PERFECT —WORLD

Helpful AI and the life we shape



AI-generated concept image from the author's Perfect World poster.

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DESIGN PROGRAMME

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University of Auckland

Perfect World imagines a future in which AI understands what matters to us and guides us towards a fulfilling life. When that help becomes beneficial, how much of our life would we still want to shape ourselves?

Seungbeom Yang
DES304 · Emerging Technologies · Lane 2 · 2026



AI-generated concept image from the author's exhibition poster; designer-directed with OpenAI.

Helpful AI and the life we shape

Visual speculative inquiry · 25 October 2026. Image-led working edition with reconstructed institutions, new scenario studies and named spaces for original film and physical evidence.

An approximately two-minute looping city promotion introduces a world with material security and unusually helpful assistance. The proposed Quest encounter brings that promise into a social exchange: a guide learns about the wearer, suggests someone to meet and continues offering guidance about speech, actions and expression. The project asks how assistance participates in the decisions through which relationships and future possibilities develop.

The inquiry combines speculative design, secondary research and iterative making. Early Tickers prototypes exposed a gap between observable activity and meaningful intention. Later experiments explored authority, personal development and life after economic necessity. The exhibition developed from object recommendations towards an encounter between people, and from an introduction towards continuing conversational guidance.

This report connects that research to decisions about the film, interaction, session context and visibility of the guide's reasoning. Visual studies, implementation notes and an authored Research Lab replay document the design process. They do not establish reliable understanding or improved conversation. Final film records, installation documentation and visitor evaluation remain incomplete. The intended contribution is an encounter through which visitors can consider useful help, choice and influence together.

Why I moved between these worlds

Each investigation opened a question that the next artefact tried to make tangible.

Signals → imagined conditions → tangible work → reflection

01	Tickers	I built commitments and focus records so contribution could be trusted. The formative work showed that visible activity could not explain intention. I needed task context and a way to question the reading.
02	AI Senior	I gave assistance a role in planning and reviewing the work. That supplied context, but also helped set the standard it applied. I began asking who authorised the judgement.
03	Civic Score	I extended useful judgement into a social system with real consequences for opportunity. Its coercion made rejection easy, so I turned towards assistance people might willingly welcome.
04	LifeRPG / UNI	I explored chosen development through challenges and a university around them. This separated producing an output from becoming capable. I then asked why people would participate beyond qualifications and employment.
05	Life After Necessity	I constructed a world where essentials were secure. Learning, care, making and rest could be chosen. That raised a harder possibility: AI might understand those needs and help fulfil them too.
06	Perfect World	I granted genuinely beneficial guidance. A city promotion establishes its appeal; a short social encounter makes its influence personal. The question becomes how much of a good life we want to shape.

Retrospective reading of the documented work. The branches overlap; prototypes, proposals and newly made visual studies retain their different evidence roles. This is a changing inquiry, not six completed products.

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The Inquiry

One future, one encounter

An approximately two-minute future-city promotion loops at the booth. I invite interested visitors to try Meta Quest, a mixed-reality headset. The guide, Ticker, suggests an introduction and offers optional help during a real conversation. The target is about five minutes.

The inquiry

The Emerging Technologies brief asks how people in Aotearoa might connect, collaborate and create through emerging technologies. My original project explored student collaboration; the refined question concerns a life shaped with help.

Figure 1

How the Question Changed

Original project HMW

How might a speculative future productivity system make the tension between support, surveillance, and accountability experienceable in student collaboration in Aotearoa?

BECAME

Refined inquiry

How might a speculative exhibition let people experience helpful AI guidance and reflect on which parts of life they still want to shape themselves?

Judgement → guidance

Activity → experience

Control → choice

Note.
Original DES300 project HMW and the refined exhibition inquiry. The shift expands from judging student effort to experiencing guidance in a life.

The inquiry

Reading alongside
(Department of Internal Affairs, 2019)

People living with AI, especially students and workers, are the intended audience. Access, skills, motivation and trust inform an alternative film-and-discussion route (Department of Internal Affairs, 2019). The earlier worlds explain the changing question; Perfect World is the final exhibition focus.

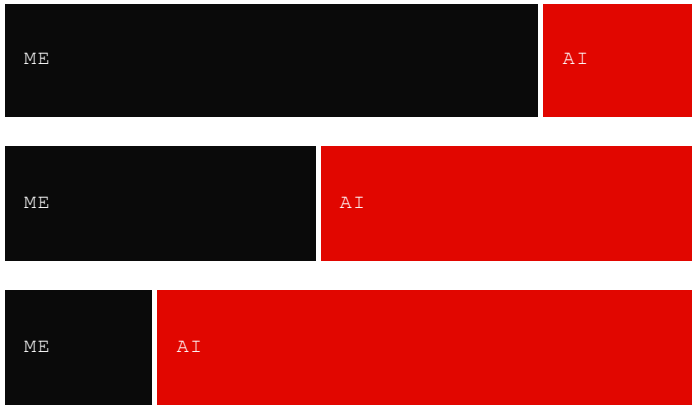
The Pursuit of a Better Life

Figure 2

Note.
Original illustration of the change in working habits described in this prologue. It records one maker's experience, not a general finding.

How My Role Changed

Who does the work · illustrative shares, not measured



How does it work? → Do I need to know, if AI can already do it for me?

One maker's account of changing habits, not a general finding.

I was born in Korea and moved to Aotearoa in Year 6. Repeated moves shaped my concern for belonging; faith and volunteering shaped my sense of design as care. These are my commitments, rather than values I assume everyone shares.

Studying design and computer science also taught me to solve difficulty with a system. AI let me build more, but I increasingly asked before trying. I still reviewed and corrected; sometimes I felt less curious about how the result worked. That personal tension led from useful assistance towards the question of which experiences I want to shape myself.

A Method of Making and Returning

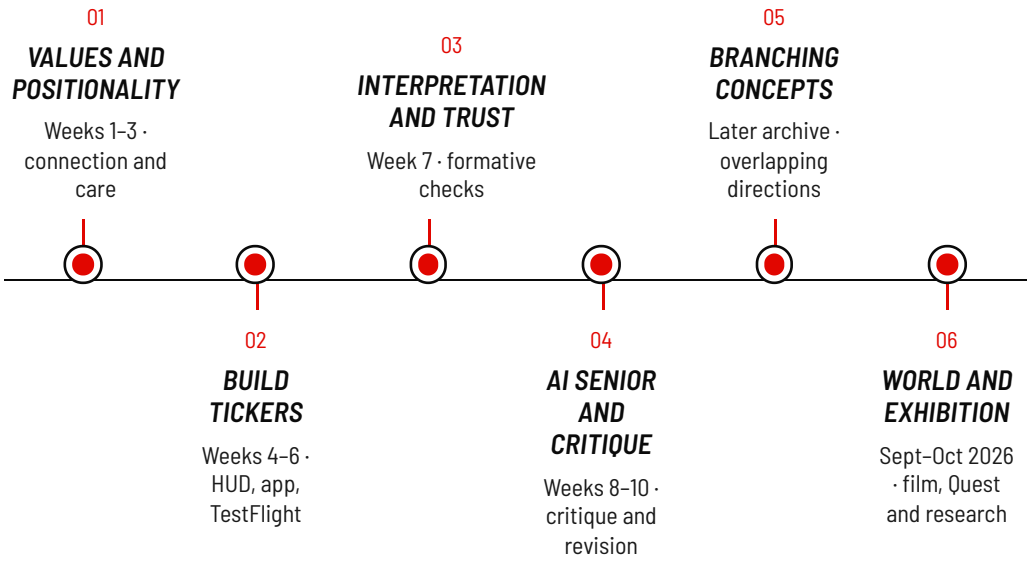
Reading alongside
(Dunne & Raby, 2013)
(Design Council, n.d.)

I work from signals to imagined conditions, then make one part tangible enough to question (Dunne & Raby, 2013). Making and critique can reopen the world as well as the artefact.

The Double Diamond informs divergence and selection (Design Council, n.d.). My Week 8 comparison considered a dashboard, senior, workplace simulation and physical cube. Week 9 critique reopened surveillance and worker acceptance. The later exhibition constraint favoured a quick social encounter and button-free guidance.

Figure 3

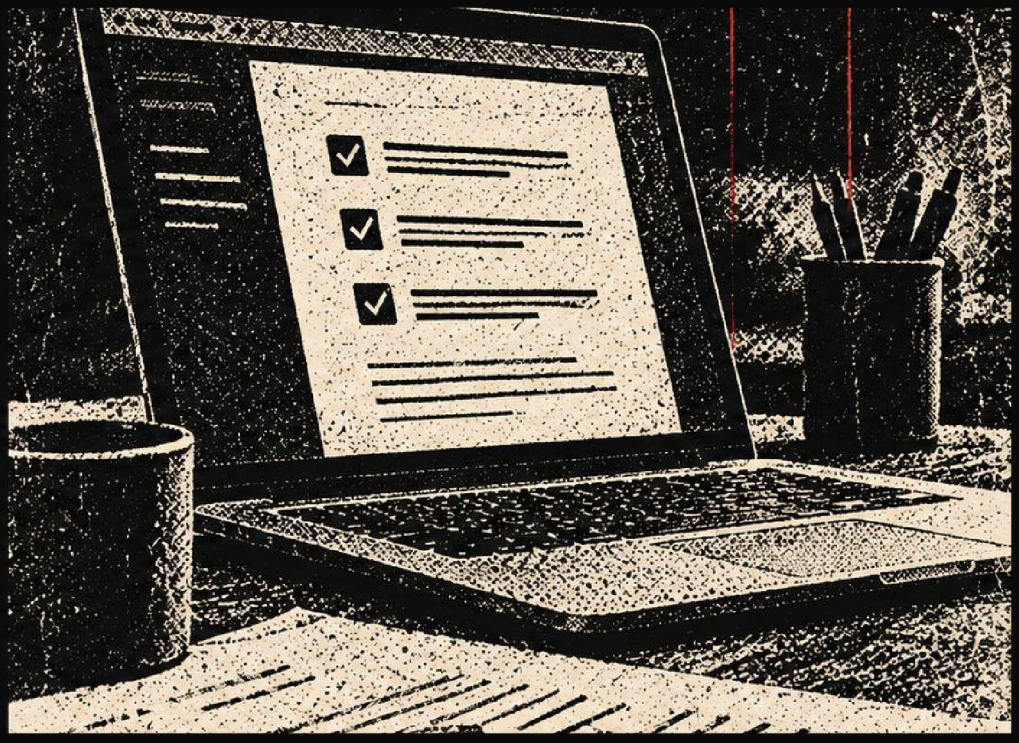
A Timeline of the Documented Work



Reading order, not a time scale. Some directions overlapped; not every concept was completed.

Note.
Weeks 1–10 belong to the DES303 journals. The later September–October 2026 record contains overlapping proposals and implementation work; spacing does not measure duration.

