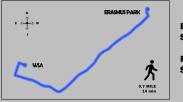
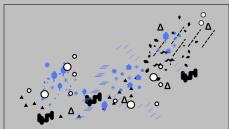
# ONTHE WAYTO SCHOOL

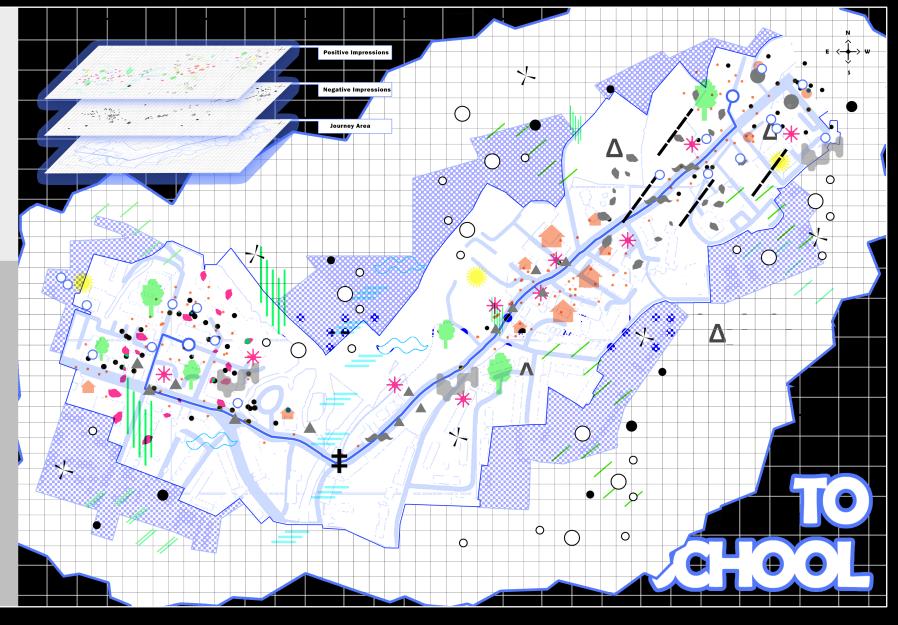
#### **My Impression Of**

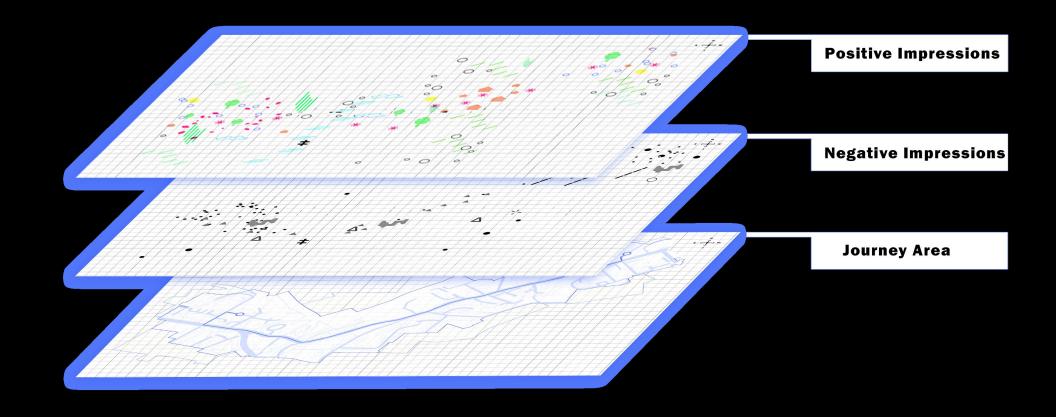


Easton Ln SO237XA Park Ave SO23 8DL

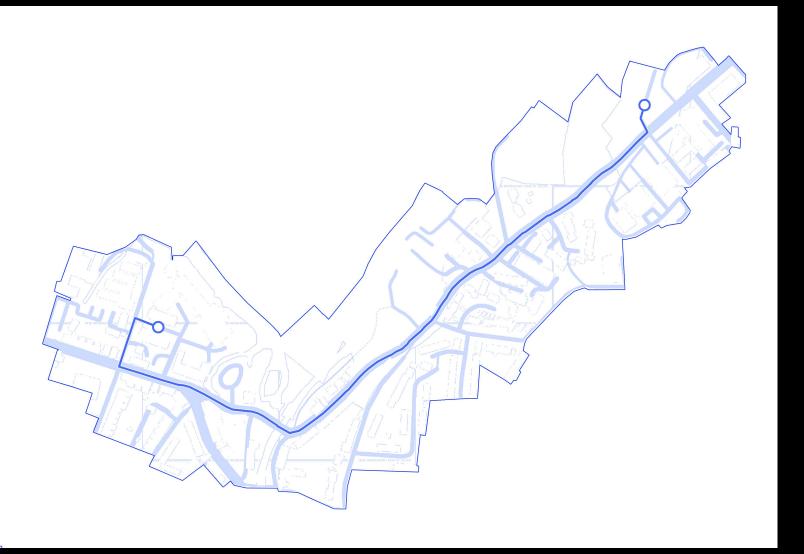


O.7 Mile 14 Min 25 SEP / 15 MAR





A series of symbols are used to represent positive and negative impressions, which are combined to form a description of my overall impressions during the school journey.

