

Sweet Escape

A Project about Digital Nostalgia
by Luise Schumacher

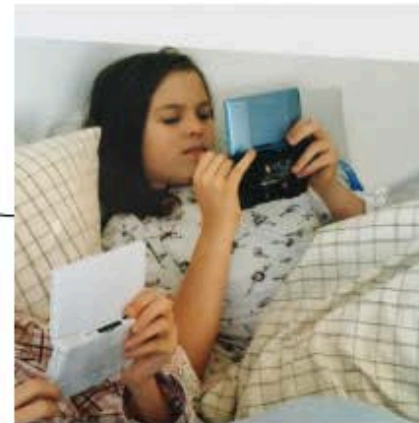
Digital Native

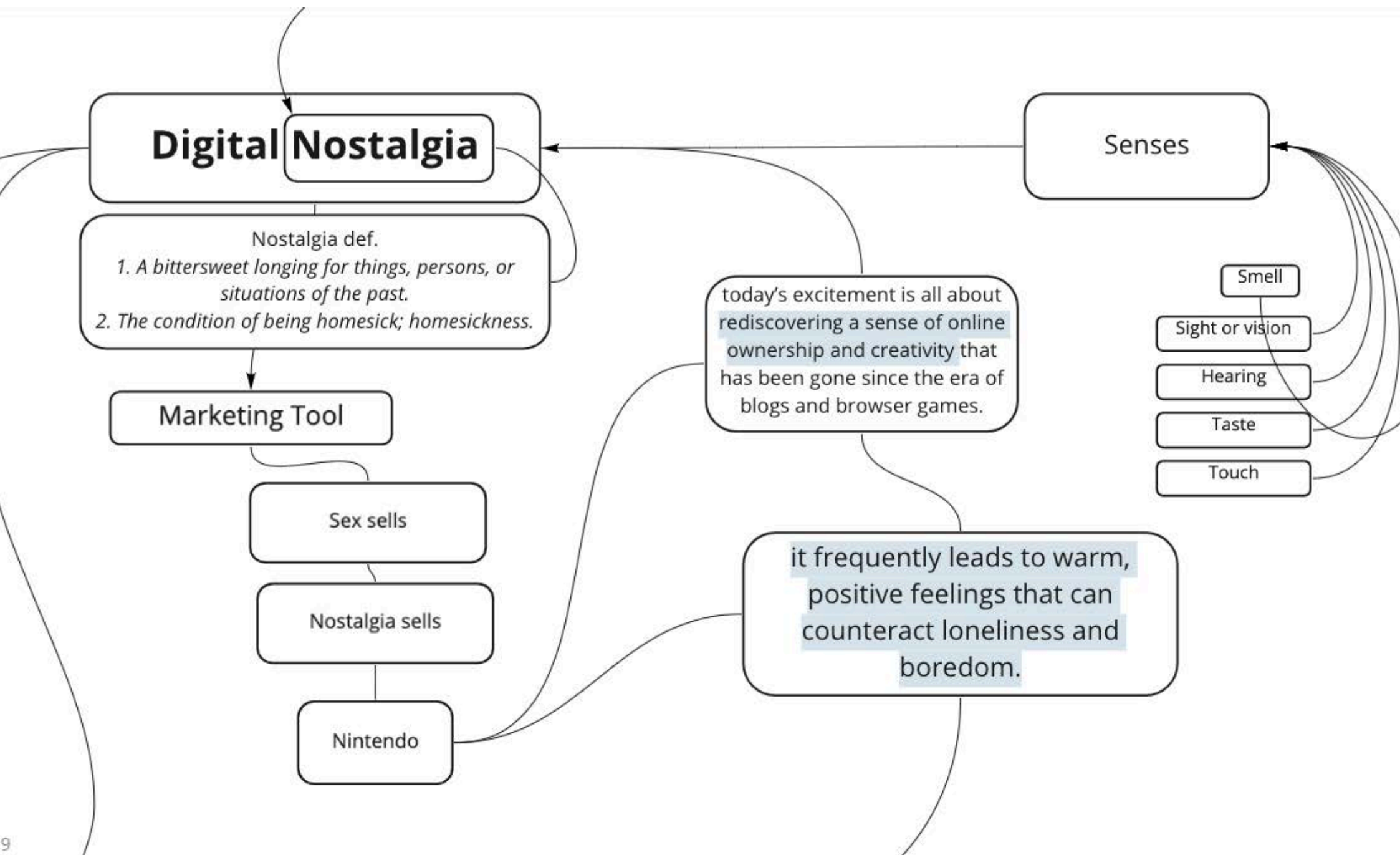
SocialLife

Intimacy and
Love

def.
The term digital native describes a person who has
grown up in the [information age](#).

