

Week 3: Play and Object

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Context:

Play and Object make me think about the essence of the object, the objects themselves are tools that humans create and use. Technology, food, architecture, clothes, everything! We even made toys or games for us to pass the time or make us happy when we are bored.

I focused on the Chinese characters, the written word in China is a magical medium. From the perspective of usage, it is a tool that can help people communicate, but from the perspective of visual cognition, it is lines that mean every character is also a painting. So I want to explore when Chinese characters are used as visual tools, can we create characters that look good and also provide more value? Or can we create new words based on existing radicals and give them new meanings?

Method:

I will use a dictionary, starting with my name, to create new words and give them meaning. The inspiration is from my related work, which is a collection of unexpected designs. These designs may seem meaningless, but seeing them will bring us joy and make us laugh, which is also a meaningful thing.

Response:

In the process of creating the characters, I found I made a fun game. I make up new characters by splitting my name's characters into radicals and adding other radicals. Each radical has its own meaning, and I can define the meaning of the word through my imaginary situation. This process, let me sigh that maybe the origin of many new things is just simple like that.

The followings are the meaning of each character I created:

1. The action of vigorously growing the nostrils
2. Get shocked dropped the jaw in the standing position
3. Called an Uber but haven't arrived yet so sitting indoors waiting for it to arrive
4. Got a pimple and hurts so bad, even I feel like being sick
5. Out of blue and green pigments (artist only)
6. Thirsty and hungry at the same time

Reflection:

I think this can be a creative game, like I create a Chinese character and let others guess the meaning of it. For creators, it's an exercise in thinking about more meaning in a single

character. At the same time, when creating this character, it is also necessary to consider whether other words or short sentence already have this meaning. In addition, in the appearance of the characters, it should also be symmetrical or balanced. The use of radicals should also be reasonable. For people who guessing the character, it is not easy to observe the meaning of the radicals and organize them into meaningful intention reasonably, just like trying to use words to make sentences. It's a fun exercise to use their imagination.

I think there are more fun ways to improve this game, like pronunciation. The pronunciation of Chinese characters is mostly determined according to the pronunciation of the radicals inside (it is not absolute). I think that if we can create pronunciations on the basis of creating characters, it will be possible to create useful "new Chinese characters".

This week's theme let me find out the very essence of simplicity, and I'm having a lot of fun. New discoveries may be made by observing the simple and exploring the dull content. I got inspired these from this week's theme and exercises.