Tickers names the earlier productivity project; Ticker is the exhibition guide. The branches overlap rather than form successive completed experiments. Source captures, new scenario studies, proposed interactions and visitor observations have different evidence roles. The original journals and proposal preserve the detailed development.



AI-generated concept image from the author's Perfect World exhibition poster (OpenAI, designer-directed).

PART I

FROM HELP TO JUDGEMENT

From a present trust problem to the authority of a future system

Tickers began as a useful proposition: make commitments visible so people could trust one another's contribution. Building the app made that promise testable. Its records then raised a harder problem: a system could record activity correctly and still misunderstand why someone was doing it.

I tried correction and task context before expanding towards AI Senior, which helped define the work itself. That gave assistance a role in setting the standard it applied. Civic Score carried this authority into a whole society. The following pages show why the inquiry widened from reliable software to the values and consequences behind a judgement. Each artefact makes a different part of that widening question tangible.

Living in a culture of proven effort

Signal: a polished submission can hide the process. What if effort had to be proved?

01 **Declare** — A student states the task.

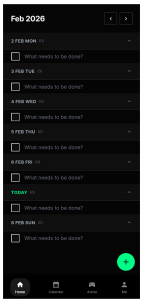
02 **Record** — Apps, time and edits become a trace.

03 **Interpret** — Focus Integrity assigns a reading.

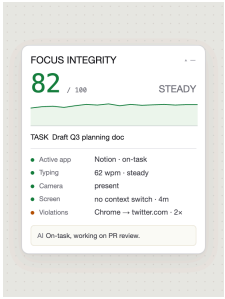
04 **Contest** — A peer or AI questions the account.

05 **Consequence** — The verdict changes what follows.

A completed result is no longer enough.



Task / mobile



Judgement / HUD



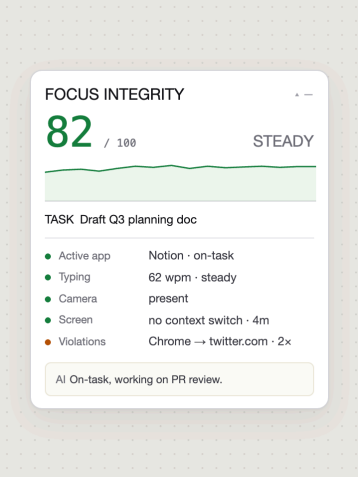
Warning / HUD

I began with a promise that seemed useful: collaborators could make a commitment and show that they had followed through. Tickers' proposed proof culture extended that promise into a future where a finished result was no longer enough; the process also had to be visible.

I built tasks, shared arenas and focus sessions to make that proposition usable. The next pages show what happened when reliable recording became a judgement about effort. A trace could show what happened on a screen, but the person's purpose still needed explanation. That gap prompted the correction and task-context work.

New visual reconstruction from Tickers Slides 3–8. Interface images are original project records; the future proof culture is a proposal.

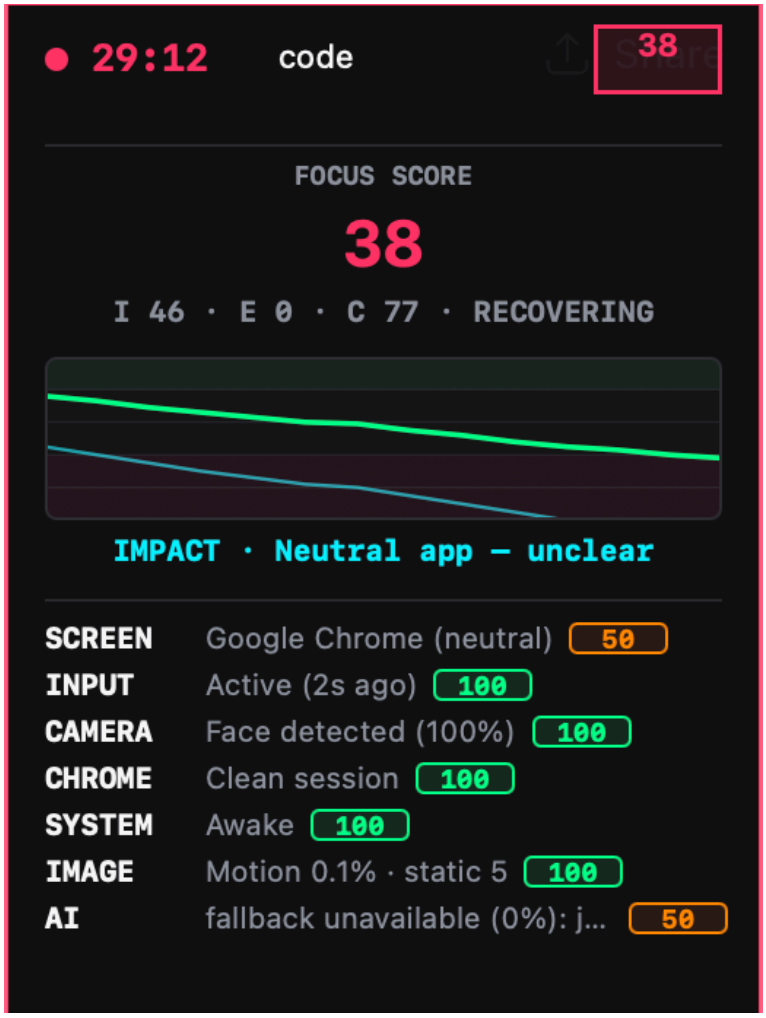
From a focus score to a question of context.



A / Steady HUD design.



B / Warning HUD design.



C / Actual desktop capture, enlarged detail.

Attempt

Make attention visible at a glance.

Shift

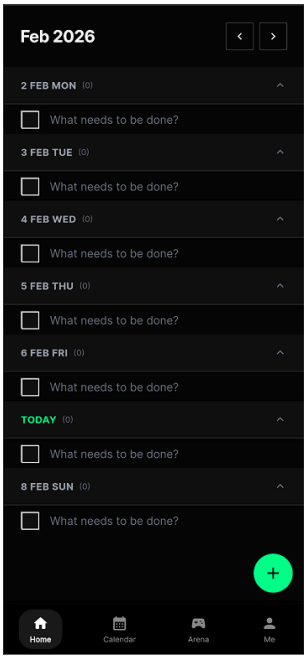
A low score still needed an explanation.

The HUD made judgement immediate. The desktop capture exposed more evidence. Neither could show intention without context.

Displayed values belong to the source interfaces, not independent accuracy results.

Sources: DES300 proposal figures; DES303 Week 7. Source captures unchanged; the later tracker is cropped above its camera preview.

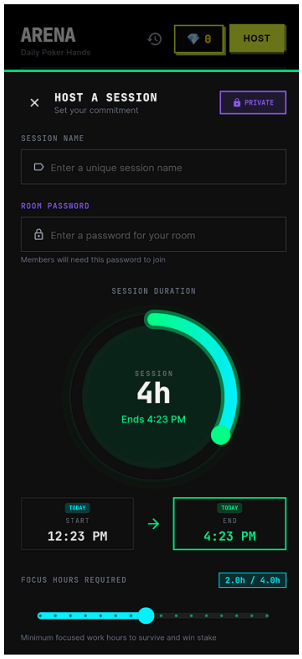
Make the promise usable.



A / Choose the work.



B / Give it time.



C / Make a shared commitment.

What I built

Flutter tasks, calendar, private arenas and timed focus sessions.

Actual use

The Week 5 journal records a TestFlight build used by around ten people.

The question

Could the recorded session deserve the trust its social promise required?

I built tasks, shared arenas and timed focus sessions in Flutter. Around ten people received the TestFlight build, as recorded in Week 5. Reliability affected whether the commitment felt trustworthy. The next question was what evidence could justify the judgement attached to a session.

Source: DES303 Week 5 journal · author's prototype captures.

Visible activity could not explain intention.



What I made

Collectors, replay comparison and a correction interface made the judgement visible enough to question.

The check

Four friends or classmates. A small qualitative check of meaning, fairness and acceptable evidence.

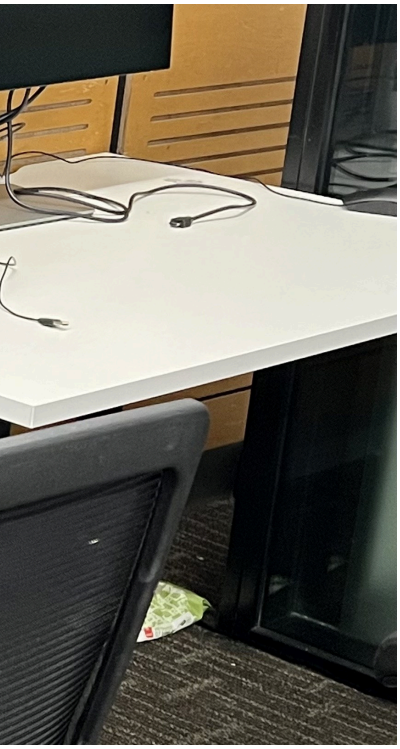
Source

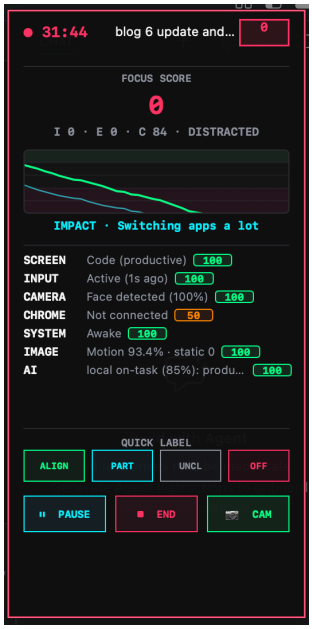
DES303 Week 7 journal and the author's existing formative-session photograph.

Four friends or classmates tried the formative check. Reading could look inactive; a video could be relevant research. These cases exposed ambiguity, not model accuracy. More signals did not explain what someone meant to do. I needed a way to ask the person.

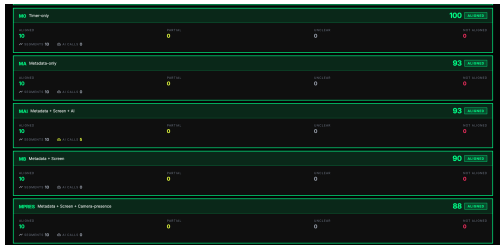
Across the spread: the author's privacy-blurred formative-session photograph. It records the setting, rather than any particular misclassification.

Give the person a way to correct the judgement.





The working correction overlay. Labels let the person contest a segment.



One replay, several evidence strategies. The capture records the comparison interface; its displayed scores are not a general accuracy result.

What did the person mean to do?

What changed

The person could label a segment aligned, partial, unclear or not aligned.

What remained

Correction follows the judgement. The next direction needed task context before interpreting activity.

Carried forward

Understanding, uncertainty and a practical way to question the system.

