

Exploration

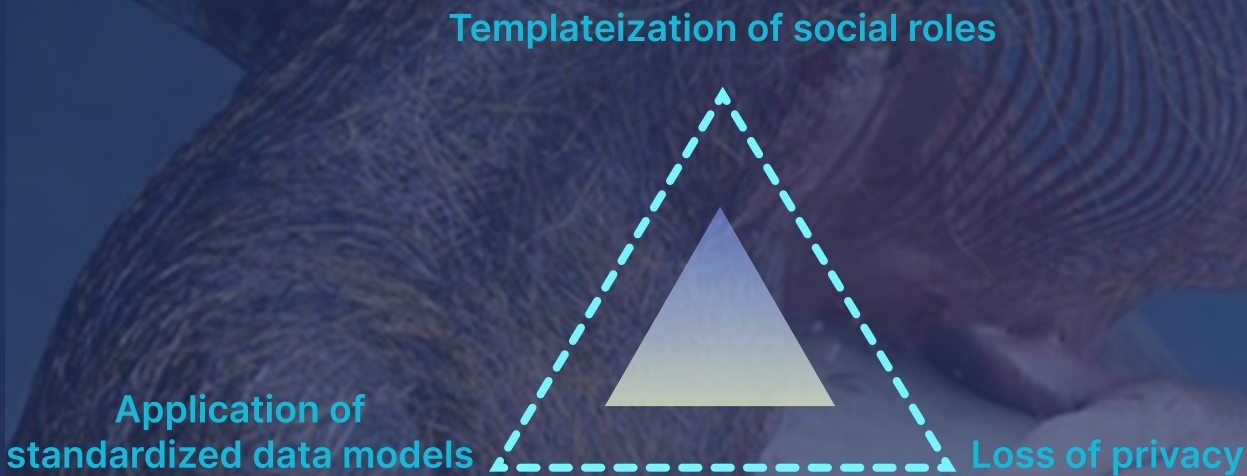
01 Identity Exploration in the Digital Age:
How does the concept of personal identity change when individuals transition into digital form?

● Dynamization and Datafication

- 1.Datafied Identity
Datafication is the core of digital identity in the digital age, where personal behaviors, preferences, and medical records can be quantified and utilized for identity authentication.
- 2.Dynamic Identity Management
In the digital age, personal identity is no longer static but constantly evolves with user activities, behavioral data, and digital interactions.

● Eliminating Personalized Elements

When identity is based on behavioral data and digital footprints, individuality is challenged as standardized data models can analyze everyone's behaviors.



02 The Impact of Digital Immortality:
If there are no boundaries between life and death, can the uniqueness of each individual still exist?

● The Blurring of Life and Death Boundaries

Traditional Boundaries of Life and Death

The boundaries of life and death are defined by birth and the cessation of a heartbeat.

Digital Age Boundaries of Life and Death

Life and death have become a transition to digital existence.

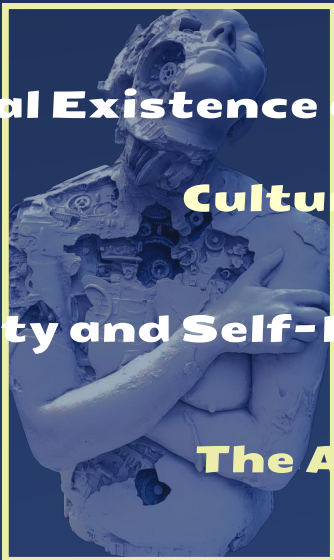
● The Loss of Meaning

The Dilution of Individual Existence and the Loss of Meaning

Cultural and Social Alienation

The Distortion of Identity and Self-Perception

The Absence of Mind and Soul



Insight

In the digital age, identity shifts to deindividualized, raising deep questions about the authenticity of self, scarcity, and life's meaning in digital immortality.

- In the digital age, identity is no longer fixed but is continually reconstructed through behavioral data and digital interactions.
- Standardized data models may diminish individuality, leading to homogenized identities.
- Digital immortality removes the scarcity of life, potentially diminishing individuality and the meaning of life goals.
- An environment without boundaries of life and death may lead to a loss of meaning and identity crises.

