

# FLUID *(tele-)*PRESENCE



Conceptual Poster by *Marit*



1. User is alone, disconnected from social media.



2. User is nonetheless "near" to friends whose group activity and discussions are represented on the Campfire through light signals.



3. Experiencing a "soft" ambient awareness of friends' activity, user decides whether or not to join Room.



4. Room incorporates slow greetings and lingering farewells—user approaches conversation from afar, thanks to a custom-build, spatialized audio-visual interface.

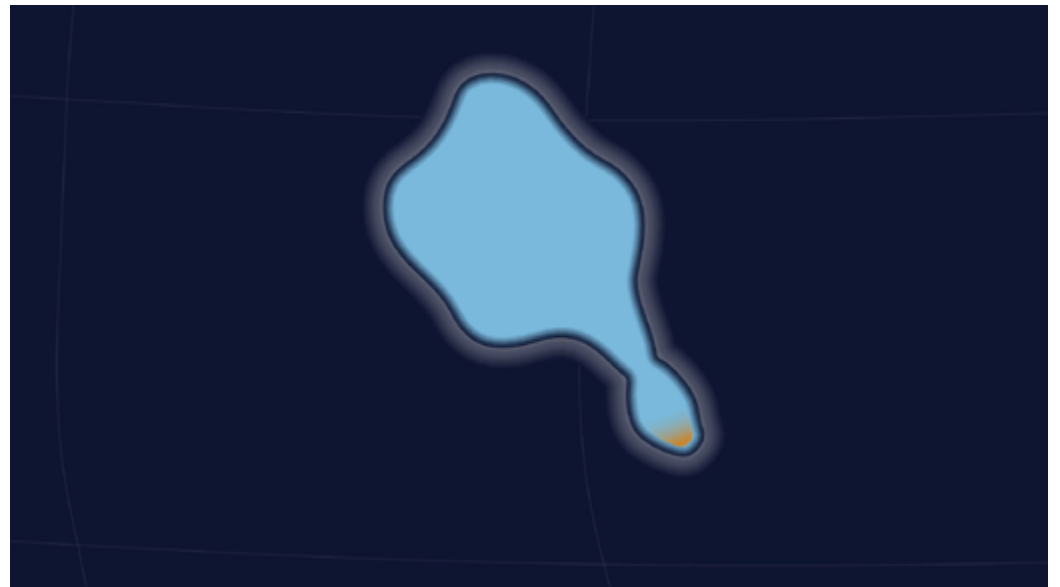
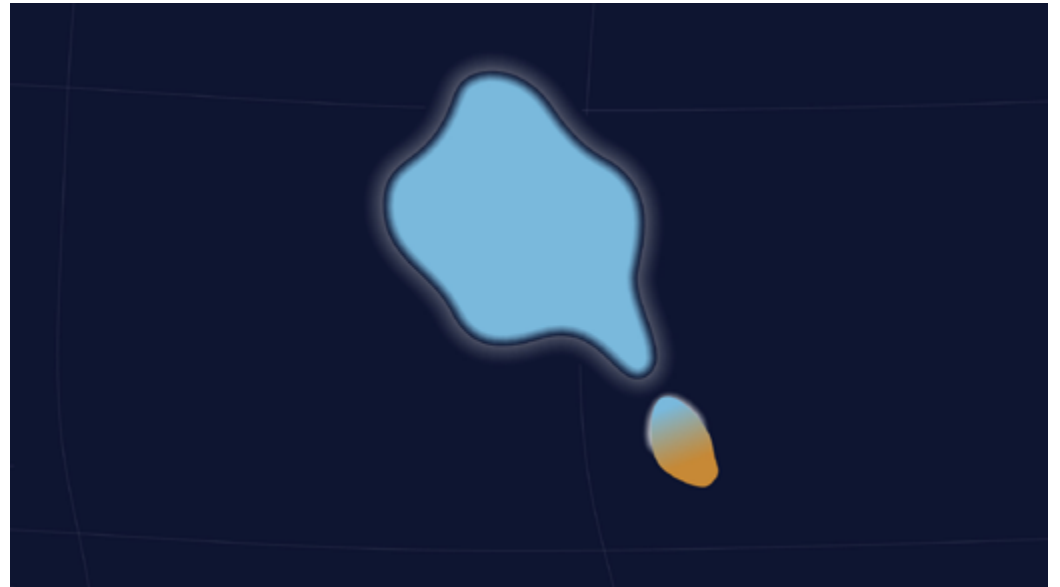
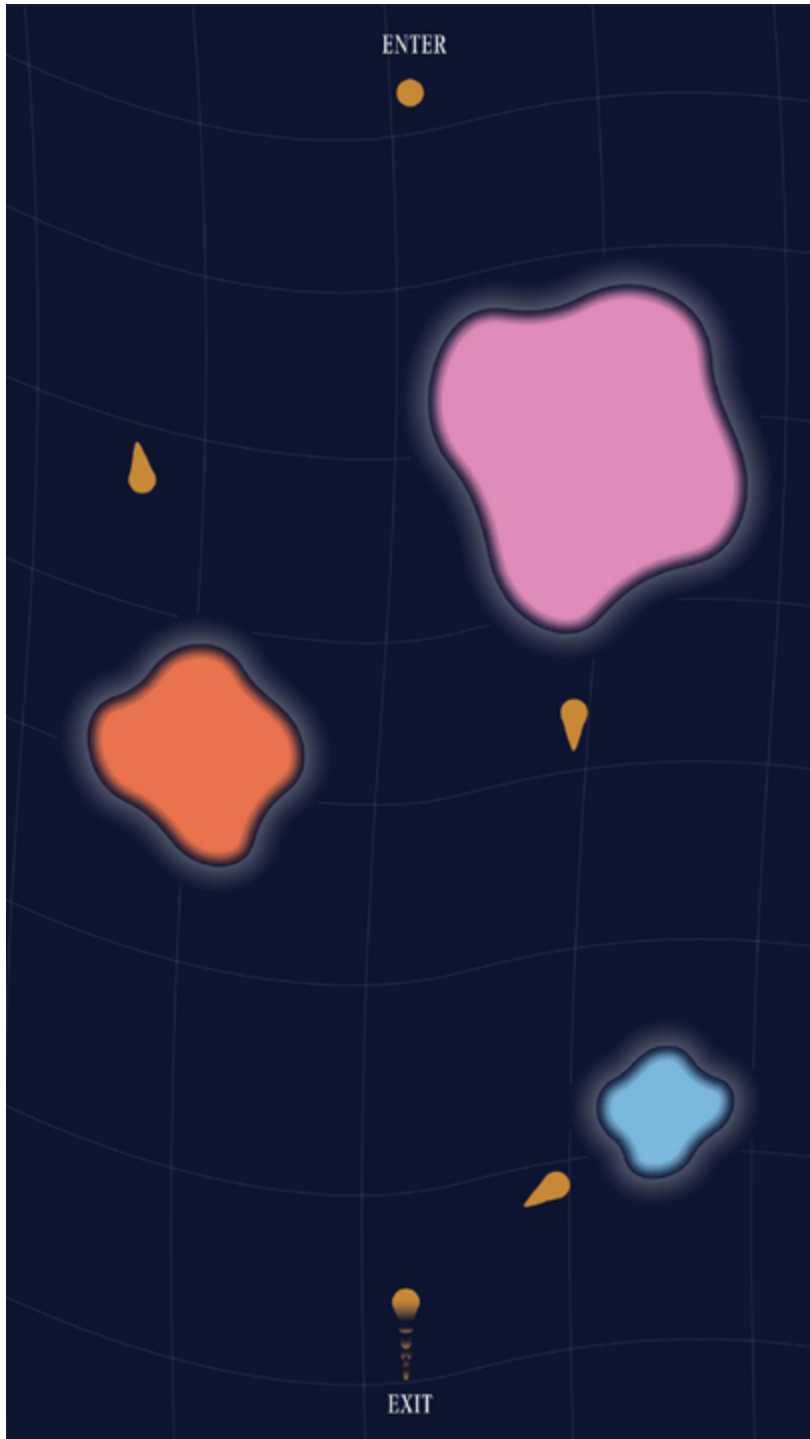


5. Actual social fluidity—encouraging side conversations, spontaneous movement, and ease of mind—now exists on an online platform.



6. Room allows for lingering farewells, dispensing with the jarring "hard-goodbyes" of dominant online communications platforms.

User experience storyboard by *Jin*



Interface design by *Michelle*