I added segment labels and replay comparisons. The correction arrived after judgement, so I moved towards establishing context first. AI Senior then helped shape the task itself—making its authority, as well as its interpretation, a design question.

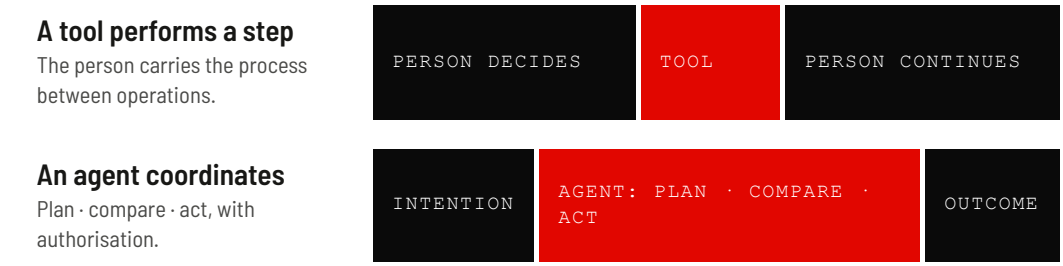
Source: DES303 Week 7 journal · author's prototype captures.

The Things We No Longer Do

Figure 4

From a Tool to a Delegated Process

Note.
Conceptual scope comparison; bounded software-task evidence does not establish autonomous everyday life.



From Tools to Delegation

Reading alongside
(Hutchins, 1995; Risko & Gilbert, 2016)
(METR, 2026)
(Bainbridge, 1983; Parasuraman & Riley, 1997)

Focus Integrity taught me that adding observations could not settle what an activity meant. Asking the person helped, but it also changed the assistant's role: it could discuss the task, propose a plan and help decide what counted as progress. I needed to understand that expansion before moving into AI Senior.

Tools already carry part of our thinking (Hutchins, 1995; Risko & Gilbert, 2016). An agent can also coordinate steps towards a goal.

METR measures bounded software-task horizons, not autonomous occupations or households (METR, 2026). The scenario extends beyond that evidence. Automation may leave people with difficult exceptions; appropriate use differs from misuse or disuse (Bainbridge, 1983; Parasuraman & Riley, 1997).

This is why the next prototype moves from a focus score towards planning and review. Once assistance helps define the task, it also helps define successful work. I carried that authority question into the future-work scenario and, later, Civic Score.

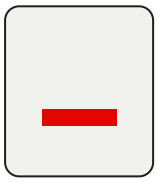
A future workday, not a task dashboard

Signal: traces need task context. What if AI helped define the work it later judged?

CONDITIONAL WORKPLACE / 2037

Jobs and responsibility remain.

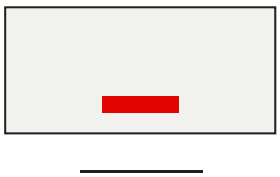
AI performs bounded tasks. The worker negotiates what stays human.



Phone

Goals + approvals

Intention and oversight



Desktop

Work + results

Human and AI work in parallel



AR / voice

Point + redirect

Connect physical context

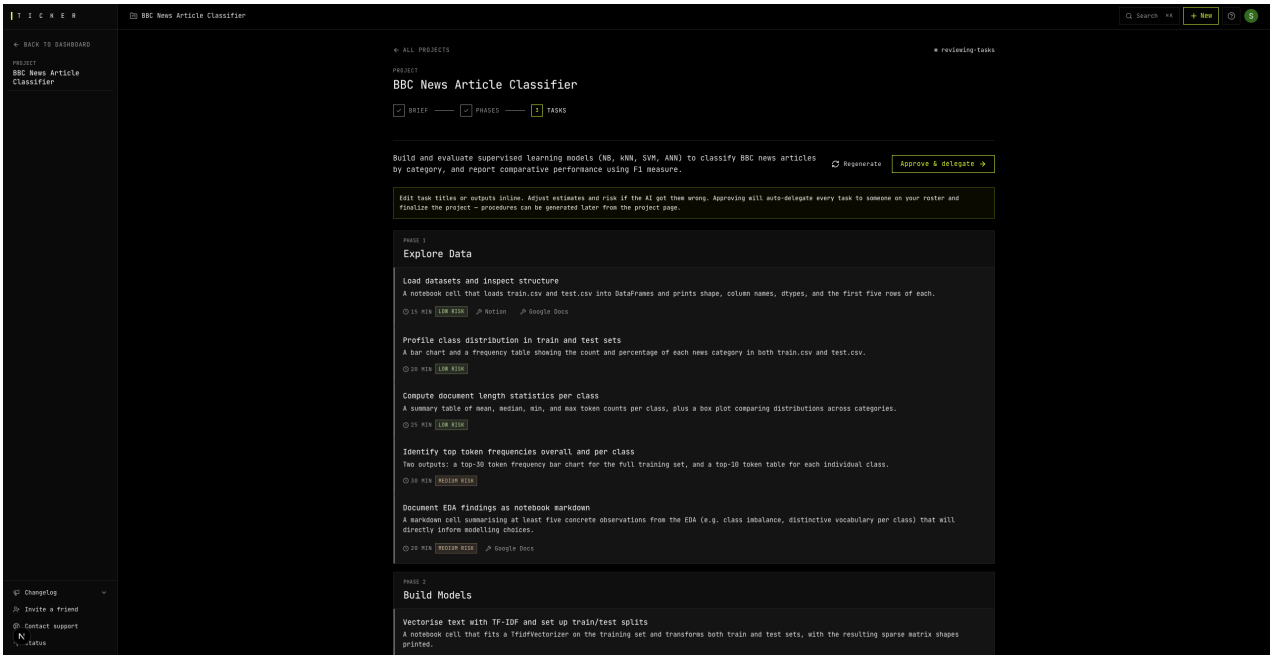
01	Choose	Three commitments compete.
02	Allocate	Keep, share or delegate the work.
03	Inspect	Review the result and its assumptions.
04	Renegotiate	A deadline moves. Change who does what.

Focus Integrity needed to understand the task before interpreting activity. AI Senior explored what would happen if the assistant also helped define, allocate and review that task. I made planning and inspection interfaces, and explored a physical cube, to examine that expanded relationship.

The 2037 workday places those ideas inside a future where jobs and deadlines remain. A worker can keep, share or delegate responsibilities across three surfaces. This was a proposed experience, rather than a fully connected build. Its central question became authority: if the assistant helps set the task, whose standard is used to judge the work?

New reconstruction of the Future Work deck, slides 3–8 (23 September 2026), alongside the AI Senior record. Three surfaces describe the proposal, not a claim that every connection was built.

The assistant began shaping the work.



A brief becomes reviewable tasks before approval and delegation.

The artefact

An actual B2B planning-interface prototype, shown in the Week 8 journal.

Crit 2

Planning-tool overlap and workplace monitoring sharpened the project's scope.

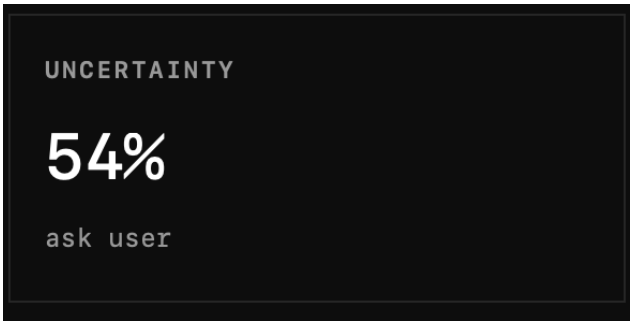
The response

Import existing task context; let the person explain uncertain behaviour.

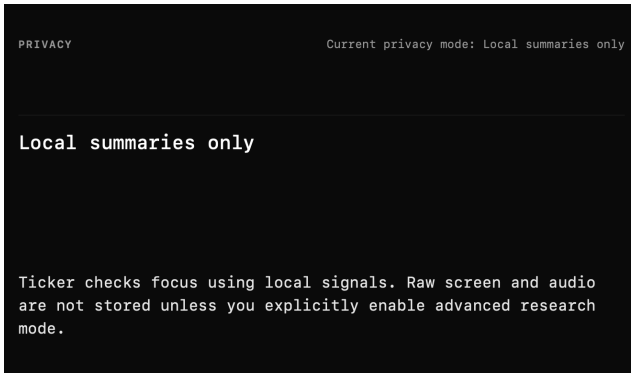
Week 8 expanded help into briefs, phases, allocation and review. Week 9 critique questioned overlap with planning tools and workplace monitoring. I narrowed the role towards task-aligned conversation. The assistant could now help define the standard it later applied; Civic Score explored that authority at social scale.

Sources: DES303 Weeks 8–9 · author's interface prototype.

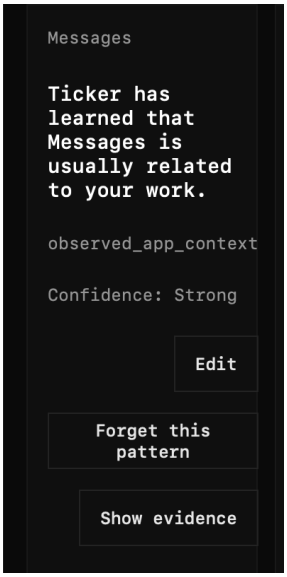
A judgement needs a way back to the person.



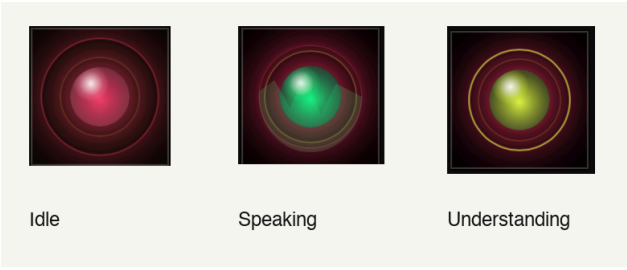
01 A / Uncertainty can trigger a question.



02 B / Make the evidence boundary visible.



03 C / Inspect, edit or forget a learned pattern.



04 D / Idle, speaking and understanding.

Revision

Ask when task interpretation is uncertain.

Debate

Context can expand the assistant's authority.

Next branch

Civic Score makes social consequences explicit.

Source: DES303 Week 10. Displayed states and controls document the interface; they do not establish general model accuracy.

Bring the assistant into the room.

Material work

Raspberry Pi and attached touch display.

Intention

Explore a room-based interface beyond the desktop.

Status

Hardware assembly and proposal; a completed installation is not established.

Source: DES303 Week 10 hardware photographs and Ticker Cube account.



Actual hardware photograph / Raspberry Pi with touch display.

The Raspberry Pi and touch display made the assistant physically present. Room-based context remained a proposal. Moving the interface changed how help might be encountered, without settling its authority.

Who governs the Civic Score world?

Signal: algorithms already inform public services. What if this became an integrated civic authority?