Ideation

01 The Concept and Meaning of Digital Life	02 People's Attitudes Toward Digital Life and the Digital Age: Anticipation and Fear	03 Existing technology could enable a fully digital age in the near future.	04 Identity in the Digital Age: Dynamic and De-Personalized	05 The Impact of Digital Immortality: Loss of Meaning
Euthanasia News	Social Research	Technical Research	Identity Exploration	Exploration of Meaning

Concept

Digital immortality may solve physical death but could cause a “loss of meaning.” Without life and death boundaries, individuality may fade, and life's uniqueness could blur in eternity.

Design an **immersive scene** simulating the process of digital immortality, where participants **experience the journey to immortality** and encounter the **“loss of meaning” and “uniqueness defects,”** encouraging reflection on digital immortality.

Interaction Mode: Immersive Narrative Game

Simulated Scene: The Process of Future Digital Immortality

Technology: VR, AR, Unity

Design

Longline

Background: By 2167, humanity achieved “digital immortality” via brain-signal uploads to a quantum network, **The Nest of Human Wisdom**, freeing them from physical limits...

The protagonist, following loved ones into immortality, enters the hall for the process.

Chapter 1

- Players enter the immortality hall to undergo the physical separation ceremony before consciousness upload. During the ceremony, **they must gradually relinquish all physical connections...**
- Players put on **the “Evolution” helmet** and, through the UI interface, begin selecting traits to relinquish. With each choice, the environment changes accordingly.After relinquishing all traits, players proceed to **Chapter 2**.

Chapter 2

- As the consciousness uploads, **the player's body begins to float**. They see their physical form left behind while they move toward **The Nest of Human Wisdom**.
- While flying into **The Nest**, players must dodge physical separation backlash by controlling their posture. Completing the progress bar unlocks **Chapter 3**.

Chapter 3

- The player enters **The Nest of Human Wisdom**, a virtual space of collective consciousness.
- The player **can no longer distinguish their thoughts from the collective consciousness**. Memories in the game may not be theirs but random fragments from others in **The Nest**.
- Through the UI, the player is tasked with **collecting scattered consciousness fragments** in The Nest to prevent memories from resurfacing. As they do, they notice a group of identical people doing the same task.

Storyboard

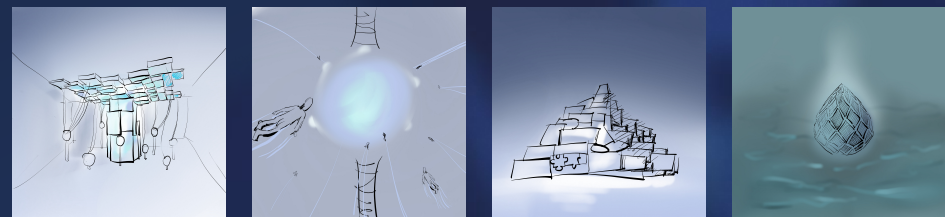
Chapter 1 Scene: Immortality Hall

Chapter 2 Scene: The flight process into the “Nest”