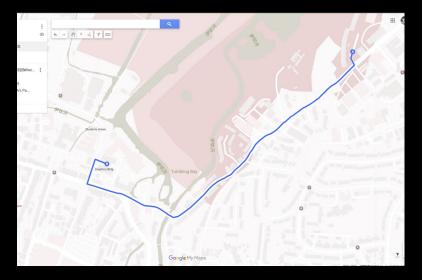


## **JOURNEY AREA**

From Erasmus Park
Easton Ln SO237XA

0.7 Mile 14 Min

To WSA
Park Ave SO23 8DL



# 0 0 0 0

### **POSITIVE IMPRESSIONS**



Tree



Stream



Flower



Vine



Breeze



Petals



Sunshine



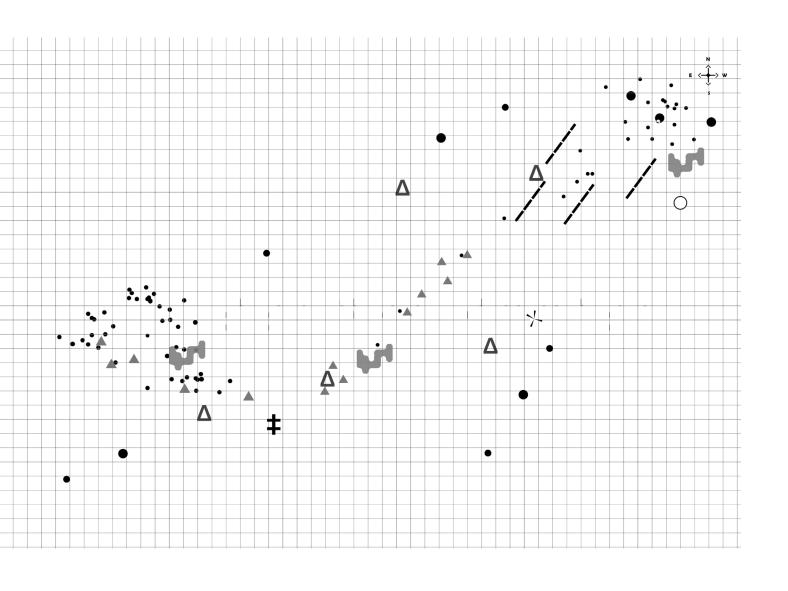
House



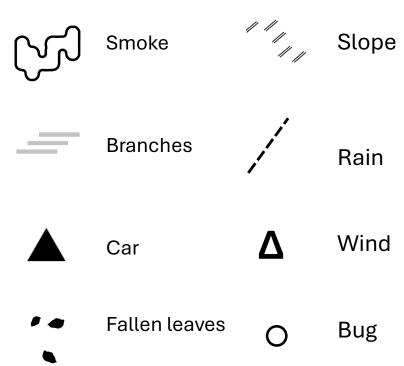
Grass

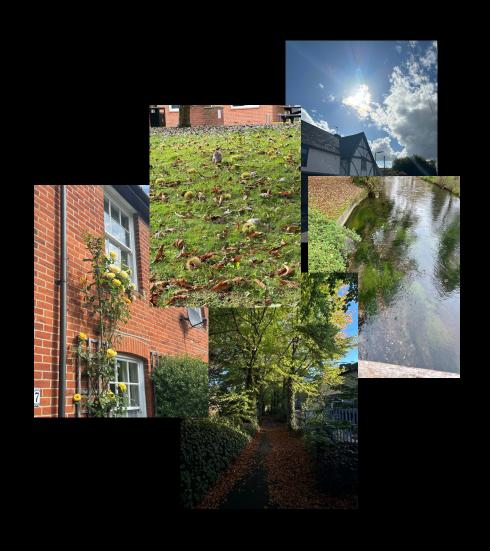


Fresh air



#### **NEGATIVE IMPRESSIONS**







**POSITIVE IMPRESSIONS** 

**NEGATIVE IMPRESSIONS** 

# impression. impression. image - I see /// Colour I feel. beauty scene. size amount > often. Concept mudely 222. (wind) hugry. thice! Tour good. / bad. 为为一次心。 beautul garden. Shinke loo many Car. \* cold 围. feh as leep

#### Reflection

Through this project, I became more aware of how my emotions change during familiar journeys, and how these emotions are affected by space, time, and context. By using symbols to represent impressions, I think this can go beyond traditional maps to convey personal experiences. However, the end result could have been improved in a number of ways.

First, by incorporating more variation in textures and materials, such as the wool knitting that I referenced in the concept. Unfortunately, I abandoned this idea due to some unsurmountable problems during the implementation of the solution, and I hope to have the opportunity to try it again in the future.

In addition, perhaps introducing a time element or an animated version could better convey the nature of emotions changing over time. Audience feedback also showed some difficulties in interpreting certain symbols, suggesting the need for legends or more intuitive icon design. In the future, I will consider combining static and interactive elements, possibly using augmented reality to create a richer, multi-layered experience.