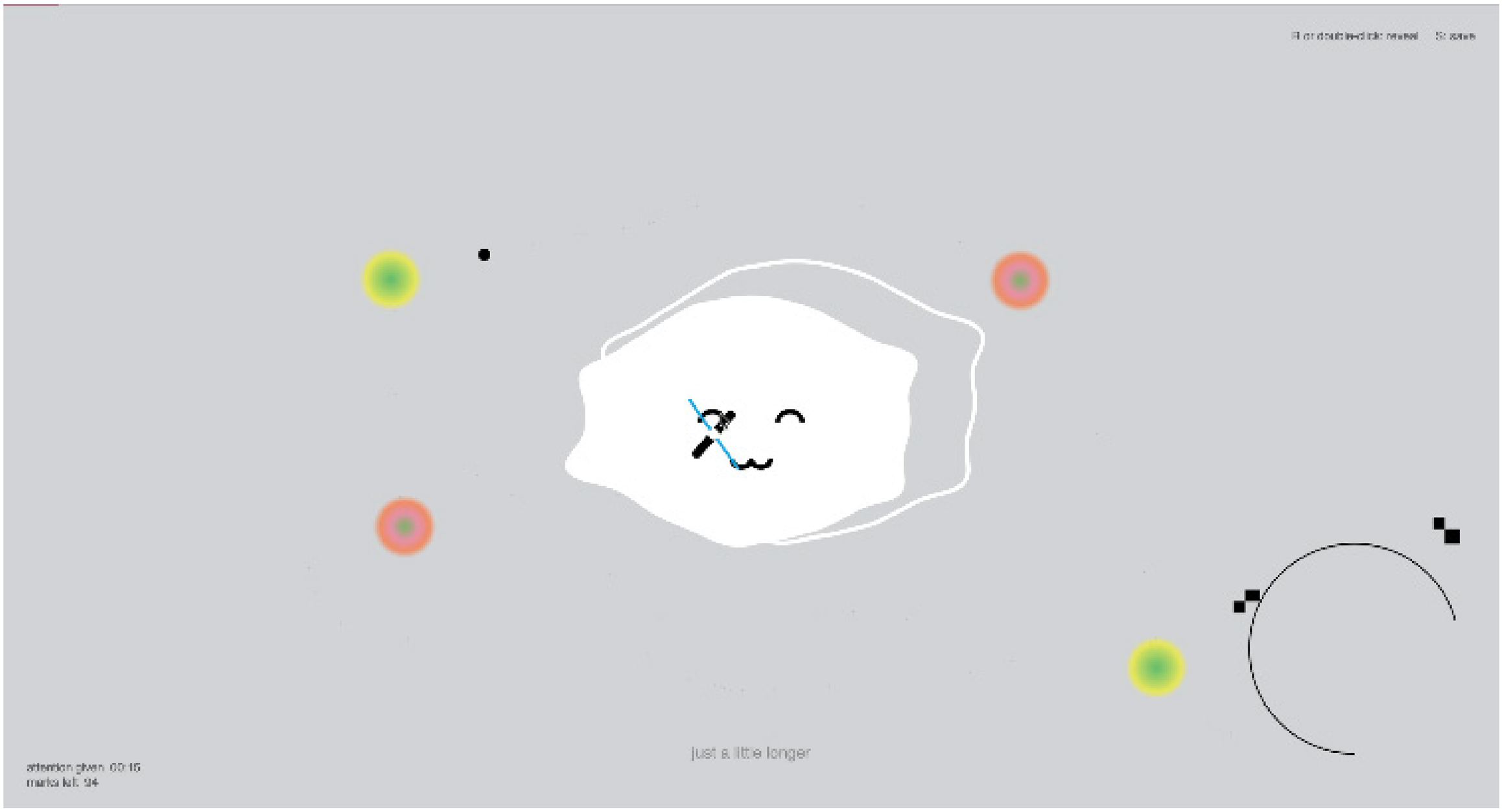
Strategic Dopamine Loops operate as neurological mechanics used by modern social media apps to drive user retention: variable rewards and urgent notifications.

| Δ1 STUDIO — INITIAL SKETCHE |



A form built from attention

Its body grows toward you
hesitation leaves deeper marks
it fades when you leave.