Childhood





Escapism

Escapism def.

is mental diversion from unpleasant or boring aspects of [daily life](#), typically through activities involving imagination or entertainment. Escapism may be used to occupy one's self away from persistent feelings of [depression](#) or general [sadness](#).

Virtual spaces are slowly becoming a part of our everyday lives, from our social media spheres we live in digitally, to the games we play as an escape from our reality

tools we can use to manage our moods; moreover, mood repair can be experienced when one's basic psychological needs like autonomy, relatedness, and competency are met. Mood repair is not only a result of one's distraction from negative emotions but also a product of the satisfaction of basic needs.

Binge Watching

Instagram

drawing

reading

the Oxford English Dictionary defined escapism as

Digital Empathy

Yonty Friesem (2016) wrote that "digital empathy seeks to expand our thinking about traditional empathy phenomena into the digital arena."^[1]

Digital empathy def.
is the application of the core principles of empathy - compassion, cognition, and emotion - into technical designs to enhance user experience. According to Friesem (2016), digital empathy is the cognitive and emotional ability to be reflective and socially responsible while strategically using digital media.^[1]

Opportunities to empathize with others occur when one observes the emotions of another person or stranger

Does it need to happen in real life to have an impact on ones Empathy?

In the handbook of research on media literacy in the digital age, Friesem (2015) further elaborates on this concept by stating that, "digital empathy explores the ability to analyze and evaluate another's internal state (empathy accuracy), have a sense of identity and agency (self-empathy), recognize, understand and predict other's thoughts and emotions (cognitive empathy), feel what others feel (affective empathy), role play (imaginative empathy), and be compassionate to others (empathic concern) via digital media."

