

Virus Experience Hall

About:

This project explores the relationship between humans and viral diseases in the future through speculative design. Set in 2097, when medicine has almost overcome all viral diseases, humans are actively pursuing virus experiences due to their pursuit of adventure and excitement, as well as their new understanding of the benefits of diseases. This project aims to build a "Virus Experience Hall" that integrates popular science, interaction and experience. The hall displays the history and evolution of viruses to let people understand the complex relationship between viruses and humans. At the same time, the experience hall provides the service of "active virus vaccination", through which people can experience the virus vaccination and personally experience the process of getting sick and healing. I designed a series of products related to virus experience, such as: virus atomizer, inhalable virus device, etc., to support personalized selection and customized treatment experience solutions. This project not only explores the possible new relationship between disease and human life, but also triggers deep thinking about the ethics of science and technology, body autonomy and health values.

<https://youtu.be/CsasZF52yQc?si=upuGdX4LLIGDHGKy>

Speculative Design

Service Design

Product Design

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08/2024

Personal project

BACKGROUND

-A future without disease

Important turning point in disease & Technology

(Porter, R. 1997)

1796

1700

1950

1900

1928

1953

Enabled the observation of **microorganisms**, leading to the germ theory.

Edward Jenner's **smallpox vaccine** marked the beginning of immunology.

Pasteur and Koch laid the foundation for **modern microbiology** and infectious disease.

Discovery of the **antibiotic** revolutionized the treatment of bacterial infections.

The discovery of **DNA's structure** transformed our understanding.

The development of the **smallpox vaccine** was a major milestone.

The relevant technology now

Nanotechnology

Artificial Intelligence

Synthetic biology

Immunology

Future vaccine prediction:

Personalised vaccines

Holographic vaccines

Smart vaccines

Global Health Network

With the development of science and technology, many new techniques will also be applied to fight against diseases. It is possible that the vaccine will learn itself, be more personalized, holographic, and will form a system across the globe.

Globalization cooperation

The COVID-19 Vaccine Implementation Programme (**COVAX**) is a project proposed and led by GAVI, the World Health Organization and the Alliance for Innovation in Epidemic Prevention to provide 2 billion doses of COVID-19 vaccine **globally** by the end of 2021 for "self-paying economies" and "funded economies". On October 8, 2020, China signed an agreement with the Global Alliance for Vaccines and Immunization (**GAVI**), officially joining the COVID-19 Vaccine Implementation Plan.



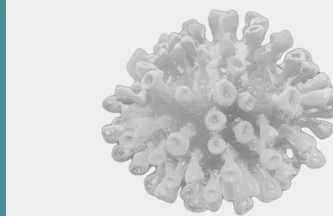
Conclusion:

Humans are becoming more adept at fighting disease, and perhaps viruses will show up in museums in the future. How will human attitudes and perspectives on disease change when the complete conquest of disease becomes possible?