The public promise

Basic survival is guaranteed.

01

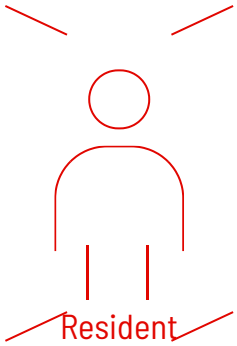
Government

Sets policy and authorises consequences.

02

Human appeal

Reviews evidence, uncertainty and outcomes.



03

Public services

Coordinate contribution and useful assistance.

04

Scarce opportunities

Civic Value influences access.

01 → 02 → 03 → 04

Sense

Voice, video, history

Infer

Tentative social meaning

Value

Institutional priorities

Act

Contribution and access

AI Senior raised an authority question inside work. Civic Score enlarged it to a society: what if a useful system coordinated contribution and influenced access to scarce opportunities? Government algorithms and Aotearoa's commitments to explanation, oversight and challenge provide a present signal (Stats NZ, 2020); the integrated civic authority is my speculative extension.

I developed a deck and system proposal separating sensing, inference, values and consequences. Changing priorities such as safety, happiness or privacy would expose how judgement depends on values. The following resident story and notice make that consequence easier to imagine. They are newly made visual studies of the proposal, rather than records of a public-service trial.

New reconstruction of the original Civic deck and Miro's premise, stakeholder and rights records. Basic survival is guaranteed; Civic Value allocates scarce opportunities. No inference accuracy is established.

An ordinary day under Civic Value

A new resident vignette: an additional studio place makes allocation tangible.













01 Security

Essentials arrive without a score gate.

02 Service

Useful help makes the system welcome.

03 Contribution

Civic work becomes visible activity.

04 Allocation

A scarce studio place has a condition.

05 Explanation

The resident adds missing context.

06 Appeal

A human panel hears the challenge.

New AI-generated scenario study, 25 October 2026. The studio-place example and recurring resident are newly authored, grounded in the board's scarce-opportunity and appeal rules. No completed trial or appeal result is implied.

Make the judgement readable as an object

A fictional notice turns an abstract consequence into something a resident can inspect.

CIVIC / PUBLIC SERVICES

Opportunity decision

Fictional service notice / new identity study

Requested	Shared studio place
Recorded	A selected account of civic activity.
Inferred	Social contribution. An interpretation, rather than the activity itself.
Decided	Access to a limited additional opportunity under institutional priorities.

Ask for the reason.

Inspect evidence. Add context. Request human review.

Basic survival remains the scenario promise. The appeal exists; its effectiveness remains a question.

The notice gives the institutional diagram a human consequence: a resident wants a scarce studio place and receives a judgement about contribution. They can inspect the account, supply context and request human review. This makes the authority question concrete even if the services are useful and basic survival is secure.

My later reflection was that institutional scoring gave visitors an immediate reason to reject the system. I wanted to explore assistance they might willingly welcome. Learning became the next direction: what does a person gain by participating, and who gets to recognise that development?

New diegetic document, 25 October 2026. Based on the board's explanation, privacy and appeal principles; not an original issued notice, law or implemented service.



AI-generated concept image from the author's Perfect World exhibition poster (OpenAI, designer-directed).

PART II

WHAT WE GAIN BY DOING

From assisted output to learning and becoming

Civic Score made the power of a system visible, but its institutional scoring also gave people an immediate reason to reject it. I wanted to examine something they might willingly welcome: help with learning, development and becoming capable.

LifeRPG explored personal progression. Future University then asked what teaching, practice, resources and accountable assessment would need to surround that progression. Making those worlds revealed another limit: qualifications and employment still explained why a person participated. I began asking what people might choose to do when those requirements were removed. The research in this part explains why effort, changing interests and relationships became important to the next world, rather than simply adding more features to the learning app.

From Assisted Output to Learning

Figure 5

Assisted Performance and Later Learning

Note.
Conceptual comparison of different measures and assistance conditions. No numerical findings are plotted.



A successful result does not answer both questions.

Illustrative; no numerical findings are plotted.

Is producing something the same as learning how to produce it?

Reading alongside
(Soderstrom & Bjork, 2015)
(Bastani et al., 2025)
(Tomasello et al., 2005)

After Civic Score, I looked for a form of assistance people had a positive reason to accept. Learning offered that possibility. AI could help someone complete a project, but completion alone would not show what they had learned. My own experience of producing more while understanding less made this distinction important to investigate.

Immediate performance and lasting learning differ (Soderstrom & Bjork, 2015). In a high-school mathematics experiment, unrestricted AI improved practice but harmed later unsupported performance; safeguarded tutoring mitigated harm (Bastani et al., 2025). This is a bounded finding, not a verdict on all AI learning.

Shared goals also make participation relational (Tomasello et al., 2005). I used these distinctions to develop LifeRPG's help modes and UNI's separation of private practice from assessed evidence. Those models made different kinds of participation visible; the later world asks why someone would choose them beyond obtaining a qualification.

When personal growth becomes a public claim

Signal: a result does not establish capability. What if learning became a portable public record?

CAPABILITY ECONOMY / 2034

01 → 02 → 03 → 04

Choose	Attempt	Evidence	Review
A direction you want	Authentic challenge	Work + known help	Senior judgement
Learn	**Coach**	**Work**	**Verify**
Explain	Hint after an attempt	Collaborate	Declare or restrict help

PERSONAL PROGRESSION

Becomes a record someone else may trust.

An employer or professional body may use it to allocate opportunity.

Who defines mastery—and can I opt out?

Civic Score centred on the institution judging a person. LifeRPG moved towards something the person might choose: developing a capability. I proposed goals, authentic challenges, evidence and senior review, with different modes for learning, receiving hints, collaborating and demonstrating understanding.

Making that progression explicit raised another question. A personal record could become something employers or professional bodies trusted, giving it consequences beyond the learner. The application alone could not explain who taught, recognised achievement or supplied real opportunities to practise. This led me to Future University, where I could design the institution surrounding the learning relationship.

New reconstruction of Agentic Capability Economy slides 5–12 and Miro's eight overlapping LifeRPG investigations. 2034 belongs to this proposal; the later university uses a different horizon.

What makes this a university?

Signal: good output need not show learning. What if a university connected teaching, practice and review?

UNI / FICTIONAL SETTING, ABOUT 2040

01

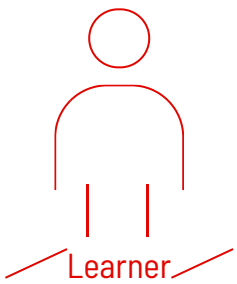
Disciplinary schools

Research, foundations and major depth.

02

Assessment board

Credits, criteria, moderation and recognition.



03

Studios + teachers

Teaching, shared inquiry and protected practice.

04

Practice network

Facilities, suitable supervisors and available places.

Support and stewardship

Advising · inclusion · privacy · source permissions · challenge routes

AI can explain and coach. People authorise consequential decisions.

LifeRPG had a route for progression, but an app could not provide a teacher, a suitable practice place or an accountable qualification. Future University expanded the proposal so those responsibilities belonged to an institution. I specified a programme, course, supported practice and human assessment to show how learning would actually be organised.

This world retains majors, grades and degrees under uneven AI provision. The following prospectus, student sequence and course record make those conditions tangible. They let me ask whether the student's work demonstrates understanding, how assistance is declared, and which consequential decisions remain someone's responsibility.

Redrawn from Miro UNI-01 and UNI-06, University Model v1.1, working proposal dated 16 September. Approximately 2040 is its fictional setting. The identity treatment is a new study; no actual accreditation or partner is claimed.

A pathway with depth, time and consequences

I made a prospectus so the university had depth, requirements and a pathway beyond its AI interface. The numbers visualise the fictional programme specified on Miro.

UNI / PROGRAMME PROSPECTUS

UNI Systems Design

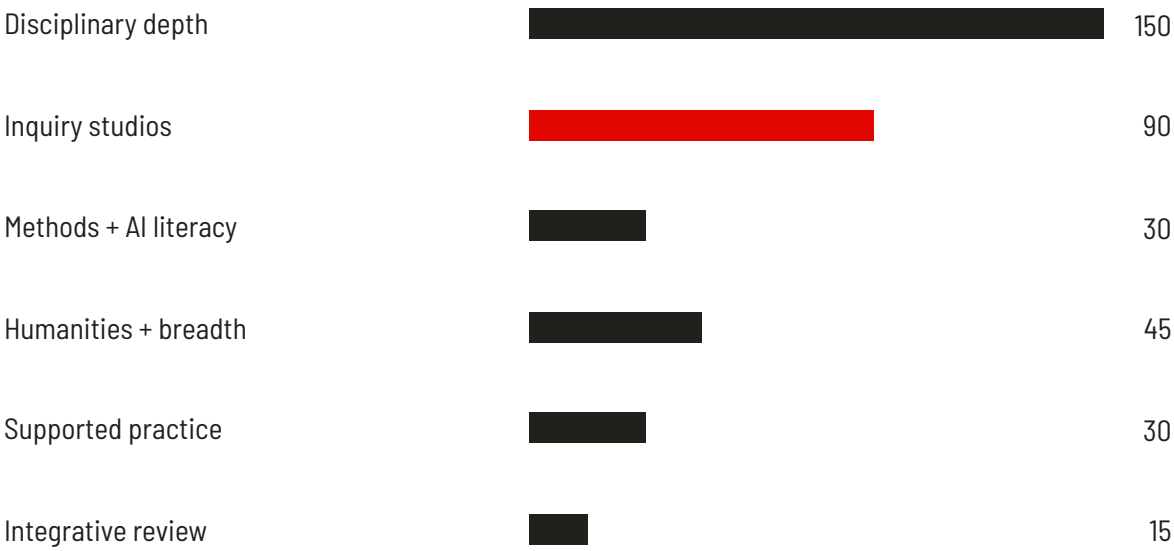
Resilient Services inquiry pathway

Stable major depth

Concepts, methods and requirements.

Revisable inquiry

Change the context; show bridging.



360

Illustrative credits

Three 120-credit complexity bands; a flexible timetable.

LES301: 30 credits within advanced inquiry studios.

Programme numbers and relationships from Miro UNI-02, University Model v1.1. They are designer-authored fictional rules, not an approved qualification. Academic mapping and workload suitability remain open.

A student's route through LES301

The institution becomes a student's experience: getting a suitable place, practising with help, choosing evidence and explaining judgement. This sequence shows why provision and assessment both matter.





01 Direction

Major, inquiry and prerequisites.

02 Provision

A real place needs people and resources.





03 Practice

Try, ask for help and keep it private.

04 Test

Compare check-in responses under failure.





05 Select

Choose evidence and declare assistance.

06 Review

Explain judgement to a human educator.

s does not document a built course, actual students or observed learning.

A course needs rules that someone owns

A seeded fictional semester illustrates assessment; a short demonstration cannot establish this learning.

