





immersive, interactive audiovisual experience.





Audience

Audiençe

Through visualisation and anthropomorphic voice interaction, we encourage them to rethink the connection between technology and emotion.

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For audiences exploring the boundaries of Al and design



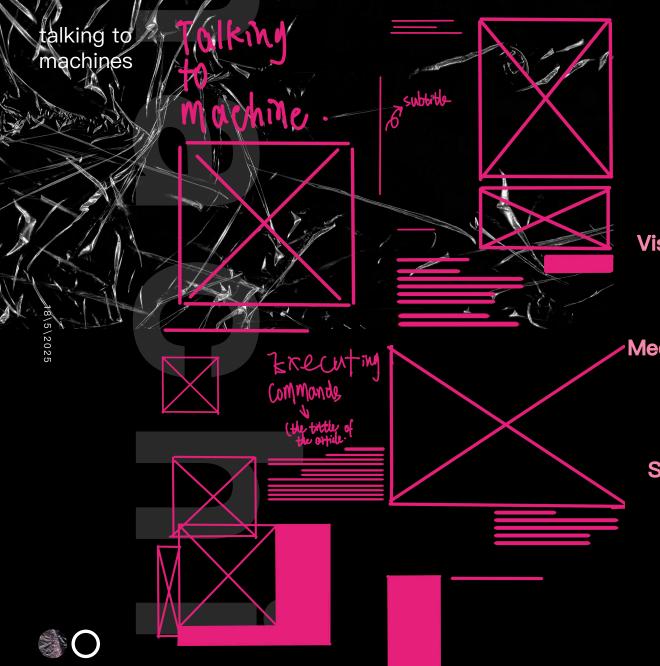
WANDER

Audience

Dieses Werkwichtet sich an ein junges Publikum, das sich für Mensch-Maschine-Interaktion, Kultur der künstlichen Intelligenz und digitales Design interessiert.

Especially learners in the fields of art, technology, and media.

5\18\2025



Draft display

translation

Visual semantic Convert abstract technical terms into concrete symbols, such as waveform diagrams.

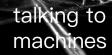
Media transition experiment

Using the metaphor of 'talking books,' explore the two-way relationship between dynamic subtitles, speech synthesis, and readers.

Spatial design

Use the layout of the screen to simulate the interaction path between the user and the Al assistant, making the content appear as if it is being read and responding to the audience at the same time.











WORDS







BY Haoyue Guan







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EXECUTING COM-MANDS **GRAMMAR-BASED** SPEECH RECOGNI-



Task Management

AI

Medium and Output Format

The final product is a 'perceptual publication' presented in video format, which simulates real interactions between Siri and users through synchronised images, voice, animation and text.







ty-two cents,' the program

gave you \$2.42."

Speech recognition based on

language

Haoyue Guan Communication Design

Technology | doi:10.1145/2133806.21338/

Cognitive Assistant

Technology | doi:10.1145/2153806.2



Display video:

https://youtu.be/DuVRpZynDws?

si=JrSs9fXBl48ndc8h

E-book testing:

https://youtu.be/TpvTPPnhN-Y?si=dQzuq4AMF6e21MOf

5\18\2025