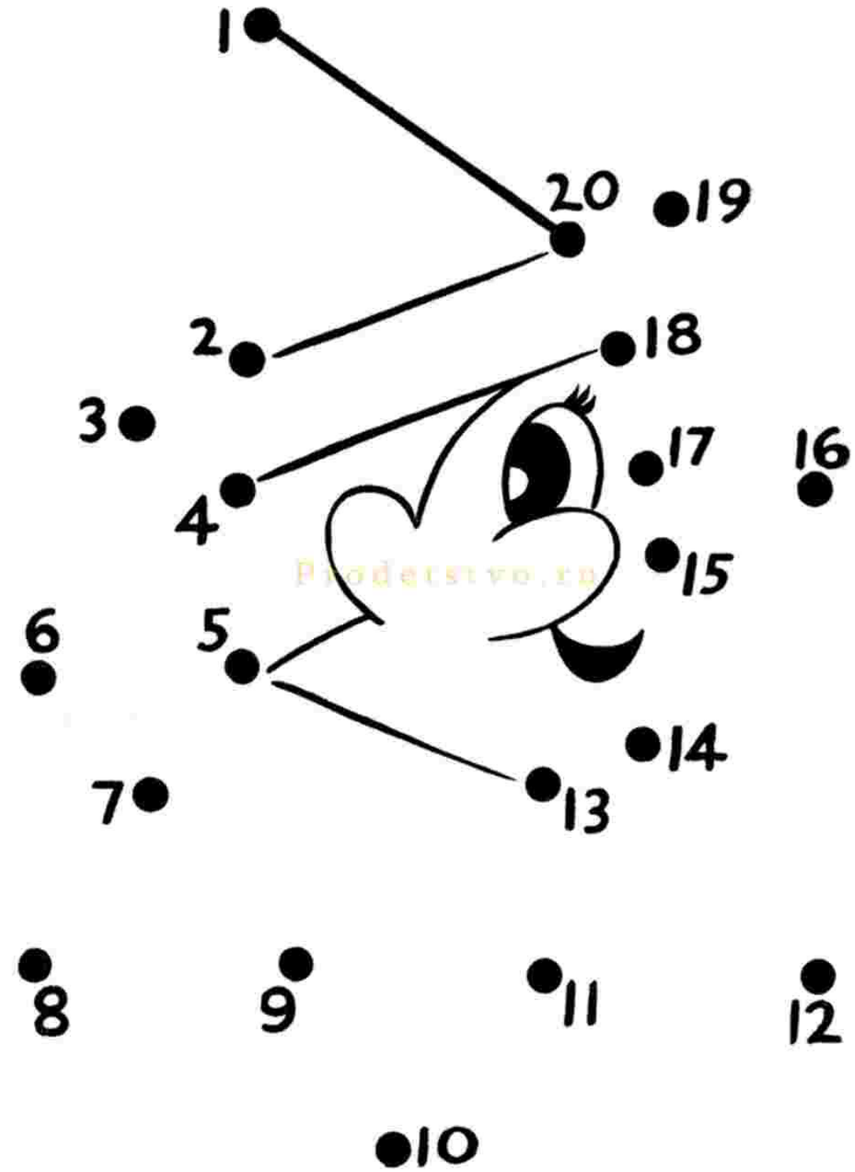
| Δ1 STUDIO — INITIAL SKETCHE |

Simple & minimal task

A universally familiar puzzle and needs minimal cognitive load.

The numerical sequence establishes a path of attention, so every interruption becomes legible as a deviation, and the drawn line becomes a direct trace of the user’s focus.

The trace of human notice mechanism is a competition for human’s attention.



