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The Mind Maze

The Mind Maze was a concept that was collaborated on by each of the members of the group. Each team member had to design a room that had objects that would trigger a memory for that specific person. Since there were four members to the group, four chambers were created within the maze. This was not only a trigger for the people who designed the room, but hoping that it would also trigger some sort of memory to the viewer. This concept could be applied to using visual stimulation to help people who have experienced memory loss.

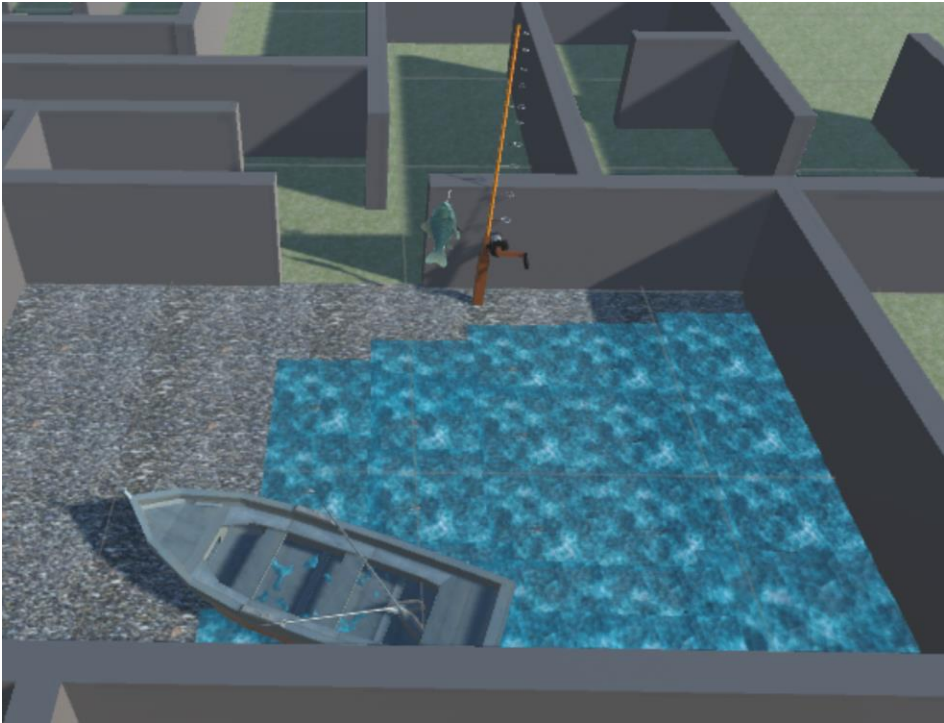
The decision for this project to become a maze was because of the similarities the brain has with a maze. A maze can be a complex thing on the inside, and trying to reach the end. In a somewhat similar way the brain is a difficult thing to control, and has many sections that control different aspects of a human. These sections would be the rooms in this scenario.

The colors for the walls were a solid color grey; we did not want the wandering viewer to be distracted with anything else that could be going on around them in the environment. The grey walls were there to keep the viewer concentrated at the first task at hand, which is figuring a way out of the maze. A figurative representation of a human going throughout their day. Whilst concentrating on that, there would be an element of surprise with the color of a certain room in which they entered. In some instances some of the objects were peeking from above the walls of the maze, as to almost get the attention of the person as they were nearing something of some importance. This also acted as way to not make it impossible for the person to find these rooms.

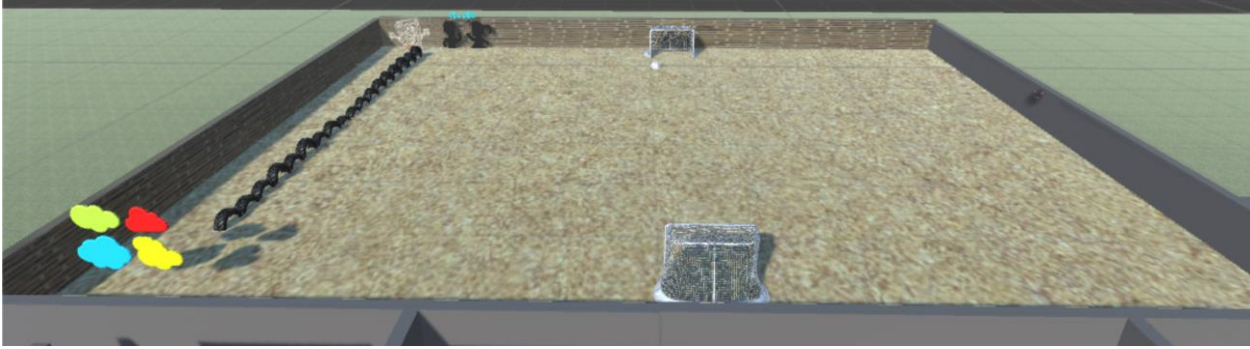
As previously mentioned, the entire group collaborated on the maze as a whole. We each added to the maze itself, but we each created one room as shown below.



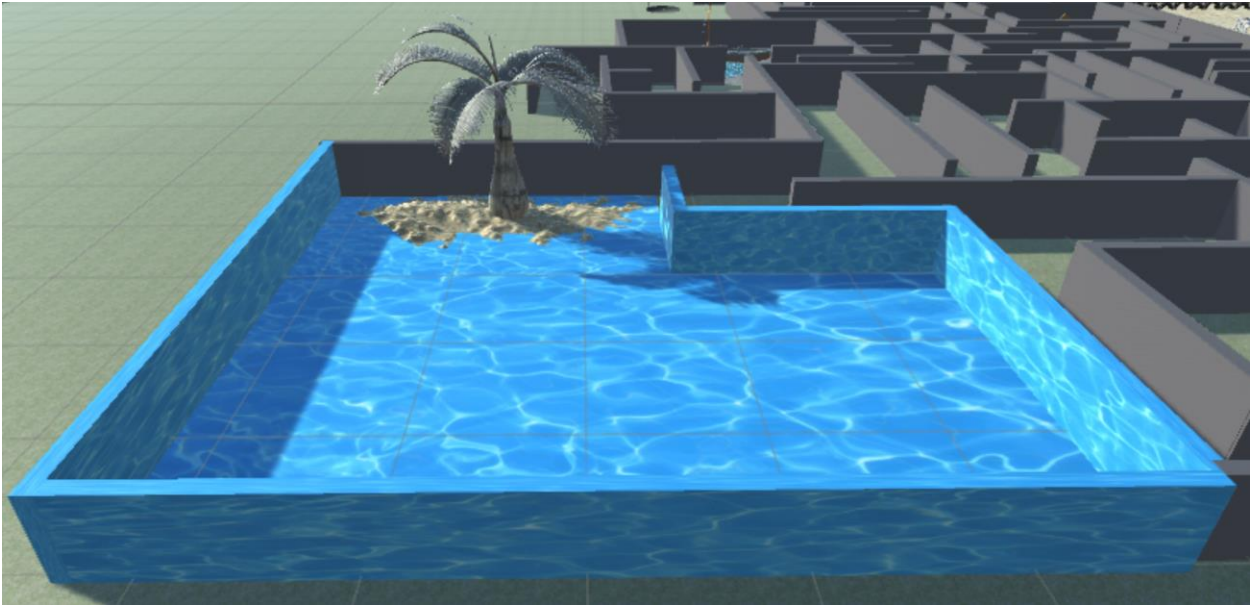
Carolina's room



Karen's room



Heesung's room



Gautam's room