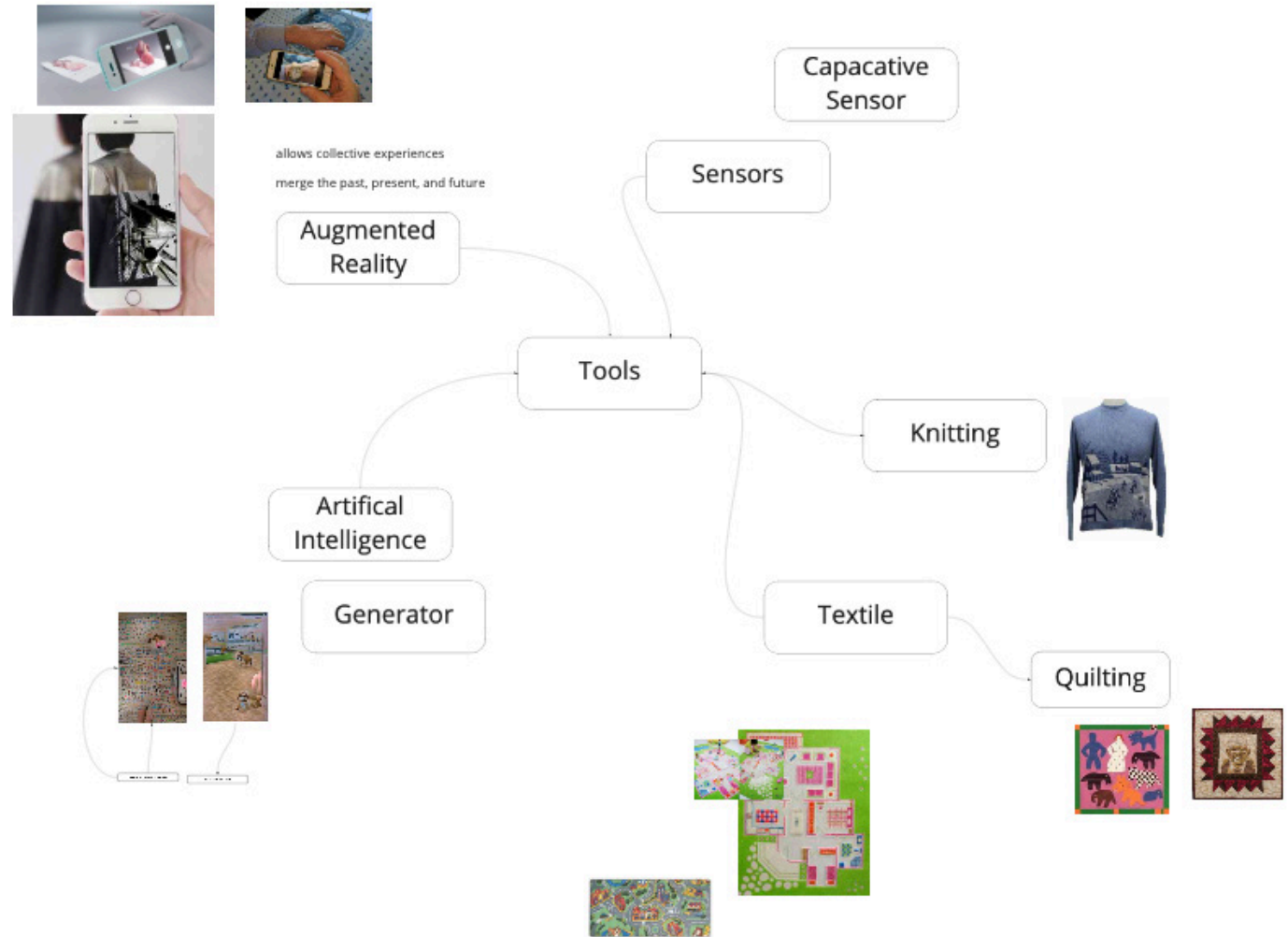
learning Empathy via Games

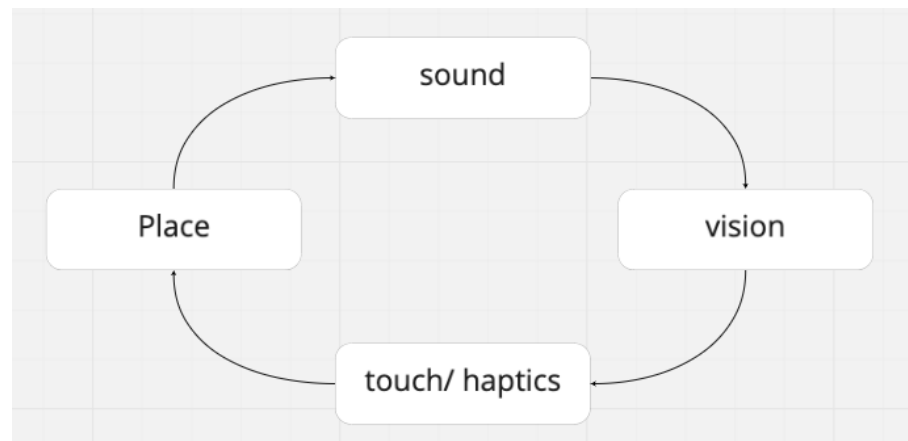
How to...

Translate it into Textile

Define a Tool !

Textile as part of cultural
Memory





The Sims 2

The Dollhouse of the digital Children

released in 2004 for the
Nintendo PC

Today (2022) in it's 4 Edition

The Concept of the Game is re-
minding of playing with dolls.

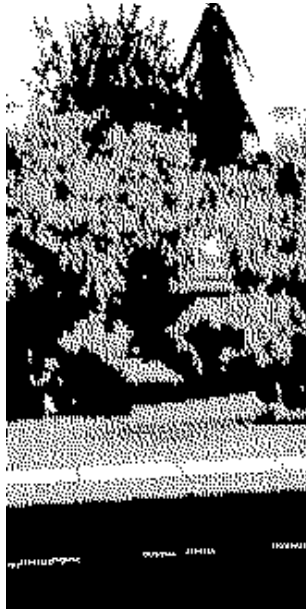
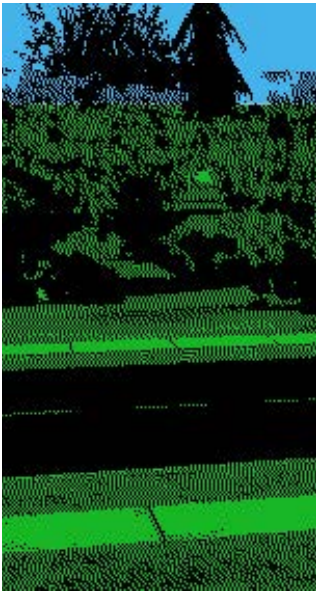
At first you are Programing
your sims (special Gene, carrer
paths, personalioty traits), then
you can create a whole family
and finally move into a home
which you can then build and
transform.

