

FINAL PROJECT

<<CHANGE VIEWER FOR RESILIENT FUTURES>>

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PROJECT NAME: Mutations Perfumes

What is the core concept of your *CHANGE VIEWER* and why does it matter to you? Is it intended to assist during the next hurricane? Is it a sculptural interpretation of a particular “wicked problem”? Is it an information kit, a map, a portable community center?)

The core concept of my Change Viewer is to make New Yorkers more aware of the pollution that is in the environment around them. I have created four different perfumes by using grass, twigs, flowers, and leaves that I have collected throughout the city. I decided to call the perfumes Mutations because these environmental objects do not grow in a natural environment like the forest; they are mutated by the pollution that exists in NYC. I originally anticipated for the perfumes to smell bad to hopefully raise awareness of the negative effects that pollution has on the smell and also the way that they grow and live. However, the perfumes ended up smelling rather nice so that just contributed to the project in a positive way for the audience. As a result, by smelling these perfumes and reading about what the perfumes have to say about pollution, New Yorkers will in turn start thinking about the wicked problem of pollution and its affects. This matters to me because I am very passionate about the environment and the way that people negatively impact it. I do all that I can to raise awareness about how we should change, or at least rethink, the way we coexist.

What overlooked events of change does it MAKE VIEWABLE or EXPERIENCEABLE — AND WHY?

The overlooked events of change that my Change Viewer makes viewable is the way that air and water pollution affects the environment around us, as well as ourselves. As people, we have become very oblivious to the pollution we breathe to the point that we do not notice it or think about it. By having this change presented to the audience in a new and fun way through my perfumes, they start to think about the air that they and the environment breathe on a daily basis.

Who is the audience for your *CHANGE VIEWER* and where are they located?

The audience for my change view is the people of NYC. Since I have collected the materials from throughout the city I would like New Yorkers of all ages to be able to experience the smells and rethink the way they contribute to this pollution. Hopefully as a result of this they will become more conscious and resilient.

What is your *VIEWER* made of and why? What does this design make possible for your users' experience? (does it help them slow down, hear/see differently, relax, pay attention, imagine geologic futures, is it reflective, does it float, is it waterproof? etc.)

My viewer is made of natural materials that I have gathered from sidewalks, parks, and curbs throughout the city (primarily Midtown). By using these materials, the audience can relate better to the project because they are affected by the same air and water pollution. This in turn makes the audience think about their role in the city's pollution and possibly what they can do to change it.

How does your project assist your intended audience in acting in ways that are more resilient (see definition on previous page) **AND “walk them through an inner space that is hard to traverse” (Morton)?**

This project helps my audience be more resilient because they will consider their part in NYC's pollution, and what they can do to make it a better environment for themselves and the plants. The perfumes and cards might even make the audience think of more creative ways that can positively raise awareness on the topic of pollution in the city.