



01 **Publishing Forms**

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Envisioning our future
with robots & AI

This project explores how publishing can show two sides of the future with AI and robots. Instead of a normal book, I used cards and audio to let people read and listen in their own way. The goal is to break the fixed reading order and make space for choice, reflection, and different paths—just like the article shows: one future full of hope, the other full of risks.

The book breaks the original article into two parts: **Utopia** and **Dystopia**. Each part includes short quotes in English from the article. Readers can choose their own reading order. This structure shows the two different futures discussed in the text and lets readers explore both sides of technology’s impact.

Research

I found inspiration in Yi Song’s book design, which uses metallic materials to create a rigid, reflective feel. Unlike traditional soft books, its solid form offers a new sensory experience. This helped me explore how format and material can challenge conventions and shape user interaction—just like my card-based concept.

Interview

I interviewed my classmate to share my current ideas and get feedback. He thoughts gave me valuable insights and helped shape the next steps of my project.

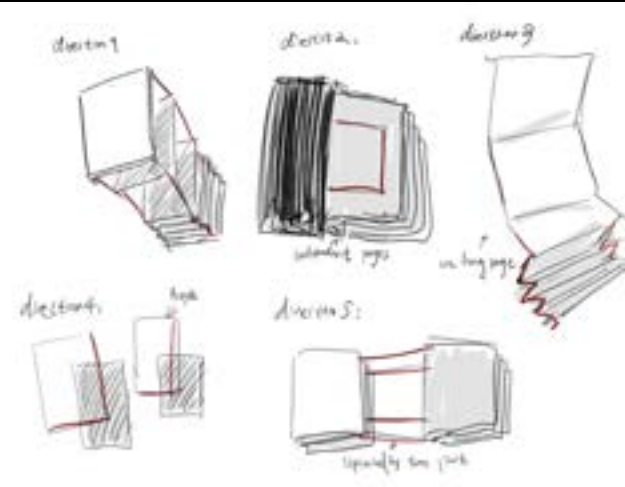


Q: I’m using cards instead of a traditional book—do you think that’s a good idea? I want readers to explore freely, but I’m not sure if the format might be confusing without a clear order.

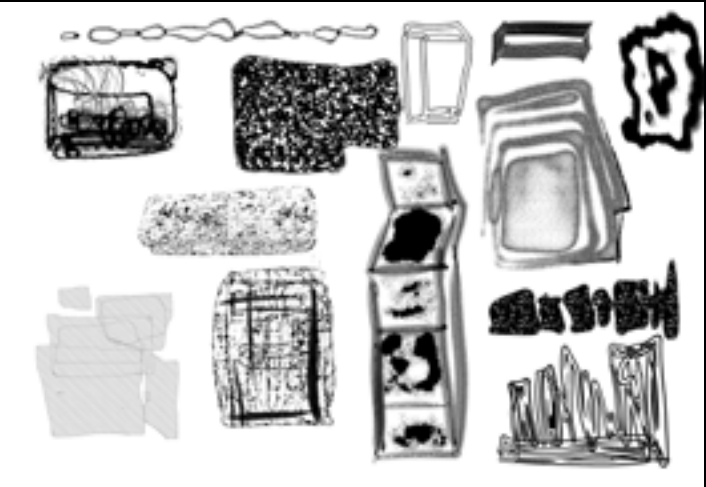
A: I think it’s a very modern and playful approach. The format feels fresh, and I’d enjoy exploring it. But without pages to flip, I might not know how to begin or what to follow. If you add a short audio guide to explain the structure, that would really help.



Sketches



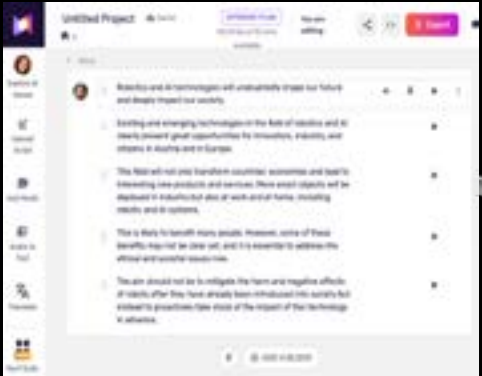
Exploration of turning a book into modular cards with various folding and layout structures.



Imagination of metallic textures through experimental patterns and reflective surfaces.

Process

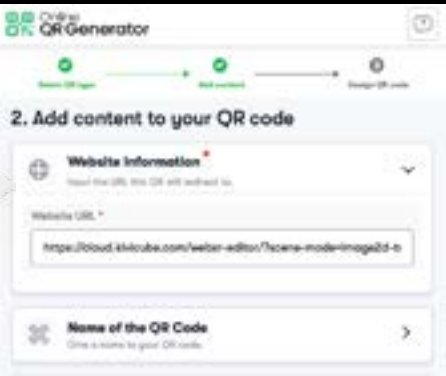
To integrate sound into my book, I first used Murf to generate an AI-narrated voice clip. Then, I built a simple website on GitHub to host the audio, allowing readers to access it easily by scanning a QR code. This approach bridges print and digital media, making the reading experience more engaging and accessible.



I used AI voiceover to record an audio introduction, helping readers understand



Then I built a simple website on GitHub to host the audio.



Then I generated a QR code linked to the site, allowing readers to scan and listen easily.

Here are the printed cards for my final piece. Each one represents a different technological future—either utopian or dystopian. To add an interactive and playful layer, I plan to wrap every card in foil, so the audience cannot see the content before choosing. This blind selection invites readers to reflect on the unpredictability of technological development and how chance can shape our perception of future possibilities.



Outcome

Here is a smoother and more natural version:

This is the final outcome of my project—a set of foil-wrapped cards that invite readers to explore the future in their own way. Each card presents a different vision, either utopian or dystopian, and can be drawn at random, like choosing a possible path forward. A QR code links to an AI-narrated audio introduction, helping readers understand how to use the cards. By moving away from a traditional book format, this design creates a more playful, open, and personal reading experience.