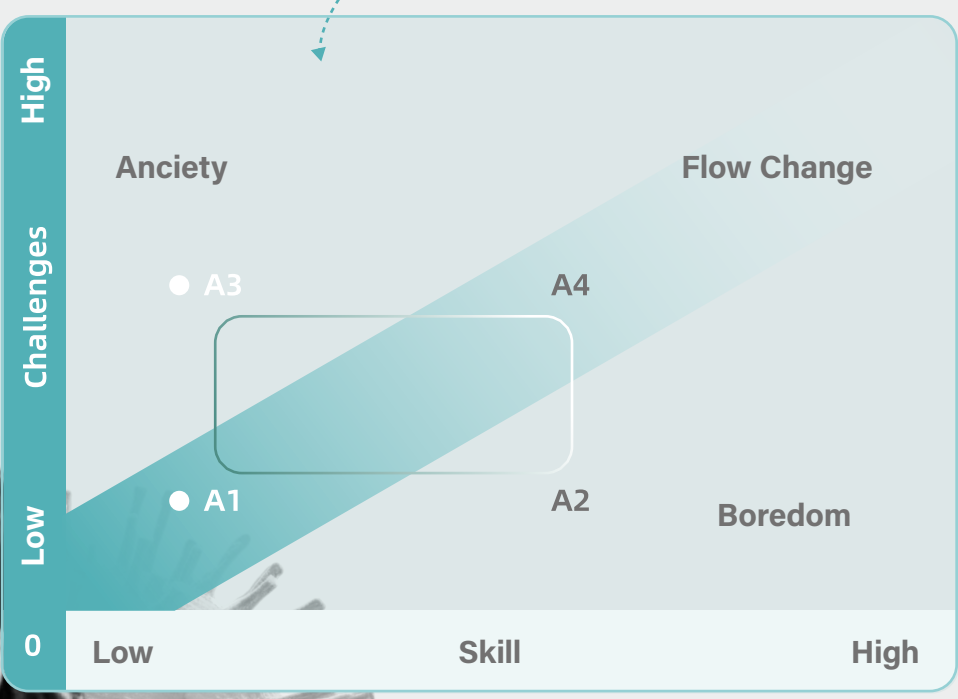
RESEARCH

-How will we think about disease in the future?

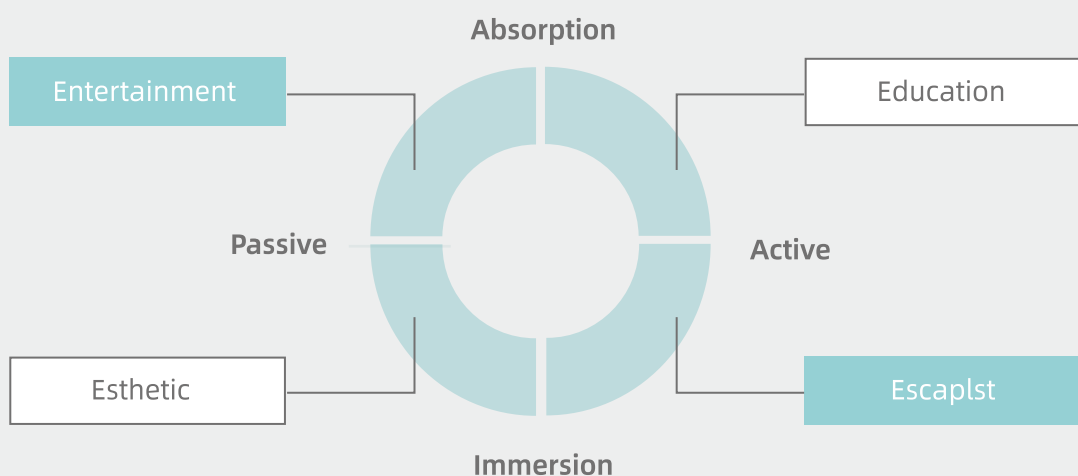
The popularity of adventure and extreme activities



Many people in modern society pursue self-realization and personal growth through adventure and **extreme sports**. Extreme experience activities also provide a way to escape the stress and monotony of everyday life. Research indicates that **adventure activities** can improve mental health levels and reduce symptoms of anxiety and depression.



The Four Realms of an Experience



In their book "The Experience Economy,"

Pine and Gilmore point out that the economy is shifting from a focus on goods and services to an emphasis on experiences. In this economic model, businesses increase value by providing unique and memorable experiences.

The positive effects of disease

- 01 Scientific and Medical Research
Advancing Medical Knowledge
Vaccine and Treatment Development
- 02 Culture associated with suffering
Artistic expression of disease in literature and art
- 03 Psychological and Empathetic Reasons
Empathy and Understanding
Personal Growth and Resilience
- 04 Philosophical Considerations
Philosophical Exploration and Ethical Debates

(Eyal, N., Lipsitch, M., & Smith, P. G. 2020).

Conclusion:

Disease has many positive implications. At the same time, with the popularity of the experience economy and extreme activities, perhaps in the future, humans will crave the experience of illness.

RESEARCH

-If the disease is exhibited...

Museum case study

(Kelley, R. , 2019)



The Spy Museum
Washington, USA

Displaying spy supplies.
Exhibition history and workshop combined.



Weta Workshop
Oakland, United States

Support people to watch and experience the filmmaking process.