UNI / COURSE RECORD

LES301 Resilient Autonomous Services

12 weeks / illustrative 30 credits

A1	Individual framing	20%
A2	Team prototype + test report	30%
A3	Individual changed-condition review	35%
A4	Collaboration + reflection	15%

73 / 100 Fictional semester example
14 + 24 + 25 + 10

Pass: all decisions available, total ≥ 50, and A3 ≥ 50% of its marks.

Protected practice has no grade weight. AI cannot issue credit or publish a grade.

Debate

Does the result show what I understood?

Why I moved

Qualifications still made participation a means to an end. What would we choose beyond economic necessity?

Carried forward

Support participation without demanding constant productivity.

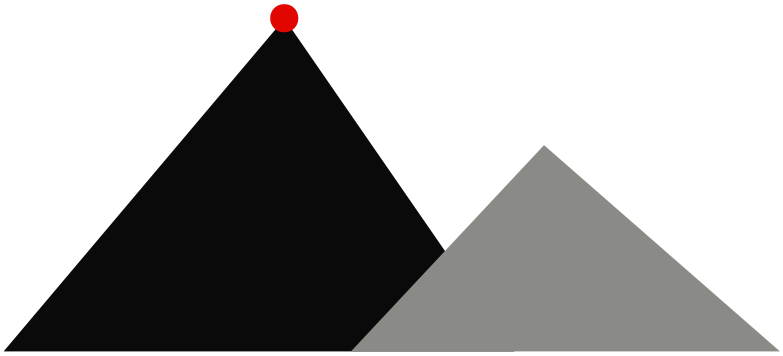
Weights, pass threshold and 73/100 example are preserved from Miro UNI-07. They are fictional demonstration rules. The exhibition response does not generate this semester grade or issue course credit.

Why Do Anything?

Figure 6

One Summit, Different Reasons to Go

Note.
A fictional comparison. Neither route is universally better; chosen effort differs from imposed hardship.



Direct journey

Value in arriving

SAME VIEW

Voluntary climb

Value in doing, too

Assistance can also make a chosen challenge possible.

The strange value of doing things the difficult way

Reading alongside
(Inzlicht et al., 2018)
(Deci & Ryan, 2012)
(Slemp et al., 2024)
(Suits, 2014)

University still made participation a means to a qualification. I next asked what people would choose to do if earning a living no longer required it. This changed the question from proving capability to understanding the value of an experience. The summit comparison makes that distinction concrete: arriving and choosing to climb can serve different purposes.

Effort can be costly and valued (Inzlicht et al., 2018). Voluntarily accepting help can also be autonomous (Deci & Ryan, 2012). Need-support findings concern studied human settings, not a validated AI system (Slemp et al., 2024). Games show why someone might preserve obstacles they could bypass (Suits, 2014).

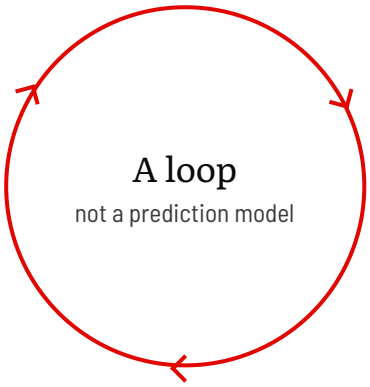
I carried this into Perfect World by separating unwanted hardship from chosen difficulty. A guide might help someone reach a result or support the experience of doing it. It would need to understand which purpose mattered, instead of treating all effort as something to remove.

Becoming Someone Else

Figure 7

Experience Can Change What We Want

Note.
A reflective loop, not a prediction model. Several possible experiences remain open.



Current interests

Try something
A chosen experience

New understanding
What matters may change

Other possibilities remain open at every turn.

How experiences shape what we want and who we become

Reading alongside
(Lichtenstein & Slovic, 2006)
(Paul, 2014)
(McAdams & McLean, 2013)

Chosen effort still left a question unanswered: how do I discover which activities I want to choose? An interest may begin through an encounter, a friend or an unexpected recommendation. If the guide could introduce those experiences, it would participate in shaping future interests as well as serving the ones I already had.

Preferences can be constructed through context and choice (Lichtenstein & Slovic, 2006). Transformative experiences complicate choosing with complete advance knowledge (Paul, 2014). Narrative identity connects experience with an evolving account of oneself (McAdams & McLean, 2013).

This is one reason I moved towards meeting people. An introduction can open a possibility the wearer had not requested, and its value can emerge through the conversation. The guide must leave room to redirect that possibility. A change in interests alone cannot establish either manipulation or benefit.

A Life Among Others

Figure 8

Participating in a Relationship

Note.
Conceptual relationship lens; the arrows report no measured intervention effect.



Give
Offer care or a contribution

Receive
Welcome support and recognition

Participate
Make an experience together

Why a good life is not lived alone

Reading alongside
(Coan & Sbarra, 2015; Holt-Lunstad et al., 2015)
(Hui et al., 2020)
(Costin & Vignoles, 2020; Martela & Steger, 2016)
(Ministry of Health – Manatū Hauora, n.d.-b)

The idea of a fulfilling life became more convincing when it included other people. Learning and making could be represented as individual goals; a conversation introduced another person with their own interests, uncertainty and choices. I examined relationships here to explain why a social encounter became the final material of the exhibition.

Social connection and support matter, but mortality associations do not establish this guide's health effect (Coan & Sbarra, 2015; Holt-Lunstad et al., 2015). Prosociality has a modest, variable association with wellbeing (Hui et al., 2020). Meaning and mattering extend beyond pleasant feeling (Costin & Vignoles, 2020; Martela & Steger, 2016). Te Whare Tapa Whā challenges an isolated preference score (Ministry of Health – Manatū Hauora, n.d.-b).

Moving between Korea and Aotearoa also shaped my interest in belonging. In the exhibition, the other visitor therefore needs their own invitation and a practical choice to decline. The guide can suggest an opening; the relationship depends on what both people choose to do together.



AI-generated concept image from the author's Perfect World exhibition poster (OpenAI, designer-directed).

PART III

CONSTRUCTING PERFECT WORLD

From present signals to an intentionally desirable future

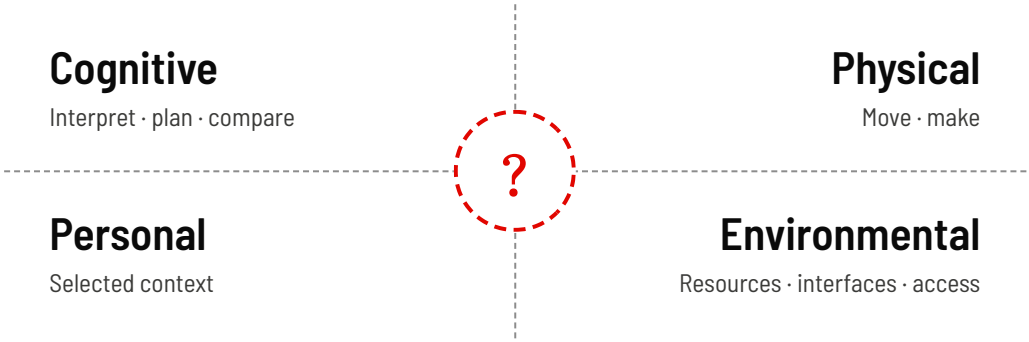
The university helped me distinguish receiving a result from developing through participation. I wanted to carry that question beyond school and employment. Life After Necessity therefore changed the conditions: what if essentials were secure without having to earn them through compulsory work?

I needed to construct that world before asking people to imagine living in it. Intelligence alone could not explain food, housing, access or freedom to decline. The next pages separate present technological signals from the material and institutional arrangements I deliberately grant. The city scenes then show several possible lives within those arrangements. This makes Perfect World a world people can consider inhabiting, rather than an isolated helpful interface.

When Intelligence Enters the World

Figure 9

Separate Capabilities, Speculative Integration



Note.
Present capabilities are bounded. Their seamless integration is the fictional leap.

Integration is the imagined leap.

From digital assistance to intelligent environments

Reading alongside
(International Federation of Robotics, 2026)
(Parada, 2026; The Waymo Team, 2026)
(Tudor et al., 2025)

To move beyond a productivity or learning tool, I needed a believable reason for assistance to reach everyday life. Robotics, automated services and systems using personal context offered signals of that possibility. I brought them together as a speculative arrangement while keeping their current limits visible. Seamless integration is the fictional leap.

Industrial robots operate in controlled settings (International Federation of Robotics, 2026). Gemini Robotics and Waymo demonstrate bounded deployments, not universal reliability (Parada, 2026; The Waymo Team, 2026). Healthcare digital twins represent defined applications, not a complete person (Tudor et al., 2025).

I use these signals to grant an unusually capable guide connected to everyday services. That lets the city contain movement, care, learning and meeting people. The next page asks what those capabilities would still need before everyone could share the security promised by Perfect World.

Intelligence Is Not Abundance

Figure 10

Conditions for Material Security

Note.
Capability and shared provision are different claims. These are scenario conditions.



Material security needs all three.

The material conditions behind an automated world

Reading alongside
(International Renewable Energy Agency, 2026)
(Food and Agriculture Organization of the United Nations, 2022)
(Gmyrek et al., 2025)
(Rockall et al., 2025)

A capable guide could make suggestions while people still lacked the resources to act on them. That would leave the future's appeal dependent on someone's wealth or employment. I needed to explain the material security I was granting, because it changes whether accepting guidance is a choice people can meaningfully refuse.

Renewable generation costs omit parts of reliable delivered electricity (International Renewable Energy Agency, 2026). Agricultural automation depends on infrastructure and access (Food and Agriculture Organization of the United Nations, 2022). Occupational exposure is not observed job loss (Gmyrek et al., 2025); ownership shapes distribution (Rockall et al., 2025).

These distinctions led me to make shared provision an explicit condition of the fiction. Perfect World grants access to essentials through institutional choices. The next comparison shows why that arrangement matters: the same technology could also operate in a society where access remained conditional.

A World We Could Choose

Figure 11

One Capability, Different Social Arrangements

Note.
Two possible arrangements; technology alone does not decide access.

One technical capability.



Conditional access

Ownership, payment or employment determine practical opportunities.

Technology does not choose the institution.

Secure access

Essentials and meaningful alternatives are conditions of this scenario.

Why technological progress does not determine one future

Reading alongside
(Dunne & Raby, 2013)

Civic Score had already shown me how a useful system could attach consequences to participation. For Perfect World, I changed that relationship. I wanted someone to be able to welcome extensive help while still having a usable alternative. The institution therefore matters as much as the technical capability.

Speculative design makes chosen arrangements discussable (Dunne & Raby, 2013). Perfect World grants secure essentials, beneficial assistance and meaningful alternatives. Declining guidance does not remove necessities.