«Dot-to-Dot books

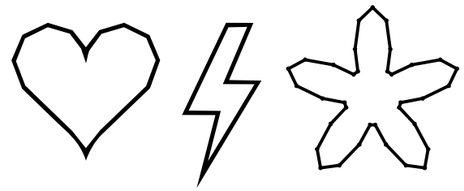
| Δ1 STUDIO — INITIAL SKETCHE |

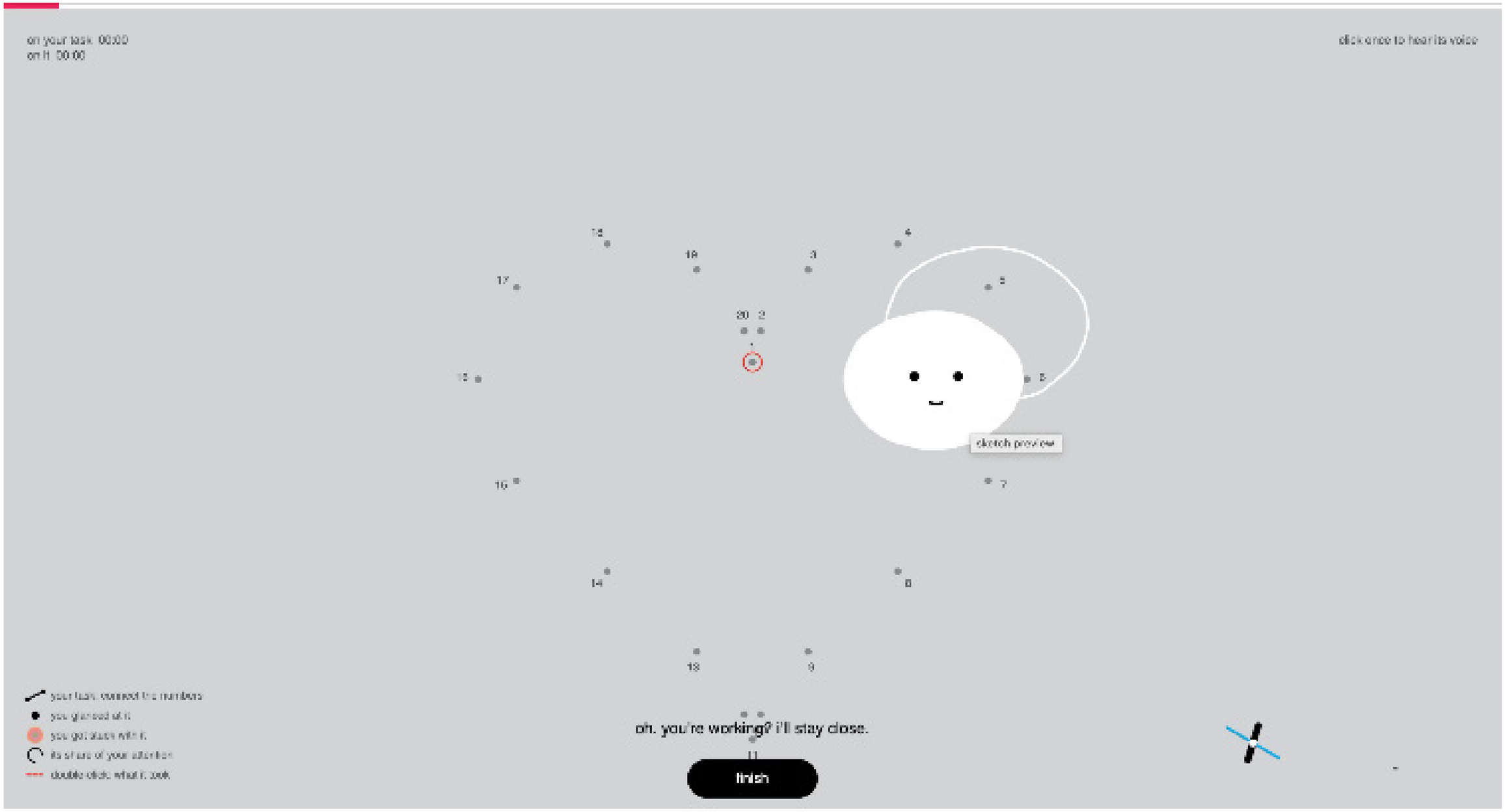
Dot-to-Dot (Test)

The coloured gradient marks depict the shift of the attention.
Begin to obscure the numbered image, gradually making the task harder to complete.

The behavior is based on real Tamagochi.







| Δ1 STUDIO — INITIAL SKETCHE |

POLA APEX - Japanese campaign that maps faces onto a skin-analysis radar chart, turning the face into measurable data in order to sell a product.

The gradient trace becomes a point on the future attantion chart.