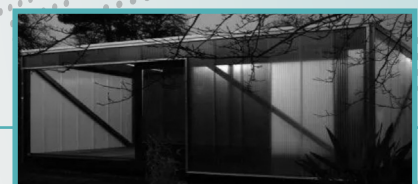
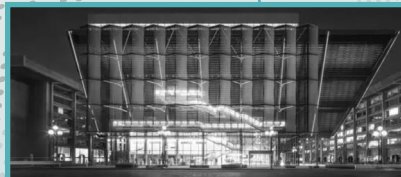
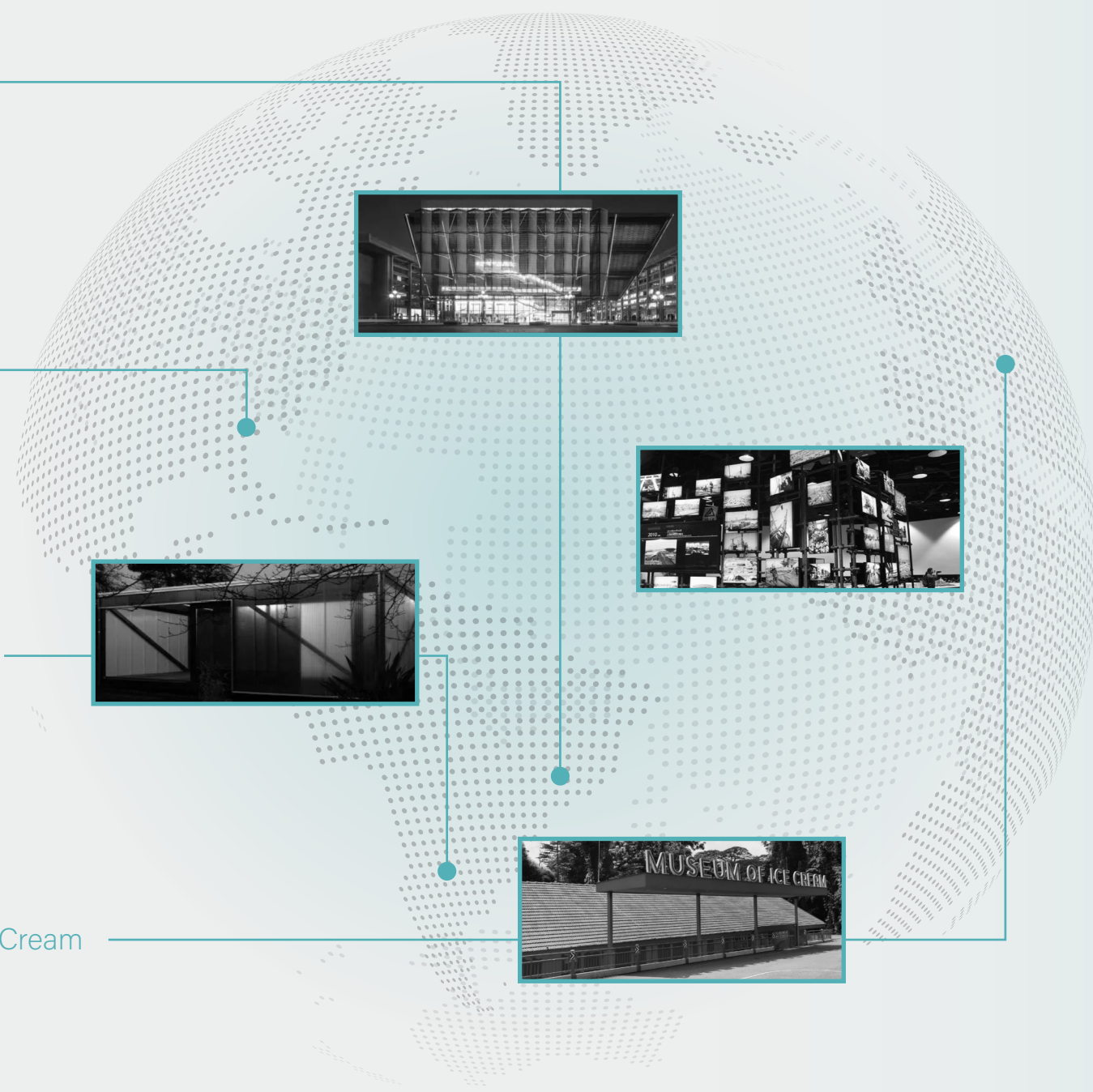
The Color Factory
San Francisco, United States

Immersive environment with stories.