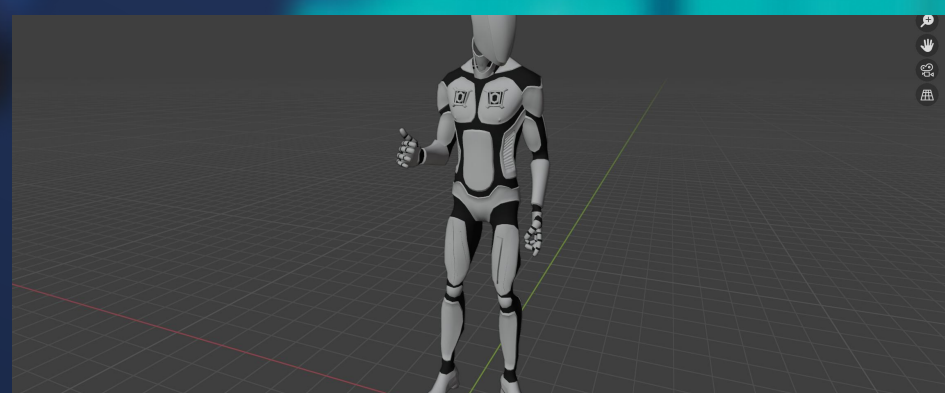
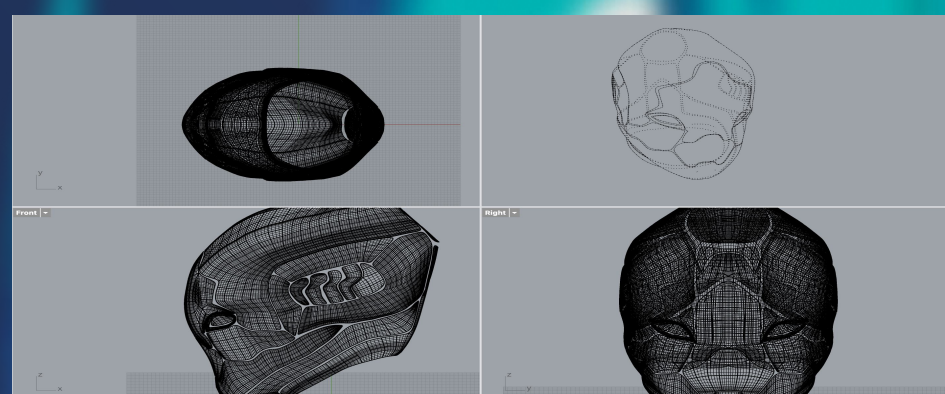
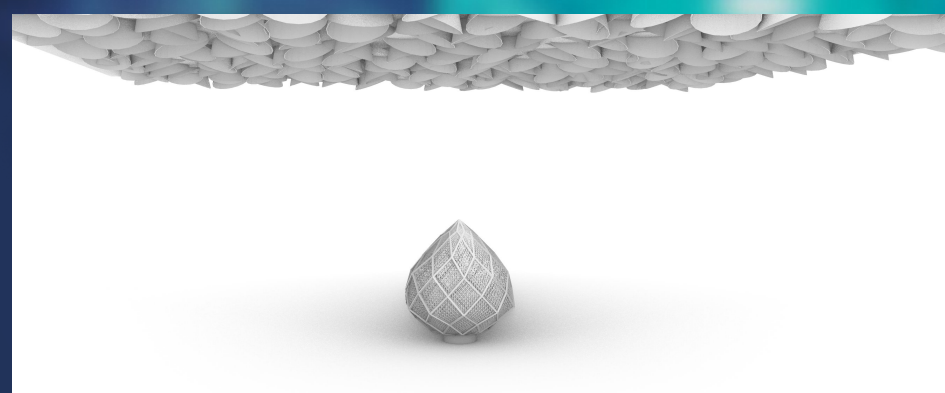
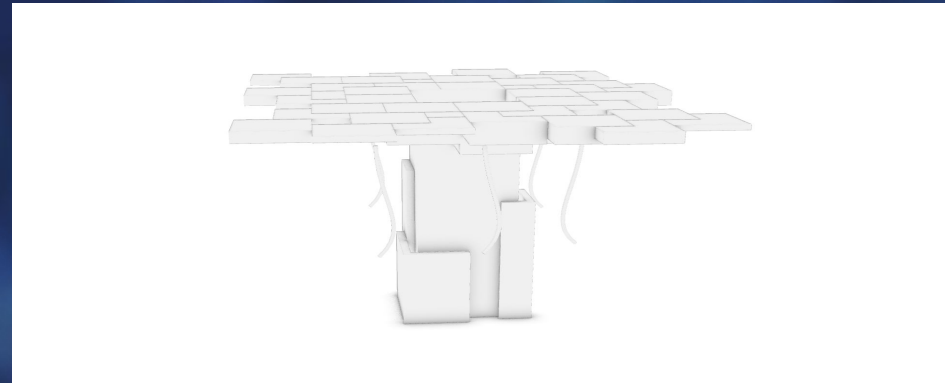
Chapter 3 Scene:The Nest of Human Wisdom