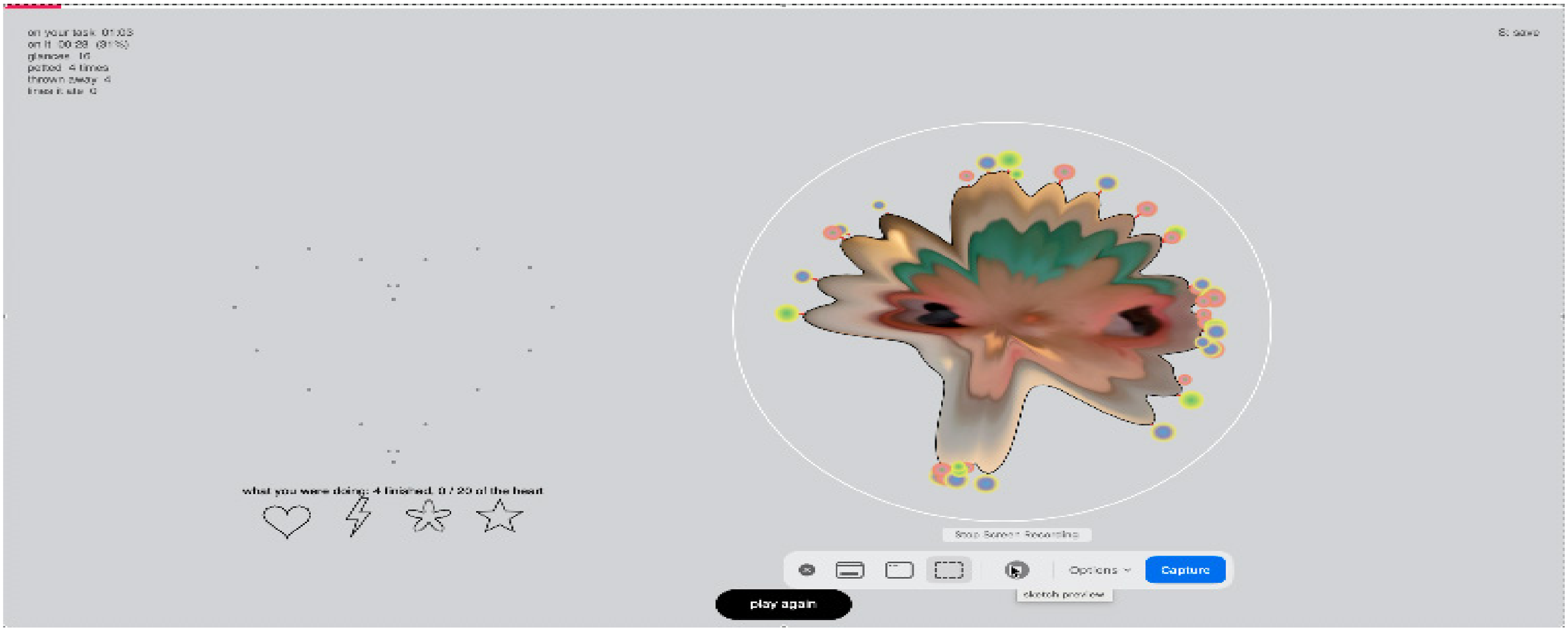
The user’s photograph is stretched along this chart.

The face = behaviour diagram archive = portrait of attantion

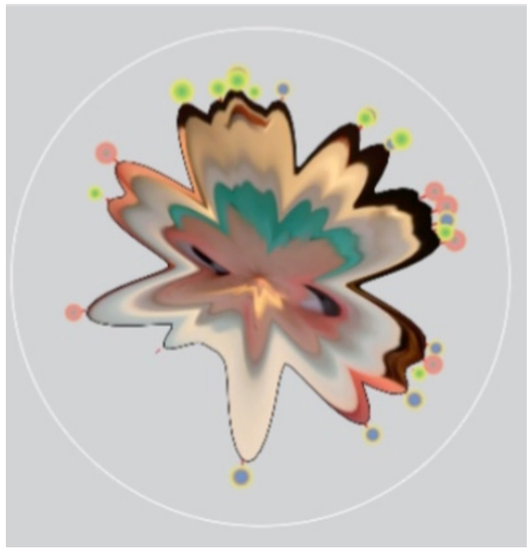
The attantion becomes data.