The Museum of Ice Cream
Loewen Road, Singapore

Provide a good experience service.



CONCEPT PICTURE



Storytelling
Immersive Environment



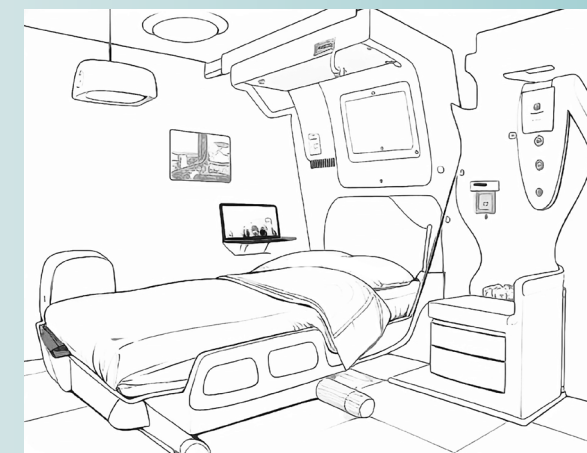
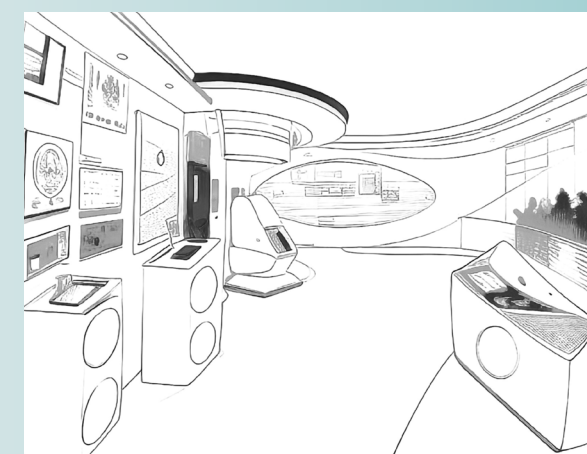
Authentic History
Multimedia Exhibits
Interactive Exhibition



Multi-sensory
experience



Unique themes
Interactive Workshops



Conclusion:

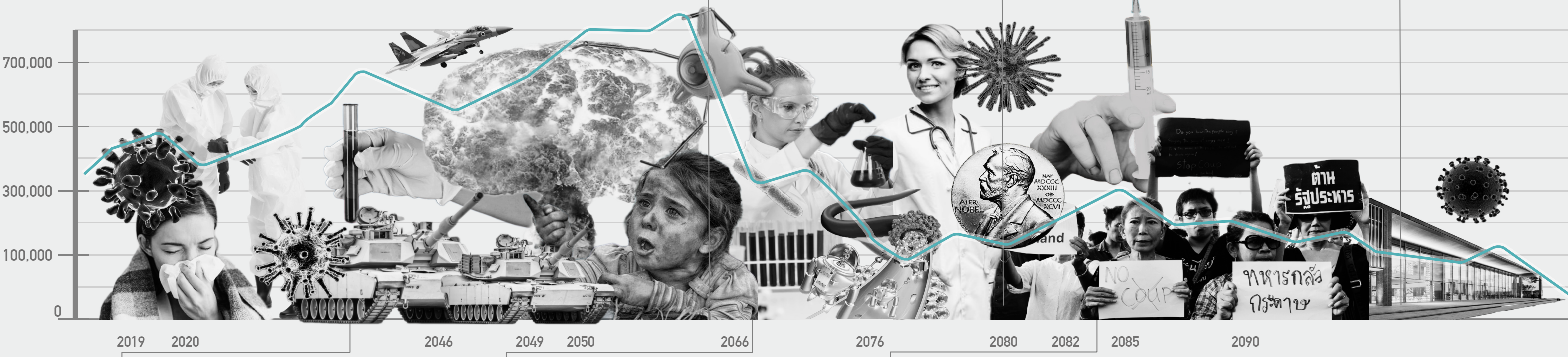
Referring to the development trend and concept of contemporary museums and experience museums, there may be virus museums and experience museums in the future for visiting and experiencing diseases.

