Objects and Narratives

03

Project 3

A life repaired

Exploring technological repair, loss, and self-identity through museum artifacts.

Keyword: Self-perception

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Project Overview

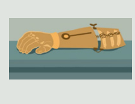
- What is this project about?

This project uses three museum artifacts — a cloned wool sweater, an artificial arm, and an artificial heart — to tell the story of a scientist whose body and sense of self undergo transformation through technology.

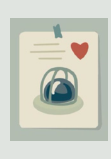
Theme: How technology comforts, replaces, and questions what makes us "us."

Design Questions

1. How might museums present their collections in different contexts, for example how might the museum collection be integrated with audiences' everyday experiences?
I placed medical and technological artifacts from the museum into a fictional narrative with emotional depth. By embedding them into familiar actions — wearing a sweater, attaching a prosthetic, listening to a heartbeat — audiences connect with the artifacts on a personal and emotional level, allowing the collections to resonate with their everyday experiences.



2. How might museums surface the lesser-known aspects of their collections?
By telling the story behind the cloned wool sweater as a symbol of comfort, the mechanical prosthetic as a trigger for philosophical reflection, and the artificial heart as a metaphor for life, we reveal the often-overlooked emotional and identity-based layers behind these scientific objects.

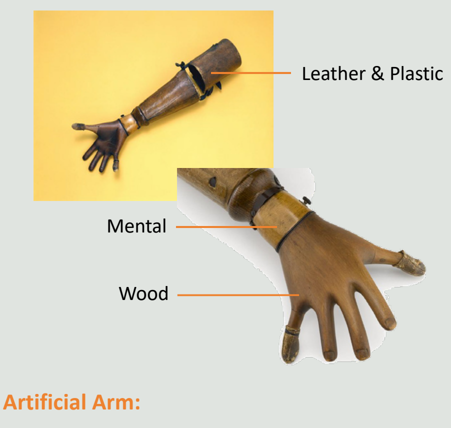


3. How might the collection be interacted with to encourage exploration and discovery?
Audiences are not passive viewers but active participants — through interactive web and AR experiences, they engage in the process of "repairing" the character's body. Every gesture carries meaning about technological intervention, prompting users to uncover deeper reflections through playful yet thoughtful interaction.

Objects From the Collection

Wool Jumper:

Represents the comfort and warmth brought by technology, while questioning the uniqueness of life.



Artificial Arm:

Symbolizes physical restoration through technology, but also raises questions about bodily integrity and identity.

Artificial Heart Valve:

Embodies technological control over life itself, provoking reflection on the essence of being alive.

People
General public, students, and researchers interested in the intersection of technology and humanity.

Activities
Through the interactive webpage and AR experience, users can:
- Drag wool to craft the sweater.
- Install the mechanical prosthetic arm.
- Listen to the rhythm of an artificial heart.

Contexts
The experience is suited for museum exhibitions, educational programs, and online interactive platforms.

Technologies
- Built website for interaction
- AR for mobile-based, wearable-free interaction that allows users to explore and learn more about the artifacts.

Character Design:
A scientist involved in the Dolly the sheep project, who, after injury, turns to technological repair — beginning a journey of identity and self-reflection.

Interactive Story Lines

Part 1: A Warm Beginning
Scene: The protagonist recalls childhood memories — shearing sheep, knitting sweaters with his mother.
Symbolism: The sweater stands for warmth, care, nature — and the tactile intimacy of being human.
Message: Even before technology, we knew how to heal and nurture.

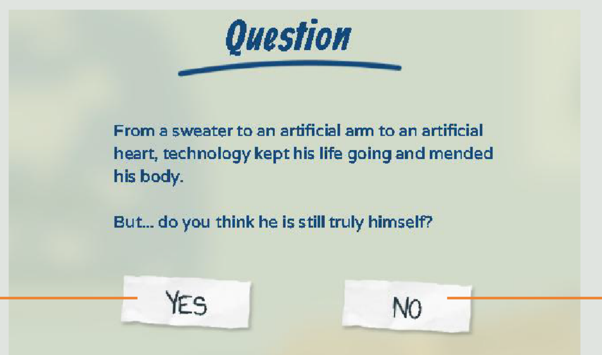
Part 2: Technological Repair
Scene: A lab accident costs him an arm; he receives a robotic prosthetic.
Symbolism: The new arm brings strength, but also marks the loss of natural wholeness.
Message: Technology can enhance the body, but it struggles to restore a complete sense of self.

Part 3: Replacing the Core
Scene: A failing heart is replaced with a mechanical one. He survives — but something feels different.
Symbolism: The heart is more than an organ; it's the seat of emotion and identity.
Question: If even that can be replaced, who are we really?

"A Life Repaired" is not just a story of physical recovery. It's a quiet question:
As more of us becomes machine, what happens to what makes us human?

Technology changed his body, but not his soul.
His thoughts, memories, and feelings remain his own.

Repair doesn't erase who he is — it helps him live fully.