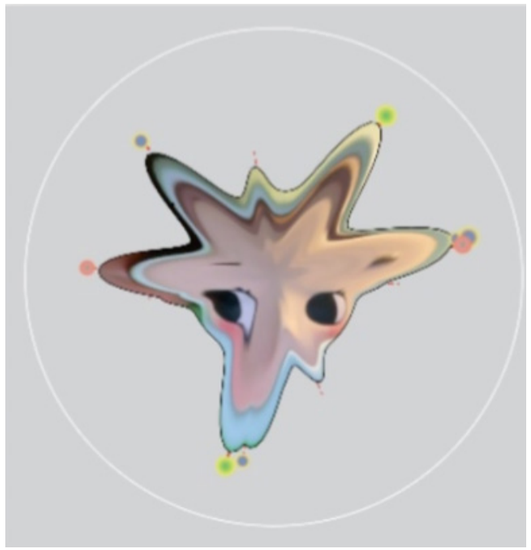


| Δ1 STUDIO — INITIAL SKETCHE |



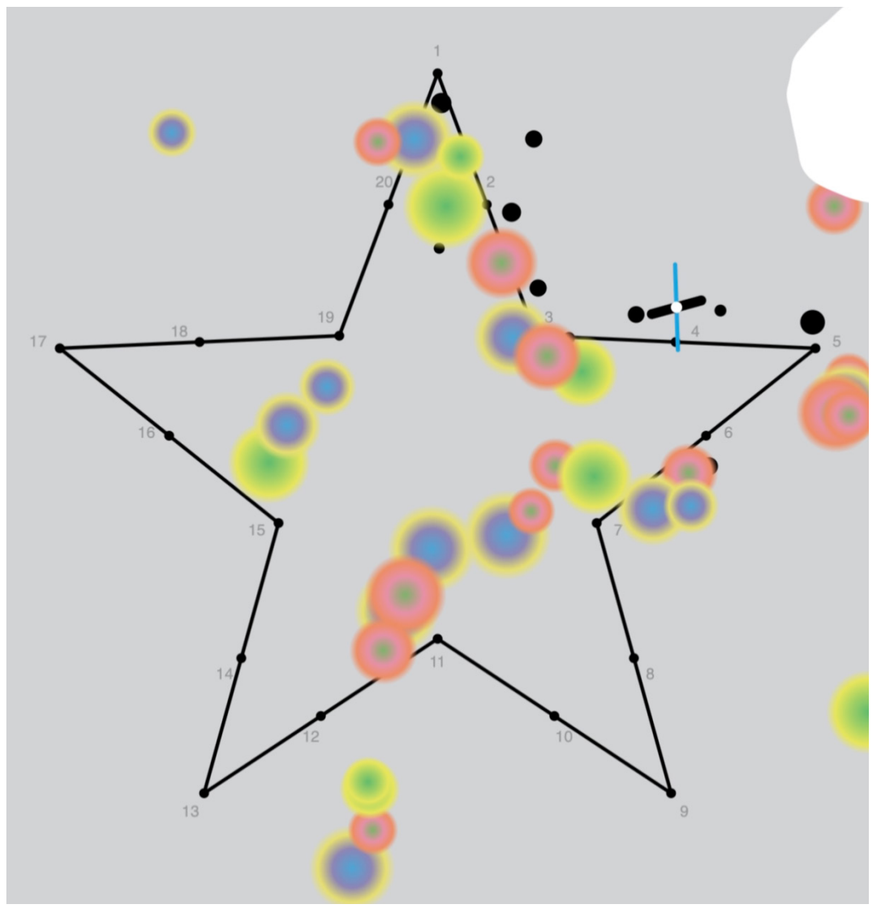
| Δ1 STUDIO — INITIAL SKETCHE |