IDEATION

-A timeline for the future

From 2019 to 2090, with the gradual advancement of technology and the outbreak of different viruses, people gradually put more attention on viruses. We have to rethink our relationship with the virus.

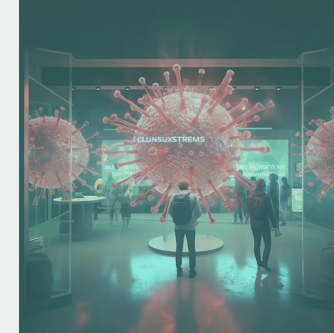
Prediction of the number of virus species



Some countries violate the biological weapons treaty and start germ warfare and virus warfare.



Cosima Brown received the Nobel Prize in Medicine. Almost all citizens get vaccinated.



Government builds disease museum and private experience center.



World war broke out. People began to pay attention to the research of bacterial and viral weapons, and signed a treaty not to use biological weapons.



Scientist Cosima Brown develops vaccine combined with nanorobots, combined with artificial intelligence, capable of self-learning and synchronizing data.

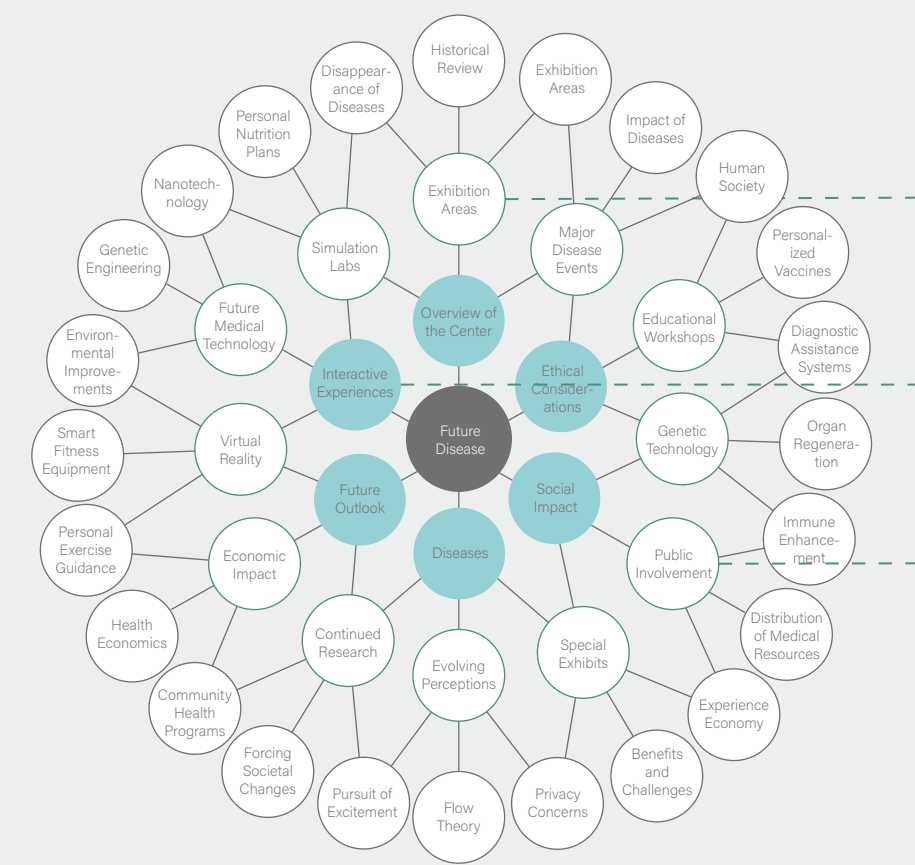


Form a non-governmental protest organization : Disease Defenders Society (DDS)

Conclusion:

After reasoning, in the next 100 years, the number and variety of viruses will become smaller and smaller, and society may develop in this way according to the above timeline.

