

08

22.04.02



Cinemia **Screen Lounges:** Progress report on design

Progress and outline of research areas and design strategies to 22.04.2002



01.] **Screen lounge formats, equipment, numbers and planning [arrangements].**

01.] Screen Lounge formats and numbers. Screen lounges come in 7 variations

1 x Six seater screen lounge with PDS-5001 Plasma screen, touch control screen.

1 x five seater screen lounge with PDS-5001 Plasma screen, touch control screen.

1 x five seater Edworks lounge with PDS-5001 Plasma screen, editing console, blue screen, camera and microphone.

4 x two seater screen lounges with PDS-5001 Plasma screen, touch control screen.

2 x two seater games lounges with 24" LCD screen, touch control screen, 2 games control units.

2 x two seater Edworks lounges with PDS-5001 Plasma screen, editing console, blue screen, camera and microphone.

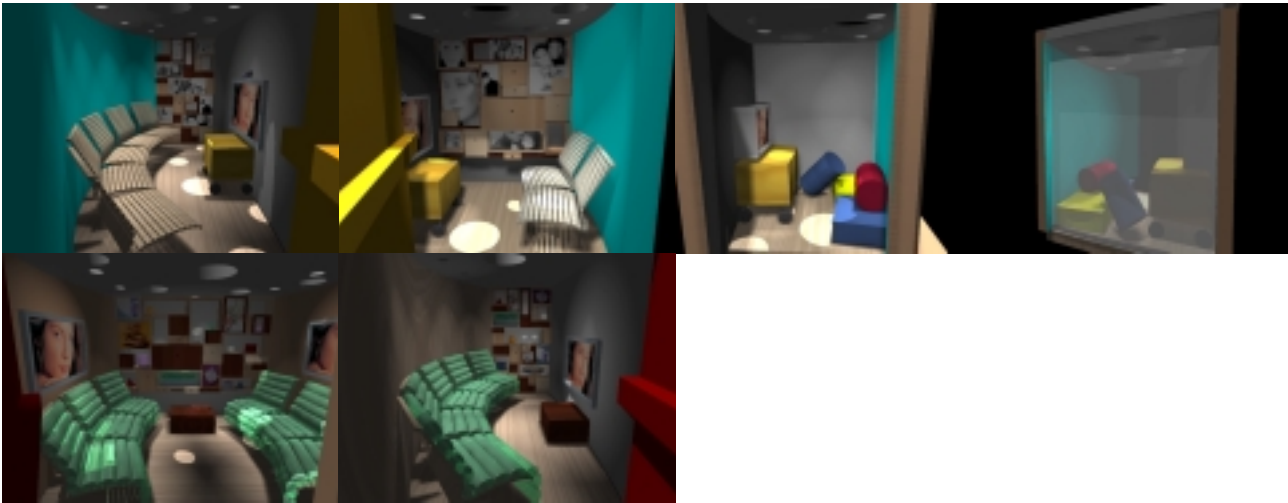
3 x two seater Edworks children's lounges with 24" LCD screen, editing console, blue screen, camera and microphone.

Six, five and two seater screen lounges are formatted with internal memory walls and external media walls and upholstered seating. Two seater games lounges are formatted with memory walls and upholstered seating. The 3 two seater children's Edworks lounges are formatted with rear translucent walls. They do not have fixed seating but rather reformatable cushion seating. The 2 two seater Edworks lounges and the 1 five seater Edworks lounge have comfortable but un-upholstered seating. It is anticipated that all screen lounges are enclosed for security purposes and have doors.

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02.] Development of the Edworks screen lounges.

The screen lounges for Edworks come in 3 sizes as described above. As they are designed for a brief occupancy and require a greater robustness than the Screen lounges the Edworks lounges come with comfortable but un-upholstered seating. They are equipped with blue screens, a mobile editing suite, microphone, camera and Plasma screens. The 3 children sized Edworks lounges have 24' LCD screens and Jumping Castle style reconfigurable seating cushions, that can be moved out of the way entirely if required. The children sized Edworks lounges have translucent rear walls. The memory walls in the two and five seater Edworks lounges have a postcard portrait installation configured like the memory walls in the screen lounges.



03.] Development of the 3 two seater Games lounges.