Scene Construction

Sketch



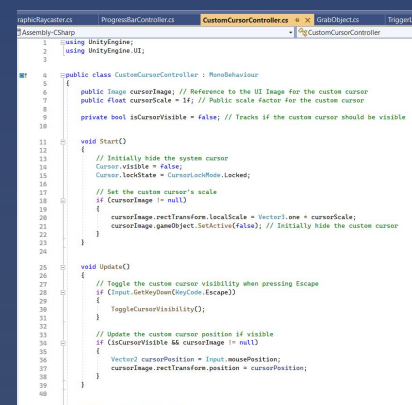
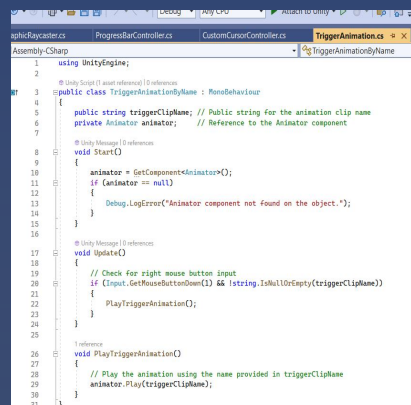
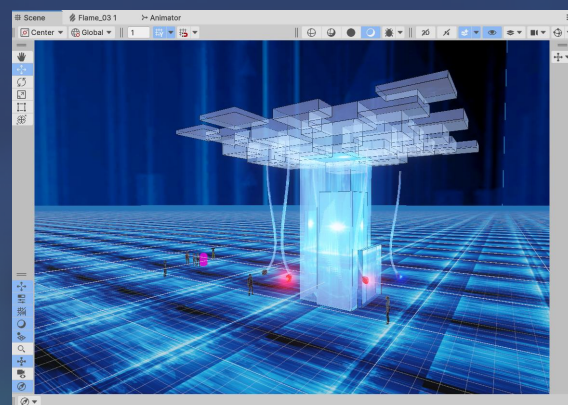
Modeling



Scene Construction

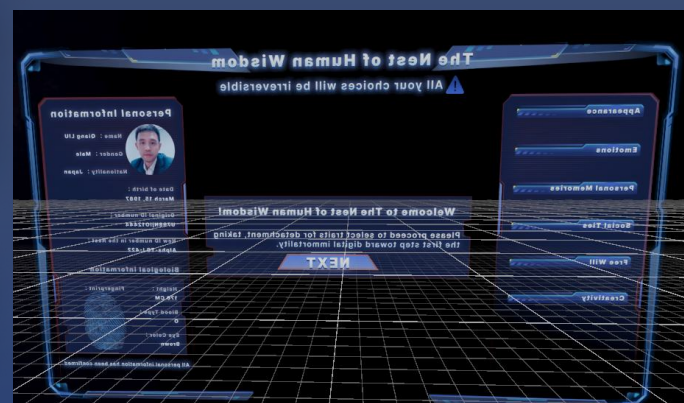
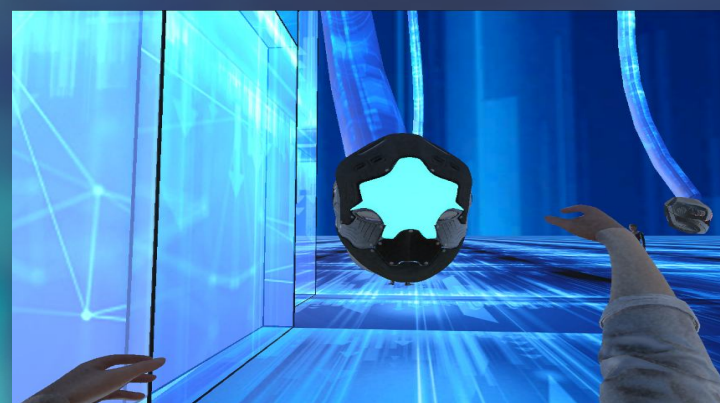
Chapter 1

I use Unity scenes and UI guidance to lead the player to find the correct helmet and display the UI interface inside the helmet.



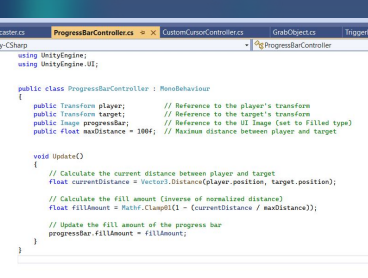
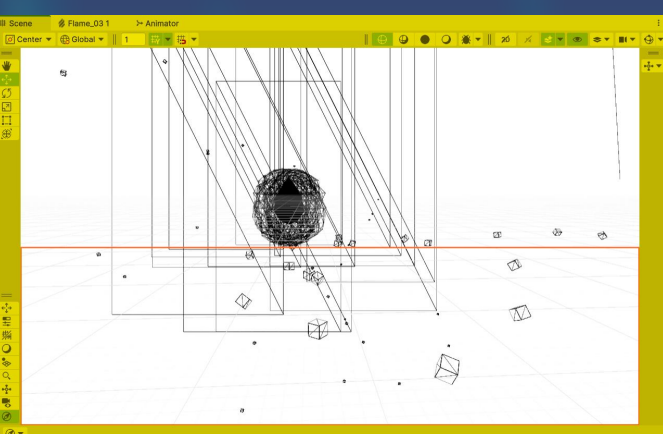
UI Selection Button Code