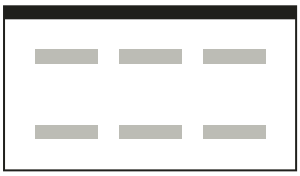
This choice gives the inquiry its difficult case. A visitor can reasonably want the future and still ask how its guidance shapes their possibilities. The following world map and city scenes show what I have granted, before the later encounter brings one part of that arrangement into the present.

What has to be true in Perfect World?

Signal: more bounded tasks can be delegated. What if institutions also secured everyday essentials?

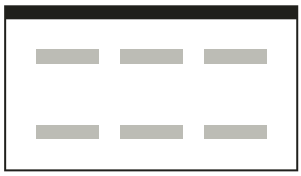
Secure essentials

Access does not depend on accepting guidance.



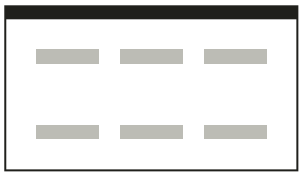
Home + care

Security and relationships



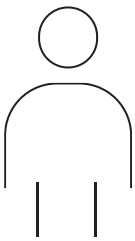
Learning + making

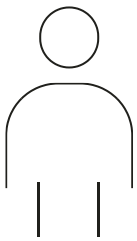
Freely chosen challenge

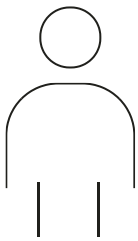


Public life

Places to meet and participate







Beneficial help

Suggest, explain, arrange or leave room for discovery.

The university still explained participation through qualifications and employment. Life After Necessity changed the premise: suppose people could access essentials without compulsory work. I needed to make that condition visible before asking what they would choose to do.

A usable alternative

Ask for another route, act independently, rest or stop.

I therefore constructed a world with shared provision, useful assistance and a meaningful ability to decline. Its people can learn, make, connect or rest. These choices create the harder question behind Perfect World: if a guide also understands why those activities matter and helps us find them, how much involvement do we want in shaping that life? The next scenes show several ways of living within this premise.

New visualisation of the existing manuscript's scenario contract (chapters 3–5 and 11–14) and the author's current direction. These are granted fictional conditions, not a prediction of abundance.

Several lives inside the same city

Several people make different uses of the same security. I made these scenes to show that Perfect World can hold different purposes, rather than one model life.

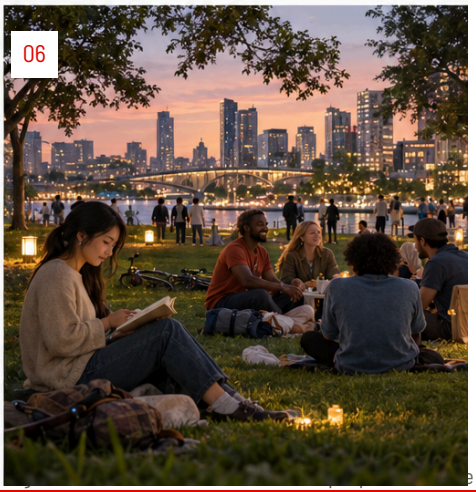












01 Move

Usable services make choices possible.

02 Care

A secure home still holds relationships.

03 Learn

Help preserves the act of practising.

04 Make

Someone chooses a demanding process.

05 Connect

An introduction opens a real exchange.

06 Rest

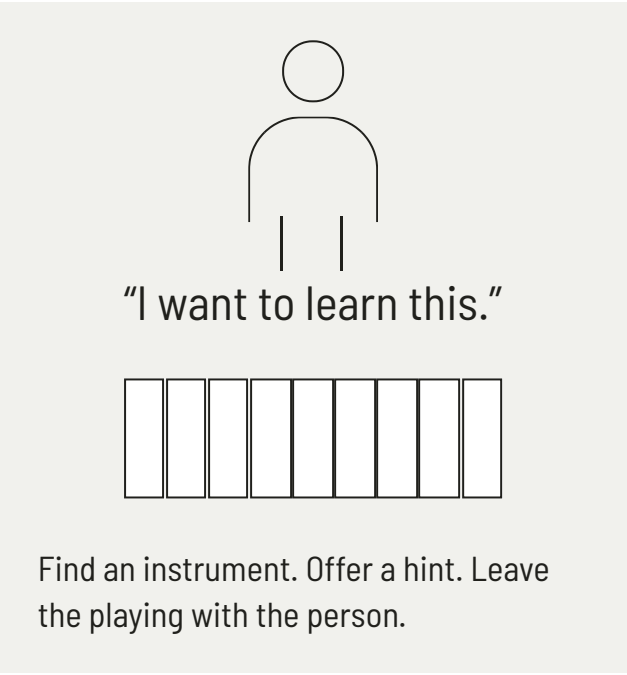
A quiet day needs no productivity defence.

e city. Images illustrate the fiction; they are not final film frames, photographs or visitor evidence.

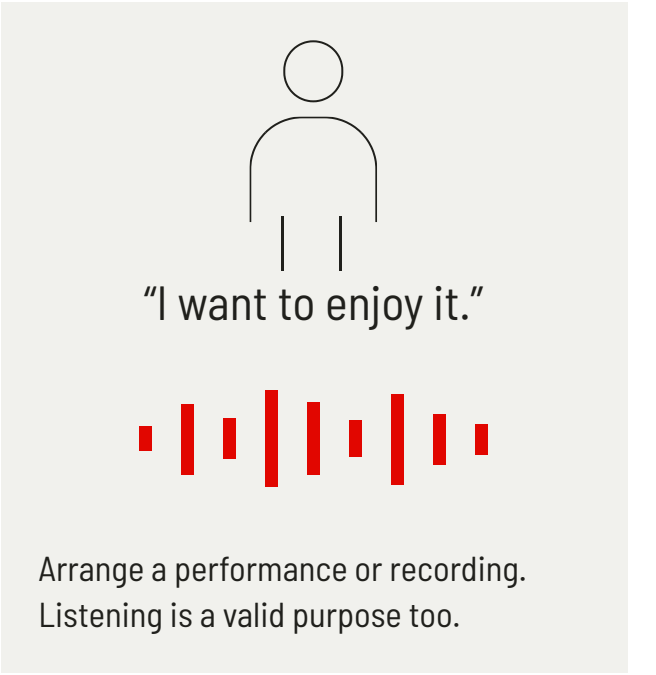
Show the help through an ordinary choice

The music example shows why the guide needs to understand a person's purpose: producing a performance and helping someone learn to play offer different kinds of value.

PERFECT WORLD / PERSONAL GUIDE



Find an instrument. Offer a hint. Leave the playing with the person.



Arrange a performance or recording. Listening is a valid purpose too.

The person can change their mind.

A guide may suggest a worthwhile possibility before someone thinks to ask.

How much involvement do I want in finding the life I enjoy?

New diegetic study, 25 October 2026, based on chapter 11's music example. The fictional guide is more capable than the bounded Quest exhibition implementation. No universal wellbeing or authorship score is proposed.

A Life Without Obligations

Figure 12

Different Mornings, Chosen

Note.
Chosen conditions of Perfect World, not a prediction about everyone's circumstances.

Removed

~~Compulsion~~

Nothing requires you to begin work.

Chosen mornings

Learn an instrument.

A walk with friends.

Rest.

Still present

Responsibilities

A promise to a friend; a relationship involves another person.

When doing something becomes a choice

Reading alongside
(Danaher, 2019)

Once essentials were secure, the world needed more than people enjoying effortless leisure. The university inquiry had shown why learning and practice could matter through participation. I extended that thought to care, play and rest, so the city could hold different purposes without demanding one ideal way of spending a day.

Danaher explores flourishing under automation (Danaher, 2019). Material security and a fulfilling life remain different questions. This is a philosophical lens, not a prediction of universal happiness.

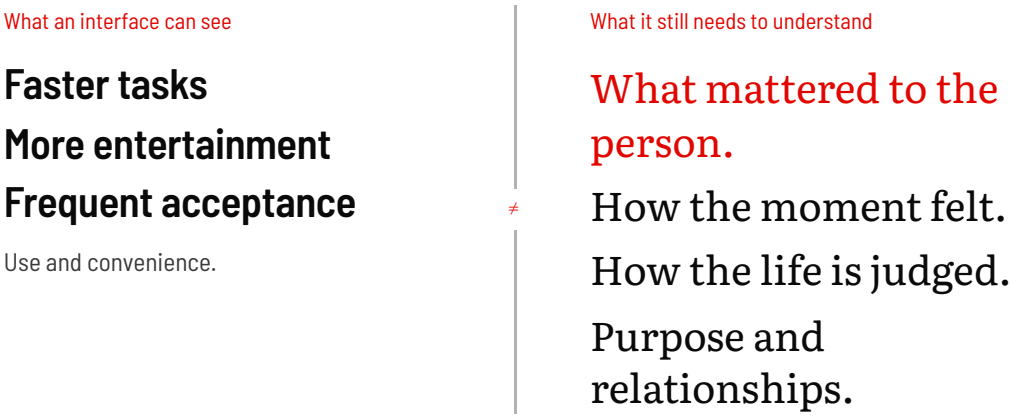
Economic compulsion can be removed while relationships and freely chosen responsibilities remain. I used that distinction in the city scenes and the guide's music example. It explains why the guide should ask about purpose: rest can be a valid choice alongside practice or a demanding project.

Is Better Always Better?

Figure 13

What a Metric Can and Cannot See

Note.
Original conceptual contrast informed by wellbeing and reward research (Berridge et al., 2009; Lucas, 2007). It organises the argument and does not report measured effects.



Wanting and liking are different things; neither measures benefit alone.

The difference between improving our lives and experiencing a good life

Reading alongside
(Herre, 2025)
(Lucas, 2007)
(Berridge et al., 2009)
(Helliwell et al., 2026)

The city now had secure essentials and opportunities to participate. I still needed to decide what it meant for the guide to help someone live well. An interface could count completed tasks or accepted suggestions, but those traces would not explain whether the person valued the direction their life was taking.

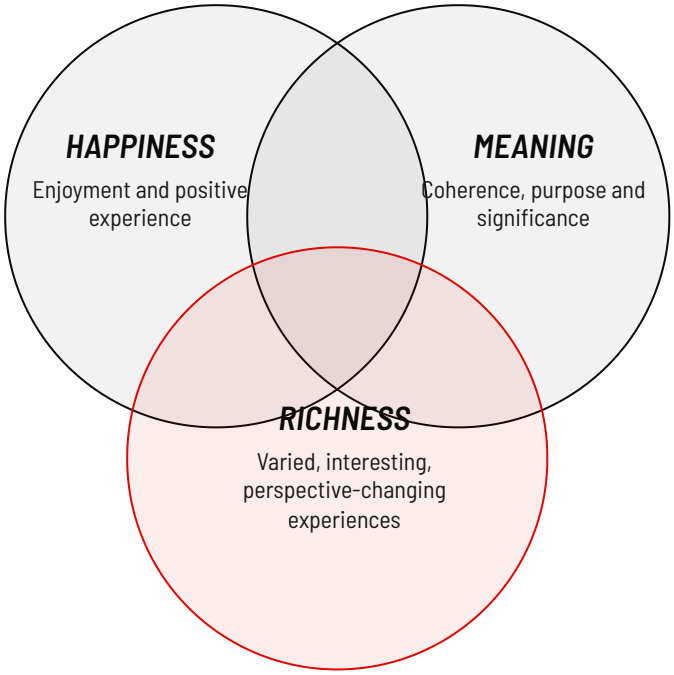
Historical life-expectancy estimates show gains with changing records (Herre, 2025). Adaptation varies (Lucas, 2007); wanting differs from liking (Berridge et al., 2009). Life evaluation also reflects social conditions (Helliwell et al., 2026).