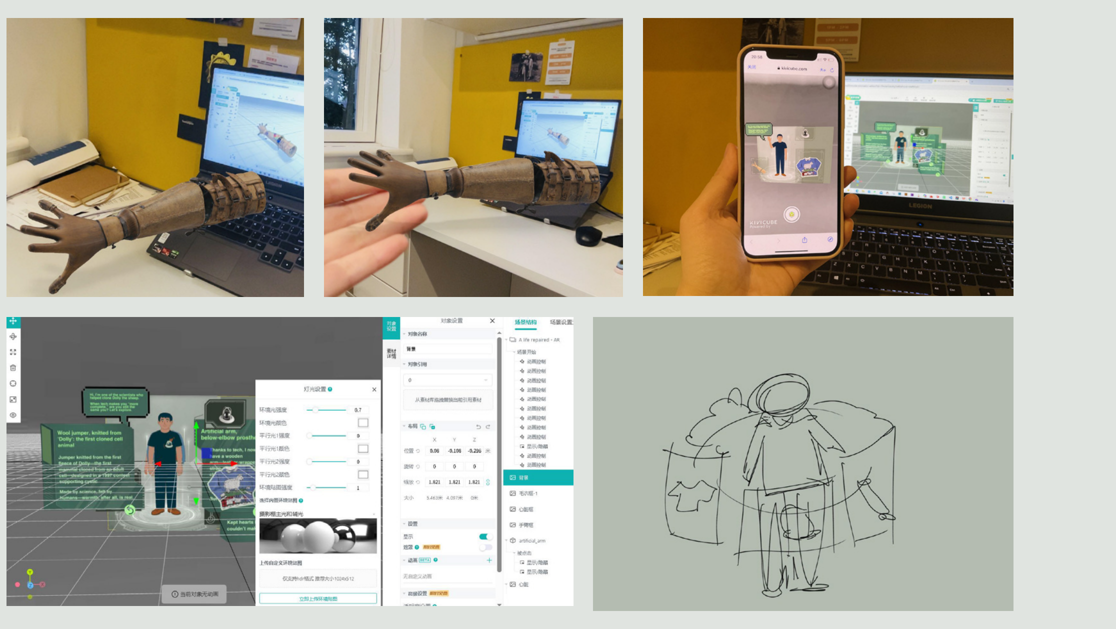
Technology rebuilt his life, but can it make him feel? A heartbeat can be copied, but not a hug, not the fragile warmth of skin, nor the quiet tremble of vulnerability.

What's lost may be invisible, but it's deeply human.

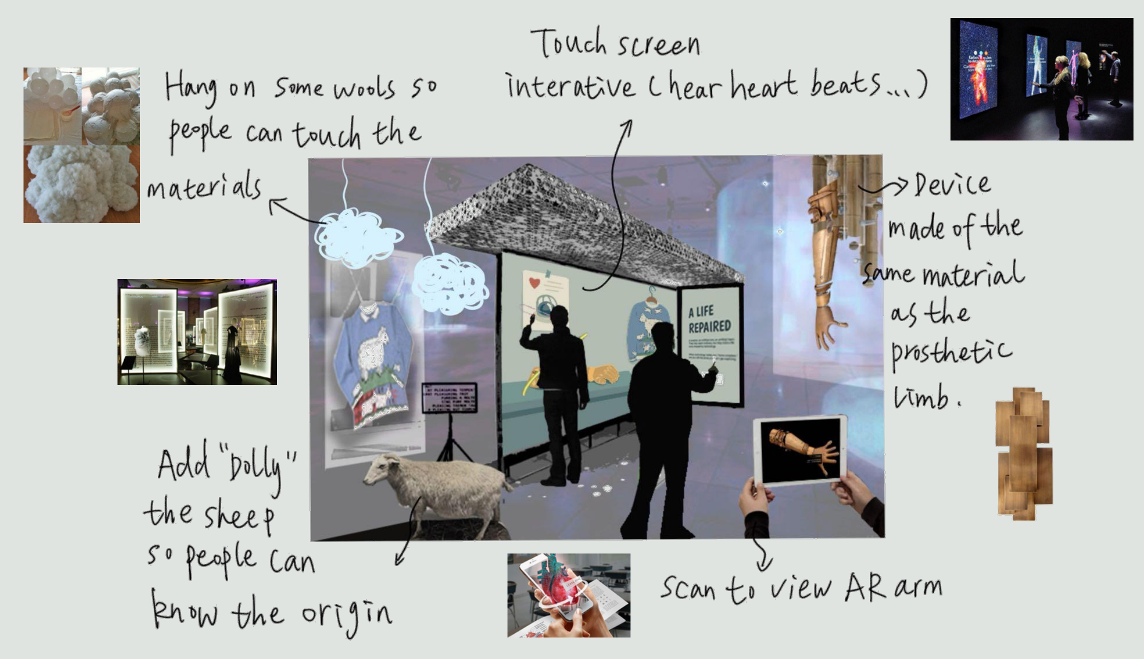
AR Interactive

Scan the QR code to enter the AR interface, where you'll see a welcome screen and three exhibits. Tap any of them to explore more in-depth information.

Interactive Process



Showroom Demo



Reflection

Before this project, I saw museums as places to view objects and learn facts. But through building this interactive experience, I realized how engagement transforms understanding — interaction makes history feel personal and alive.

I wanted to create something that felt alive — using AR and web interaction to bring hidden collections into everyday spaces. It was challenging at first, and I had to teach myself new tools. But along the way, I learned not just the tech, but how digital experiences can make stories more personal and human.

One key insight was seeing how objects connect — not just as isolated items, but as parts of a larger narrative. Linking multiple pieces revealed how ideas and technologies evolve over time. This project changed how I see museums: not just as spaces of preservation, but as platforms for connection, reflection, and imagination.