Button Trigger to Switch Scenes with Hand Extension

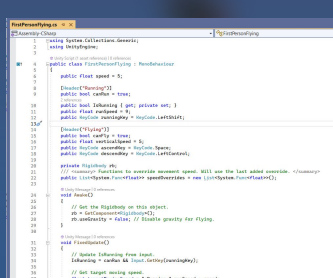


Chapter 2

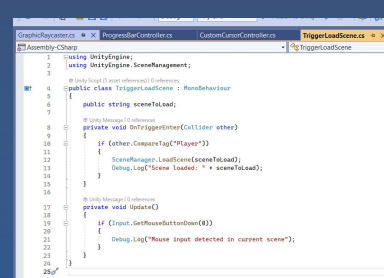
Scene 2 uses Unity and Visual Studio Code to launch cubes at the player and sets a progress bar to display the player's approach to The Nest. Once the progress bar is full, the player enters The Nest.



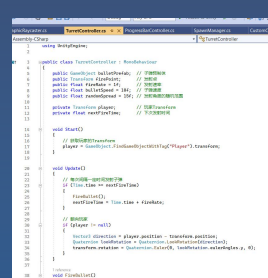
Progress Bar Code: Proximity Increases Progress Bar



Player Flight



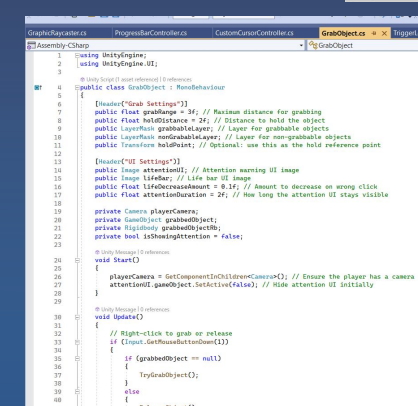
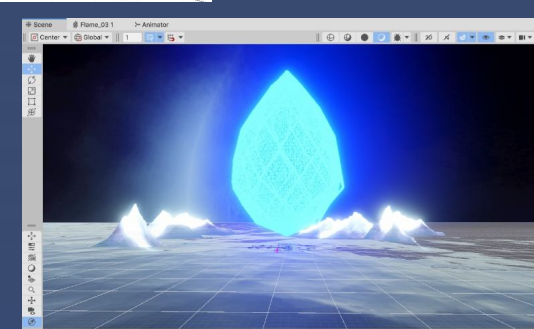
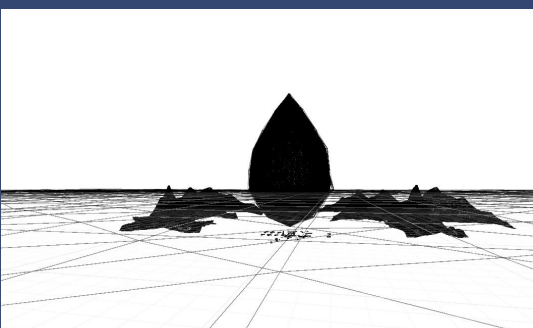
Collision to Switch Chapter



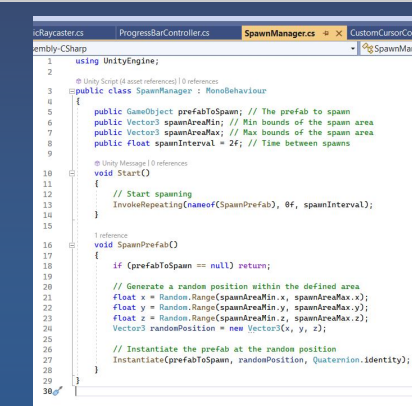
Memory Backlash: Fire cubes at the player

Chapter 3

I use Blender for modeling combined with Unity to create The Nest of Human Wisdom. Additionally, I use Visual Studio Code to automatically generate fragments and track the player's progress in collecting them.



Fragment Collision Detection



Randomly Generate Fragments

Final Result

