# 1. Reflection

In the previous phase, my exploration focused on the boundary between the physical and digital, particularly how digital alterations affect perceptions of authenticity and identity.

During the final stage of practice, I turned my attention to the concept of **"environment."** My physical surroundings began to manifest in unexpected ways. I grew up in a *heavy industrial city in China* (*Dongying*), where the culture lagged behind and there was a lack of regulation. There were several instances where I felt I was on the verge of death. Moving to London was a significant shift for me. I initially lived near *Brixton* and have since moved to *Stratford* (both of which are somewhat unsafe). I realized that *safety* had become my most basic and important need, and environmental factors intensified this need.

Environments can alienate us or embrace us. They are not merely backdrops; they can nourish or hinder us, unite or isolate us.....

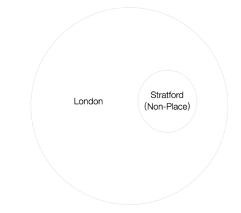
## 2. New Perspective

**Enquiry:** How do transient urban spaces or "non-places" affect personal identity and social interactions in modern cities?

What role can graphic communication design play in transforming "non-places" into meaningful spaces ("places") to reduce feelings of alienation or insecurity among urban residents?

# Argument: Stratford as a "non-place" within London.

Stratford remains detached from London, a space fundamentally isolated from other parts of the city. The key to this isolation lies in its *transience*, functioning primarily as a transport hub and commercial center. Its separation from the rest of the city, both in terms of relationships and historical significance, makes Stratford a typical *non-place*.











environment



#### · Marc Augé: Non-Places (p. 78), 1995

Marc Augé's concept of non-places refers to transient spaces, like airports and malls, that lack identity, relationships, or history. These functional, homogenous spaces offer no meaningful connections. This framework helps me understand how modern urban spaces contribute to insecurity by stripping individuals of personal narratives. In places like Stratford, which lack cultural or social foundations, people feel disconnected. This alienation fosters vulnerability, making crime more likely, as spaces without community identity also lack informal social controls, like Jane Jacobs' "eyes on the street." (Jane Jacobs, 1961,P35)



Marc Augé: Non-Places (1995)

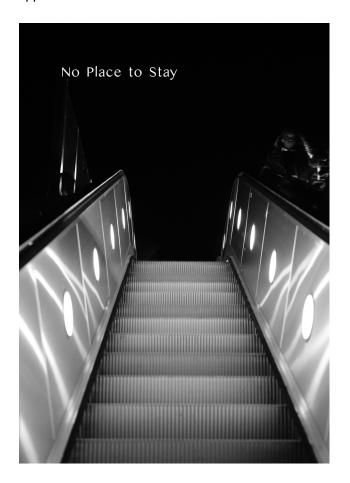
## 3. Practice

This week, I conducted experiments using psychogeography as my practical method.

#### · Theory of the Dérive (Guy Debord, 1958)

The *dérive*, or "drift," involves an unplanned journey through urban spaces, where individuals allow themselves to be guided by the psychological and emotional attractions of the environment. I chose this method because it allows me to observe the city *without any preconceived notions*.

At night, feelings of unease are heightened, and the lack of identity and interactionbecomes even more apparent...



#### Key findings:

**Non-Participatory Architecture:** predominantly utilitarian, lacking physical spaces for lingering or interaction, push people forward

**Disconnected Crowds**: anonymous, fleeting, and indifferent

Lighting: lack of lighting, abandonment and danger Homogenization and Lack of Orientation: as a transit point rather than a destination Social Hierarchies of Space (Public vs.

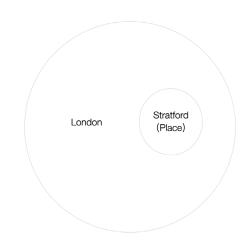
**Exclusion) :** How is the space divided? Who is included? Who is excluded?

## 4. Next Stage

A: Based on the *thesis—antithesis—synthesis* framework.

Thesis: Stratford as a "non-place" within London. *Antithesis: Stratford as a "place" within London.* 

**B**: What role can visual communication design play in transforming "non-places" into meaningful spaces ("places") to reduce feelings of alienation or insecurity among urban residents? — *Consider specific strategies for impact.* 



#### 5.Reference

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