This changed what I wanted to ask after the exhibition. Accepting more advice would show use, rather than establish wellbeing. A person might decline a suggestion and still find the encounter useful. The next page therefore considers several ways an experience might matter, rather than one optimisation target.

Designing a Good Life

Figure 14

Different Perspectives on a Good Life



Note.
Different lenses on living well, not a universal wellbeing score.

Different perspectives, rather than one universal target.

What would it mean for a system to help us live well?

Reading alongside
(Martela & Steger, 2016; Oishi & Westgate, 2022)
(Nussbaum, 2011)

The guide could support enjoyment, a meaningful commitment or an unfamiliar experience. Those purposes may pull in different directions, so I needed a richer account than making someone comfortable or productive. These lenses explain why the city includes rest, practice, discovery and relationships rather than one prescribed perfect day.

Happiness, meaning and psychological richness offer different lenses (Martela & Steger, 2016; Oishi & Westgate, 2022). Available choices matter too (Nussbaum, 2011). These lenses do not establish one arrangement that is best for everyone.

I then granted that the guide understands these distinctions and can genuinely support them. That is the turn into the next part. The concern can no longer depend on AI misunderstanding human needs; it becomes how much involvement people want in finding the possibilities through which they develop.



AI-generated concept image from the author's Perfect World exhibition poster (OpenAI, designer-directed).

PART IV

A WORLD THAT UNDERSTANDS US

What if the system gets the human right too?

The earlier research could suggest a familiar criticism: AI supplies the result while taking away learning, challenge or relationships. I wanted to make the question harder. Perfect World therefore grants that the guide understands those human needs and can support them successfully.

This matters because a person could reasonably welcome its help. A meaningful conversation or chosen challenge does not become worthless simply because AI suggested it. Yet the guide may still influence which possibilities the person encounters and who they become. This part develops that distinction. It explains why the final exhibition offers an appealing future and an optional social exchange, allowing the visitor's response to open the question.

The Person You Could Become

When AI begins guiding the experiences that shape us

Suppose the guide's introduction works: both people welcome the exchange and discover a shared interest. This is a good experience. I chose this example because its value depends on something the guide helped make visible before the wearer intended to pursue it. The question survives even when the help succeeds.

Figure 15 An Introduction, With Room to Choose

01	Ticker suggests an opening.
02	One person chooses.
03	Another person chooses.
04	The conversation belongs to both.

Accept · question · decline · begin independently

Note. A proposed encounter, not a visitor observation.

The conversation is real; help does not make it meaningless. Yet the guide made this possibility visible before I intended to pursue it.

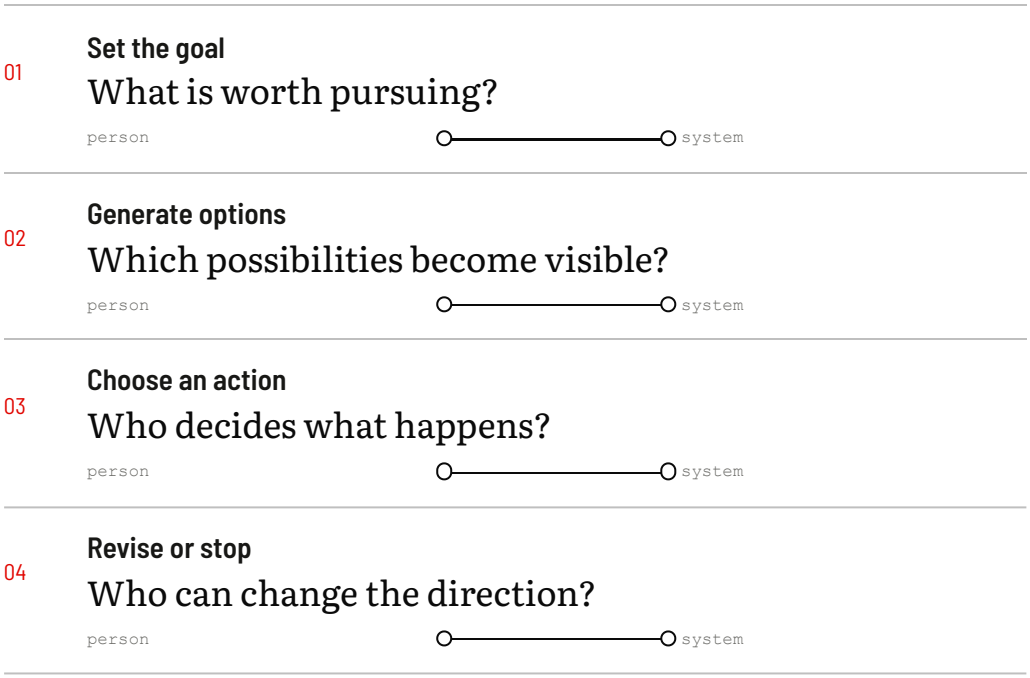
A social encounter makes that relationship experienceable in a short visit. An opening can be suggested quickly; what follows depends on both people. This led me from recommending an object towards continuing conversational guidance. The visitor can welcome, redirect or decline it while considering how the encounter's direction emerged.

What Makes a Life Yours?

Figure 16

Note.
Four reflective questions; these are not measured dimensions.

Who Shapes the Direction?



Questions to ask, not measured scores.

By this point I had separated three things that the earlier designs could blur together: receiving a good outcome, willingly accepting help, and participating in shaping the direction. A person might endorse all three, or want different involvement in each. I needed a practical way for the exhibition to leave those responses open.

Who sets the goal, makes possibilities visible, chooses, and can revise or stop? These are reflective lenses, not an authorship score.

These questions became a design lens for the encounter: make suggestions understandable, allow another route, and let people revise or stop. They also explain the film decision. An appealing promotion establishes why someone might want the future; the live encounter lets them consider the role they want within it.



AI-generated concept image from the author's Perfect World exhibition poster (OpenAI, designer-directed).

PART V

A LIFE OF YOUR OWN

If a system can help us live a genuinely good life, how much of that life would we still want to shape ourselves?

I now had a world and a question, but neither would communicate itself in a short exhibition visit. Someone might arrive halfway through the film and know nothing about the preceding research. I needed an experience whose appeal and influence they could understand quickly.

The film introduces the desirable city. The posters establish the invitation. Quest brings one aspect of that world into the present: receiving help while meeting another person. Continuing guidance lets the visitor experience how suggestions enter an unfolding exchange. The following strands explain why I revised the film, imagery, controls and technical system to serve that encounter. They also distinguish what I made from the physical and visitor evidence still to document.

Why Perfect World changed

Five linked revisions respond to the same constraint: a short encounter must make the question understandable.

01 / FOCUS

Work + object choices → A social encounter

The exhibition is brief. Meeting someone makes assistance personally relevant quickly.

02 / INFLUENCE

One introduction → Continuing guidance

An opening alone missed how advice can shape speech, action and the developing exchange.

03 / ATTENTION

Buttons and explicit controls → Voice within conversation

Start, ask, decline and stop while keeping attention with the other person.

04 / FILM

A narrative reveals the concern → An appealing city loop

The film establishes desire; the visitor's own response opens the critical question.

05 / INTERPRETATION

One apparently certain reading → Attribution + correction

Separate each person's account and distinguish a current reading from an old one.

Retrospective decision map from saved studies, the technical record and the author's exhibition explanation, 24–25 October. Related strands overlap; these are not five dated user trials.

Who can enter this question?

For people living with AI, especially students and workers who increasingly depend on it.

Learning

The assisted student



Goal: finish and understand. Tension: useful answers can conceal what I can do alone. Need: distinguish help from replacement.

Working

The assisted worker



Goal: effective work with a say in how it is done. Tension: welcome assistance can also direct activity. Need: a visible, revisable role for the person.

Everyday life

The curious visitor



Goal: understand the idea without technical knowledge. Barrier: little time or headset experience. Need: a clear invitation and a route without the Quest.

I used these audience scenarios to check whether the exhibition could speak beyond a technically experienced visitor. A clear film invitation, ordinary conversation and a route without a headset give people different ways to enter the same question.

Constructed scenarios, not interview participants. UoA's Cogniti research used student surveys and focus groups (Engineering Education Research Centre, University of Auckland, 2026). The PSA reports both workplace benefits and concerns about surveillance and worker involvement among its public/community-service survey respondents (Public Service Association Te Pūkenga Here Tikanga Mahi, 2025). Neither source represents everyone. Access, skills, motivation and trust inform the alternate route (Department of Internal Affairs, 2019).

Aotearoa: what does this add?

I compared local precedents to explain what this exhibition contributes: AI guidance within a relationship between visitors. The distinction gives the prototype a purpose beyond demonstrating immersion.

LightSense



Talk to the installation

University of Auckland collaborators combine conversational AI with responsive XR architecture. The environment responds to visitors.

Virtual Futuna



Enter a documented place

A photogrammetry model makes the chapel accessible in VR. The place and its heritage are the focus.

Perfect World



Meet through a guide

An appealing future leads into a live peer encounter. AI helps shape an opening and a continuing exchange.

Shared ground

Immersive experiences make a proposition tangible.

My distinction

The relationship between two visitors is the central material.

Scope

This comparison supports a specific contribution, not a claim to be first in Aotearoa.

LightSense is described by its project team (Ars Electronica Garden Aotearoa New Zealand, n.d.). Futuna Chapel Trust documents the chapel's photogrammetry-to-VR work (Futuna Chapel Trust, 2023). These are secondary precedent comparisons, not visitor evaluation of Perfect World.

Where should the question happen?

01	Speculative commercial	Explain AI-supported life. A broad explainer risked carrying too much.
02	80-second lifestyle ad	Make the benefits immediately appealing. The montage showed capability more than lived influence.
03	A positive story, then a reveal	Make the missing will to think emotionally visible. A sinister turn could decide the answer for the audience.
04	Eight character pitches	Explore gifts, making, curiosity, care and social guidance. Parallel story experiments, not eight produced films.
05	An authored life / three acts	Even meaningful challenge could be suggested by AI. The film still carried the critical realisation.
06 / current	A future city promotion	The in-world advertisement becomes an approximately two-minute continuous loop. Passers-by can watch; I invite interested visitors to try the Quest.