IDEATION



The history of diseases is extremely important for humanity, so the future education about diseases needs to include this historical aspect.



Referring to the current development trends of museums, we have designed the look of a future disease experience museum.

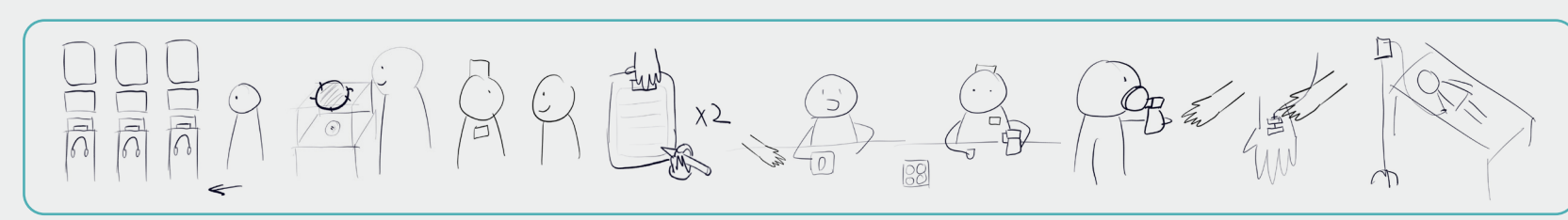


Humans will likely proactively seek to experience diseases in the future when diseases have disappeared, as this can bring many positive effects.

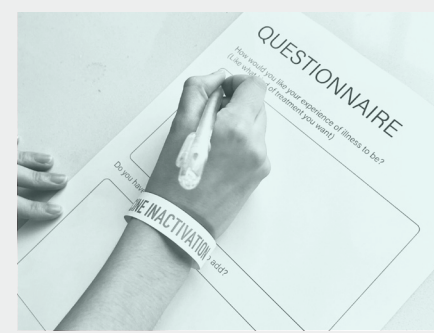
Conclusion:

In summary, in the future, humans may need a disease experience center, which includes both an exhibition component and a service component. People can learn and understand the diseases that have historically occurred, and they can even customize their own experience by choosing the diseases they want to be inoculated with.