Setting is a very american
inspired sorrunding, also the langua-
ge the Sims speak (Simlish) often
sounds like american. The game
has very few limitsand you can be
very creative in this alternative world.



I remember exactly how I played
Sims 2 for the first time. An older
friend of mine showed it to me on her
PC in the nursery and we created
several Sims together. She explained
to me that you can do anything with
them, so we thought of creative ways
to kill the Sims we had just created.
Lock them up, let them starve, burn
them or leave them in the pool wit-
hout a ladder. Of course they also
had sex and made babies.... So
nothing I wouldnt have done with my
Barbies.





Scetches for the following Knitsamples

Knit Samples for the Sims 2 Sweater









Final assembled Sims2 inspired Sweater.



Nintendogs DS

Virtual Dog training

released in 2004 for the
Nintendo Ds

directed to young children

The Player simulates to be a
new dog owner

Tasks you have to fullfile are go-
ing for a walk, playing with your dog,
feed and wash him.

If you don't play responsibly, the
game will call you out or show you
the consequences. The dogs set you
a limit, as real animal would.

It teaches nurturing, empathy,
and care, and is setting routines



I have been playing nintendogs since i was 11, it was also my first console game and my introduction to gaming. The feelings about this game are very probably comparable to playing tamagochi. i definitely had a sense of responsibility towards these dogs and also felt bad if i didn't feed them for a few days.... don't know if this is real empathy but it is very connected to the analog world in my memory.

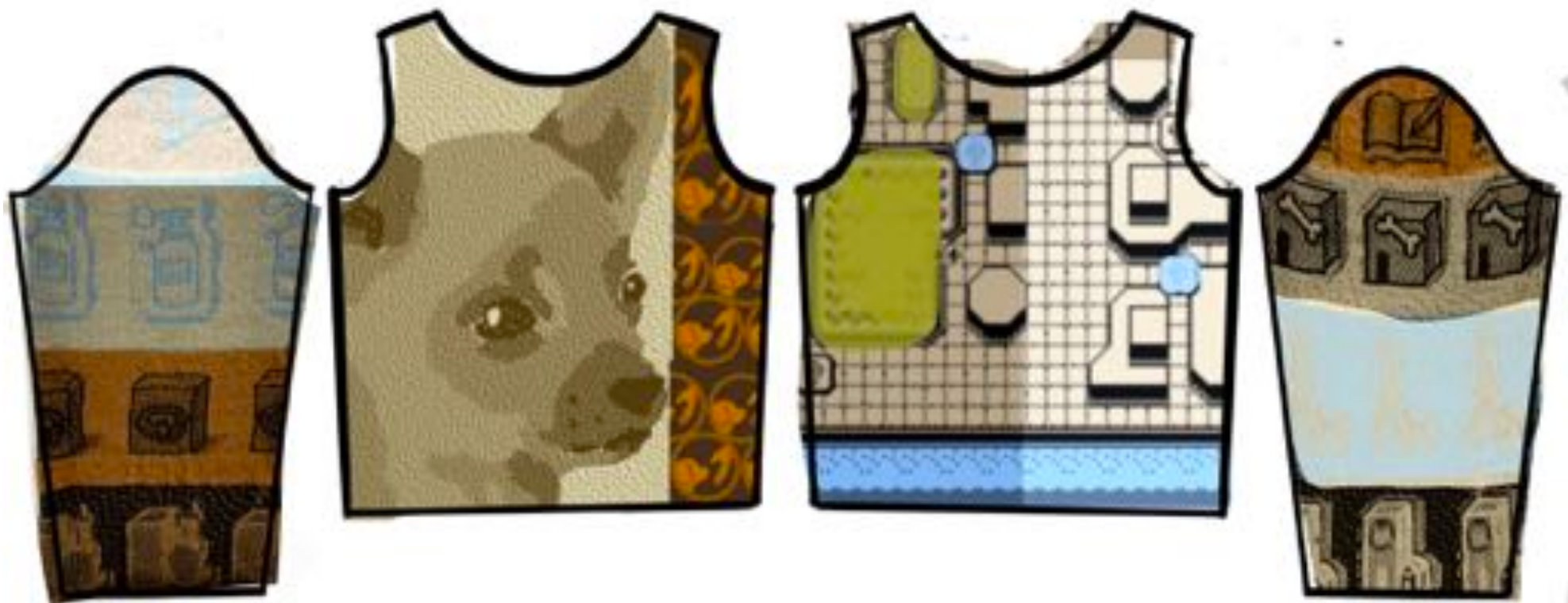




Scetches for the following Knitsamples.