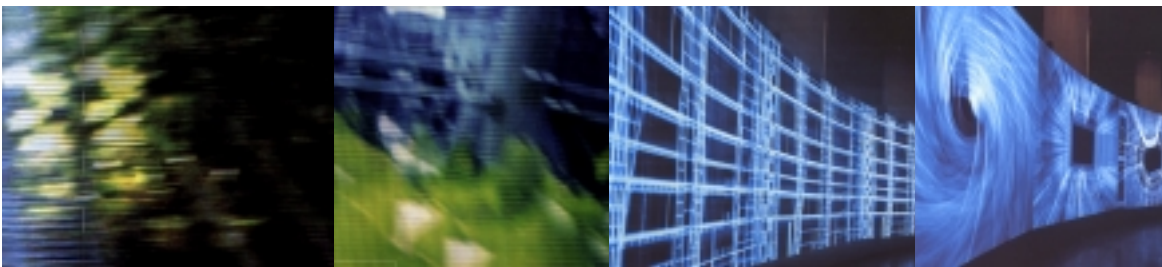
The 3 screen lounges designed as games lounges are all two seaters. They have a black and white livery and have games controlling devices on semi flexible stalks attached to the coffee table touch screen unit. The rear wall 'memory wall' element is made up of black and white images evoking references to the character and content of the early computer games. Other images reference the theatre of games and gaming in general and its history. The seats are upholstered in complimentary colours in a light hearted reference to the idea of competing and opposing teams. Three of the two seater screen lounges are fitted out as games lounges. At this point these lounges are all enclosed to accommodate issues of equipment security.



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04.] **Development of the Media screen concept.**

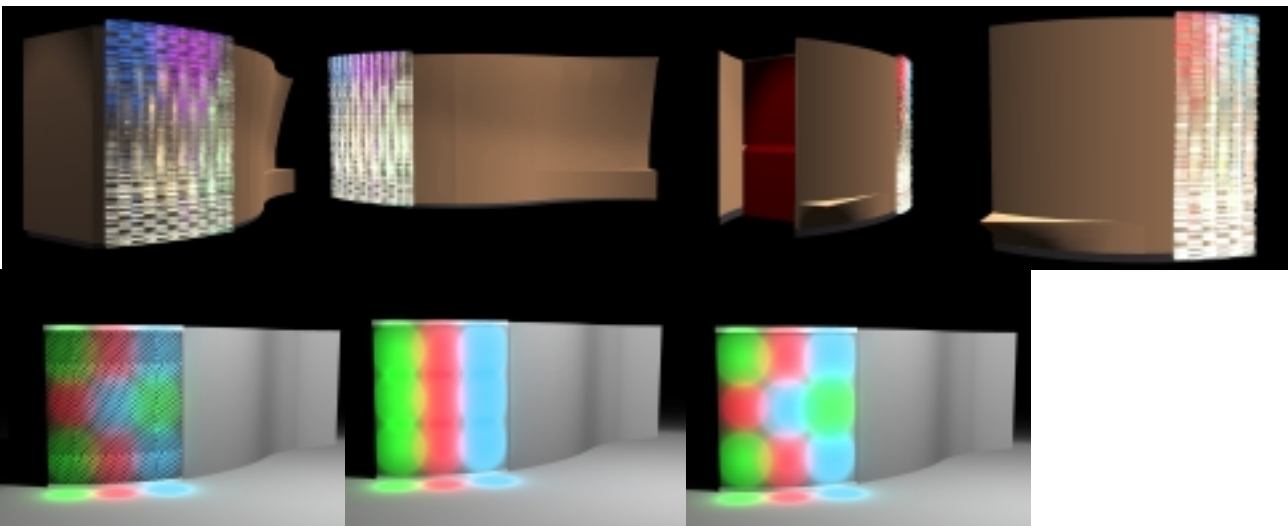
The media screen elements on the outer skin of the screen lounges are designed as a meditation on the character of television as a tactile and fragmented medium, one that shapes or strongly influences contemporary social dynamics and creates a particular kind of compelling virtual space. A space of concentration powerfully stimulated by the so called **orienting response** - our instinctive visual and auditory response to any sudden or novel stimulus, a built in sensitivity to movement and potential predatory threats. The media screens will present an ambiguous and shifting, low-definition space full of possibilities. We are exploring many types of media and configurations to develop the screens.



Examples of proposed style for the textural and spatial imagery for the media screens



Experimentation into imagery and image fracturing surfaces



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05.] **Prototyping of the seating.**

We have begun to develop full size macquettes of the seating proposals to check dimensions and comfort. The 2 profiles we have been exploring are shown. The blue chair has proven to be a very successful profile. We shall now begin to build a wooden mock-up.