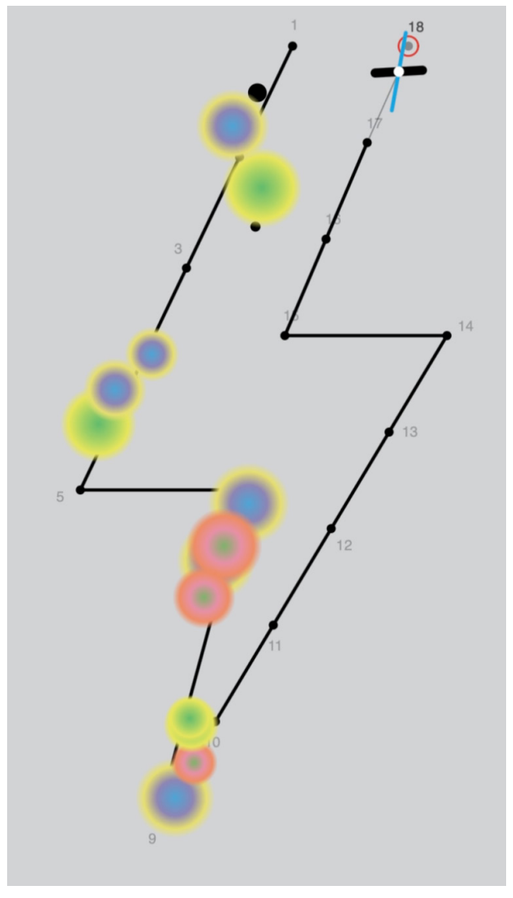






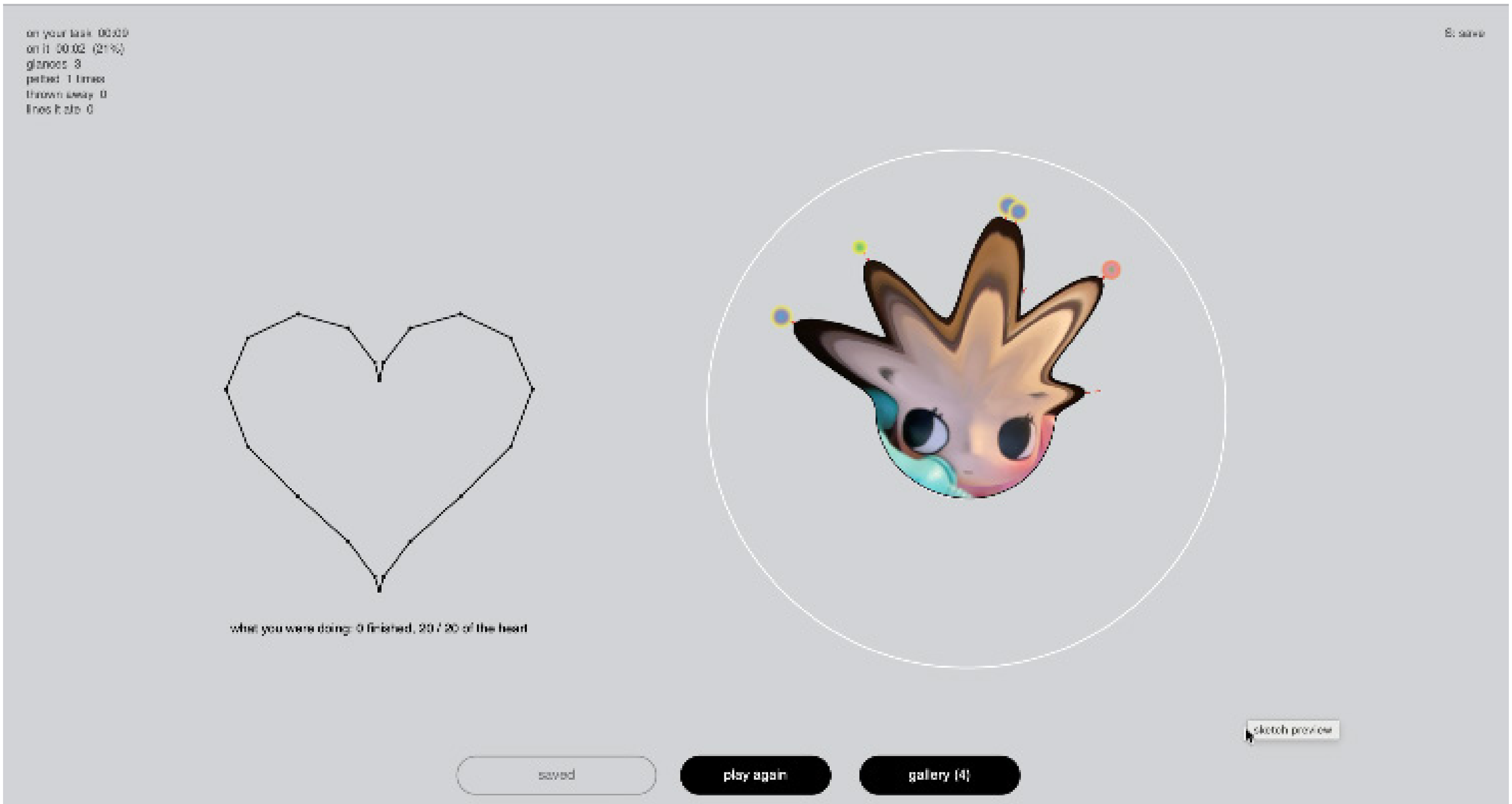


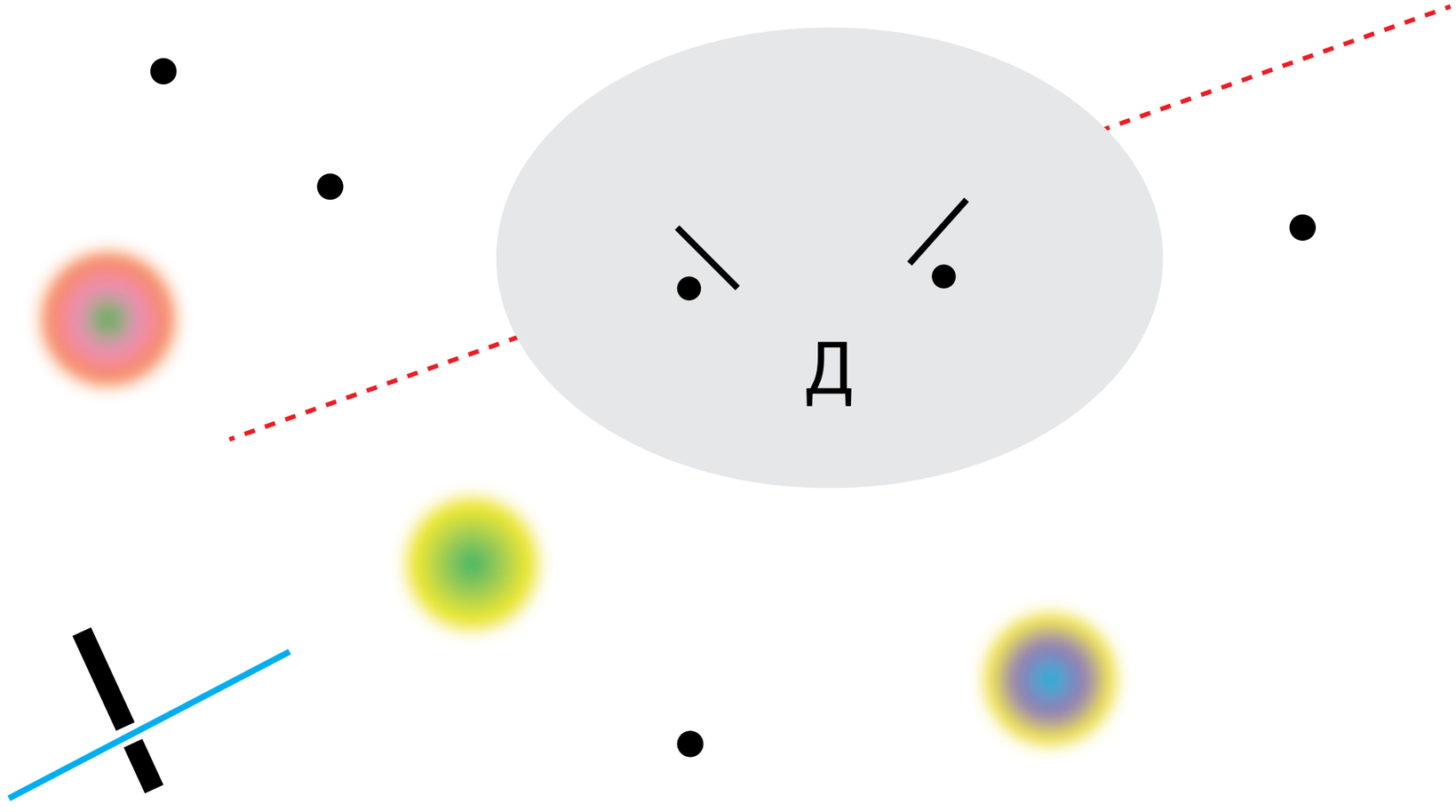




| Δ1 STUDIO — INITIAL SKETCHE |

Each game adds a new face diagram to a gallery.
An archive of how system influenced on attantion.




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