Knit Samples for the Nintendogs Sweater.



Scetch for the final sweater using Patchwork teqnique.
Following Sides: Knit Pieces the Sweater was assembled with.









Final assembled Nintendogs inspired Sweater.



Final Pieces

Sims 2 & Nintendogs Sweater

The Project „Sweet escape“ started of with the idea of a nostalgia for digital media, seen from my subjective perspective as a digital native.

Born in 1996 digital media has always been a part of my everyday life and in the early 2000s they were introduced to me in a very playful way. Games such as The Sims 2 or Nintendog's allowed me to create an interactive parallel/second world that felt infinite and privat. I used to play and dream to escape the boring reality of a dentist's waiting room.

Since the Corona Pandemic I noticed that our society escapes into these alternative world of digital media searching for entertainment and a sense of identity. We distract ourselves from the unknown future with media of the long gone past. We listen to music from the 80s, we watch Movies from the 60s and we wear Fashion from the 90s. To see this craving for the past in a digitalized present seems paradox. Technology is often seen as something that is driven by futuristic ambition such as letting humans traveling through time and space. But in reality we see that it is used to capture and replicate what has already been there. It is going to be a challenge to agnowledge the interwovenness of our cultural and collective memory of the past into our Future.

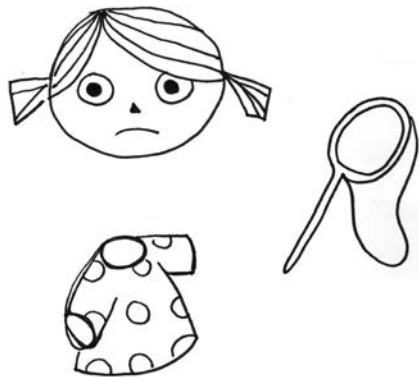


Knitting with AYAB

Translate it into Textile

GIMP

1. Drawing by hand
2. copy with Procreate
3. open File in Gimp
4. WIDTH = max 200px Height = endless
5. Edit Picture / Photo change Light and contrast
6. Elongate by 20% / depending on yarn
7. Change Mode → Indexed / 1 Bit
→ Dithering → 3 options
8. Export as .png



AYAB

1. Open AYAB
2. open .Png File
3. Select Port / USB
4. Select Singlebed / 2 colours
5. Select start & end needle
6. Configure
7. Change Machine to KC-I, KC-II and MC
8. Wait for the beep
9. Knit



Arduino

capacitive Sensor

```
CapacitiveSensorSketch_2022
#include <CapacitiveSensor.h>

/*
 * CapitiveSense Library Demo Sketch
 * Paul Badger 2008
 * Uses a high value resistor e.g. 10M between send pin and receive pin
 * Resistor effects sensitivity, experiment with values, 50K - 50M. Larger resistor values yield larger sensor values.
 * Receive pin is the sensor pin - try different amounts of foil/metal on this pin
 */

CapacitiveSensor cs_4_2 = CapacitiveSensor(4,2); // 10M resistor between pins 4 & 2, pin 2 is sensor pin, add a wire and or foil if desired
//CapacitiveSensor cs_4_6 = CapacitiveSensor(4,6); // 10M resistor between pins 4 & 6, pin 6 is sensor pin, add a wire and or foil
//CapacitiveSensor cs_4_8 = CapacitiveSensor(4,8); // 10M resistor between pins 4 & 8, pin 8 is sensor pin, add a wire and or foil

void setup()
{
  cs_4_2.set_CS_Autocal_Millis(0xFFFFFFFF); // turn off autocalibrate on channel 1 - just as an example
  Serial.begin(9600);
}

void loop()
{
  long start = millis();
  long total1 = cs_4_2.capacitiveSensor(30);
  //long total2 = cs_4_6.capacitiveSensor(30);
  // long total3 = cs_4_8.capacitiveSensor(30);

  Serial.print(millis() - start); // check on performance in milliseconds
  Serial.print("\t"); // tab character for debug window spacing

  Serial.println(total1); // print sensor output 1
  // Serial.print("\t");
  //Serial.print(total2); // print sensor output 2
  //Serial.print("\t");
  //Serial.println(total3); // print sensor output 3

  delay(10); // arbitrary delay to limit data to serial port
}
```

Pure Data

Scetch