DRAFT



WORKSHOP



Nurse

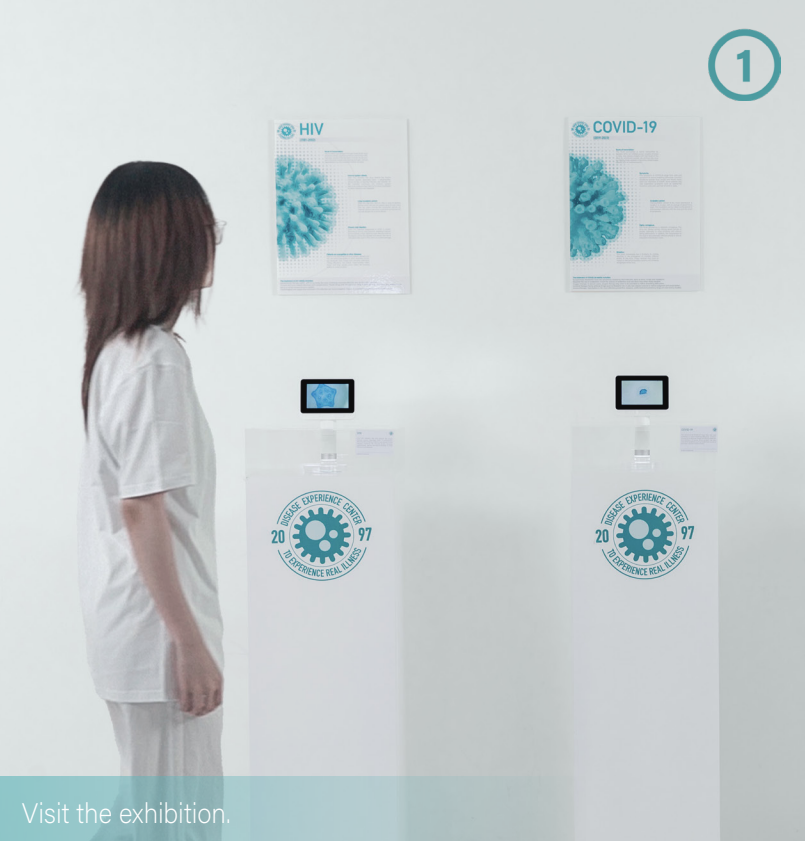


A wristband that can disable a vaccine might not make sense. Is it capable of injecting special agents by inserting needles? Oral capsules are more hygienic. Maybe you need a disclaimer, too.



Client

I don't think it's reasonable to ask the customer to write down their own requirements. If the customer is not that familiar with the process, it is difficult for him to ask for it. Instead, provide tables and options for customers to choose from.



1

Visit the exhibition.



3

Sign a disclaimer.



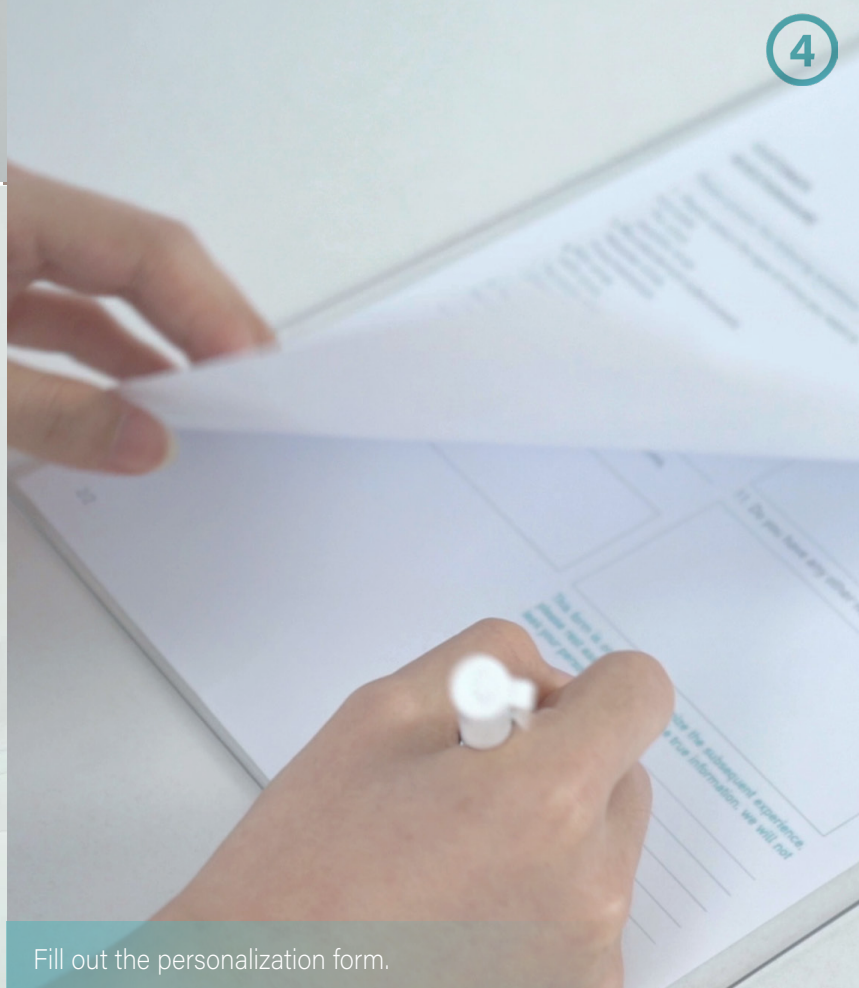
5

Show the product.



2

Observation microscope.



4

Fill out the personalization form.



6

Open the capsule.



7

Take the capsule to cancel the immunity.



8

Open the virus capsule.



9

Rip off the seal sticker.



11

Pass it to the customer.



14

Prepare for treatment.



10

Install on atomizer.



12

Inhaling the virus.



13

In hospital.



15

Start treatment.