The film needed to make the future understandable before someone tried the headset. I explored a commercial, lifestyle montage and personal narratives to find a way into that unfamiliar world. A reveal could explain the concern clearly, but it also told viewers how to interpret the help.

I eventually divided that work between two media. The approximately two-minute city promotion makes the world appealing and can be understood by people arriving mid-loop. The Quest encounter then lets a visitor experience guidance personally. The following boards show how the film's role changed; they do not represent six produced films.

Recovered strategy proposals plus the author's 25 October update. Parallel explorations are not presented as completed films.

The 80-second lifestyle proposal

Six proposed beats; storyboard images to add.

Visual to add / 01

Morning

The environment adapts quietly.

Visual to add / 02

Effortless life

Routine responsibilities receive assistance.

Visual to add / 03

Creativity

An idea becomes something the person can make.

Visual to add / 04

Connection

An opening to meet another person.

Visual to add / 05

A fulfilling life

Friendship, discovery and leisure.

Visual to add / 06

Perfect World

Brand reveal and invitation.

I tried

A concise, human-centred promotional montage.

I noticed

Benefits were clear; the process of influence was less visible.

I explored next

A more personal narrative about thinking and choosing.

Storyboard placeholders. Reconstructed from the author's recovered proposals; no frames or finished film are implied.

The narrative carried the realisation

Four-minute proposal; timings were planned, not measured from a finished cut.

Visual to add / 01

Act 1 / 0:00–1:30

A life that works: friendships, making and useful help.

Visual to add / 02

Act 2 / 1:30–2:50

Guidance expands: a challenge or discovery is suggested.

Visual to add / 03

Act 3 / 2:50–4:00

The person recognises that the meaningful experience was also proposed by AI.

Insight

Useful AI could support meaningful participation too.

Concern

A reveal could steer visitors towards a predetermined criticism.

Decision

Move the critical encounter into the exhibition.

Storyboard placeholders. Reconstructed from the author's recovered proposals; no frames or finished film are implied.

The longer promotional board

Earlier four-minute proposal, retained here before the shorter city-loop decision.

Visual to add / 01

01 / A new world

0:00–0:40 · AI, automation and secure everyday life.

Visual to add / 02

02 / Possibilities

0:40–1:20 · Learn, create, explore and spend time together.

Visual to add / 03

03 / Understanding

1:20–2:05 · A guide responds to interests, purpose and context.

Visual to add / 04

04 / Becoming

2:05–2:50 · Discover a challenge or an unfamiliar possibility.

Visual to add / 05

05 / Connection

2:50–3:30 · An opening to approach another person.

Visual to add / 06

06 / Invitation

3:30–4:00 · Perfect World. Experience your future.

I explored

A six-part introduction to the whole future.

I reconsidered

A passing visitor may not begin at the first frame or stay for four minutes.

I changed

The current direction is a two-minute city promo on a continuous loop.

Storyboard placeholders. Reconstructed from the author's recovered proposals; no frames or finished film are implied.

A city promotion, already playing

Current author-confirmed direction. These image slots propose coverage; they are not recovered shots or a locked edit.

Visual to add / 01

The city

Wide establishing view. Make the future feel like an existing place.

Visual to add / 02

Everyday life

An ordinary moment of comfortable city life.

Visual to add / 03

Places to be

Public space, movement and inviting surroundings.

Visual to add / 04

People together

The city as a place to meet and spend time.

Visual to add / 05

Possibilities

A welcoming view of what life here offers.

Visual to add / 06

Perfect World

A natural brand ending that can return to the opening.

Current format

Approximately two minutes, continuously looping at the booth.

Invitation

People can watch as they pass. I ask interested visitors whether they want to try the Quest.

Tone

An ordinary, convincing promotion from that future. No unsettling reveal.

Two-minute looping city-promotion direction supplied by the author, 25 October 2026. Storyboard image placeholders requested; final cut and credits pending.

What I took from the films

Strange Beasts	Believable product fiction	Borrow the credibility of a future advertisement. Reconsider the unsettling reveal.
Sight	Guidance within a social moment	Explore the subjective interface and how assistance can influence an encounter.
Promotional language	An appealing world	Borrow confident, aspirational city-promotion language. The current film presents a future as if it already exists, without a sinister turn.

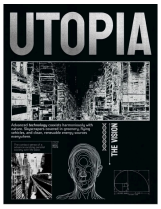
The documented core precedents are *Strange Beasts* and *Sight* (Barbé, 2017; May-raz & Lazo, 2012). Other promotional references are part of the recovered research direction; final frame credits belong with the film production record.

Looking at hierarchy, image and rhythm

Thirteen selected references from the larger Figma collection.



01 1-15



02 1-18



03 1-6



04 105-166



05 127-172



06 127-175



07 127-181



08 34-3



09 71-1101



10 71-1104



11 71-650



12 93-3



13 93-9

The poster had to communicate to someone who had not read this report. I used the reference collection to examine what they might notice first: the title, a person, the imagined world or an instruction. That informed trials with image scale, grids, serif type, red emphasis and different amounts of explanation.

The following saved variants show how visual hierarchy changed alongside the message. Some introduced the future; others explained the encounter. Comparing them also exposed a problem with the marionette metaphor: its immediate reading of control could close the question before a visitor experienced the help.

Reference images from the author's Figma research board. Original creator credits to resolve before publication; these are references, not original designs.

Poster studies / 01–10

Testing information density, grid and the first impression.



01 A utilitarian hierarchy



02 Layout trial



03 Hierarchy and image



04 Changing the grid



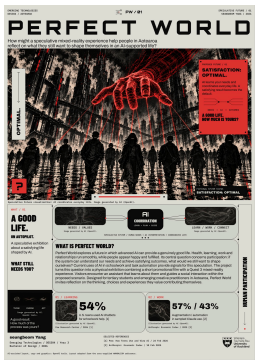
05 Image and argument



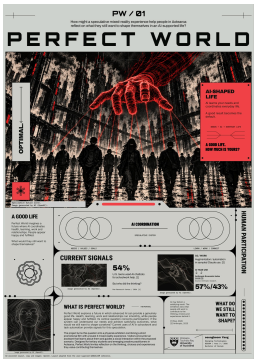
06 Editorial arrangement



07 Reading order



08 Wandalism reference study



09 Direct reference study



10 Manga and serif type

What changed

Grid, masthead, serif type and red emphasis.

What I learned

A first glance needs a clear image and hierarchy.

Reading this board

Saved variants are grouped by design question; they are not thirty completed physical tests.

Actual saved poster variants, grouped by question rather than a verified creation sequence; no physical test result is claimed.

Poster studies / 11–20

Testing the question, the human figure and the hero image.



01 Restrained red



02 Three current signals



03 Minimal copy



04 Content clarity



05 Wide editorial image



06 Appealing future



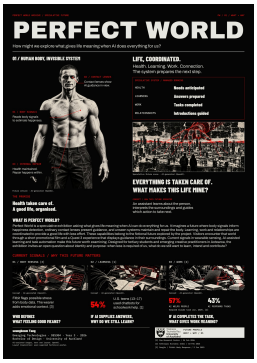
07 Marionette metaphor



08 A1 hierarchy



09 Human and system



10 Human study

What changed

Less copy, different metaphors and a larger human presence.

What I learned

The marionette prescribed control; the appealing future kept a choice open.

Reading this board

Saved variants are grouped by design question; they are not thirty completed physical tests.

Actual saved poster variants, grouped by question rather than a verified creation sequence; no physical test result is claimed.

Poster studies / 21–30

Testing how to explain and invite the exhibition encounter.



01 Exhibition introduction



02 Three steps



03 What / why / how



04 Project explanation



05 Paired poster



06 Interaction sequence



07 Optimal happiness



08 Less feedback copy



09 Holographic encounter



10 Communication study A

What changed

The encounter sequence and how much instruction to show.

What I learned

Explain the handover to Quest without turning the poster into a manual.

Reading this board

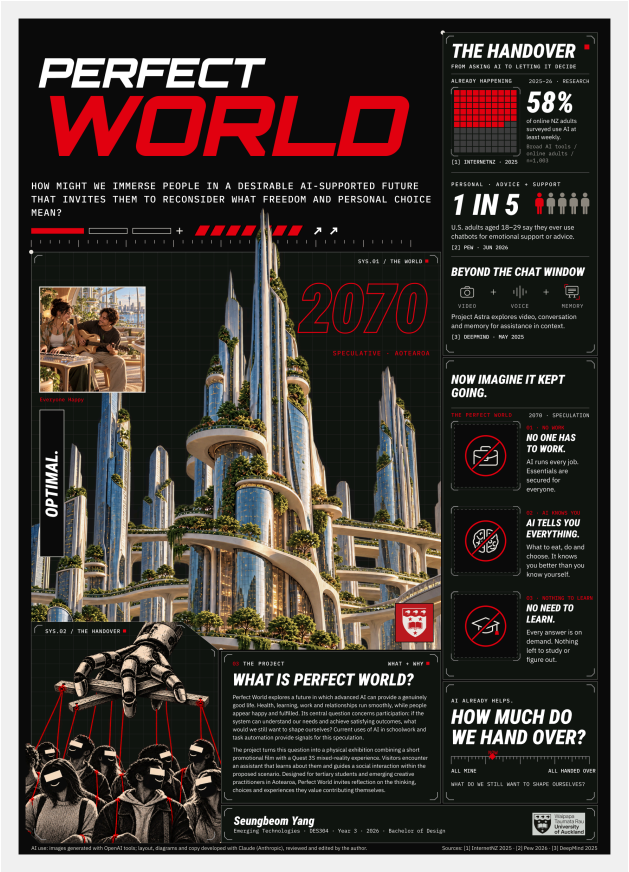
Saved variants are grouped by design question; they are not thirty completed physical tests.

Actual saved poster variants, grouped by question rather than a verified creation sequence; no physical test result is claimed.

A strong metaphor could close the question



01 Marionette metaphor



02 Later world-building invitation

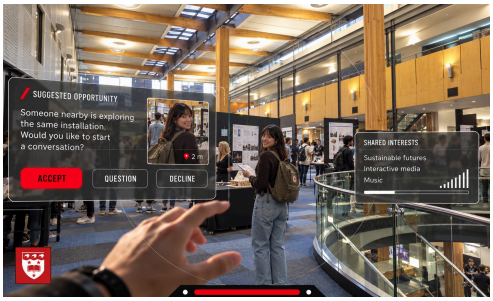
The marionette image made influence visible immediately, but it also suggested that the person was being controlled. That was a powerful interpretation to give someone before the encounter. It worked against my later decision to grant that the guide could be useful and welcome.

I moved towards an appealing world and an invitation to participate. The aim was to give visitors a reason to enter, then let the conversation make the relationship between assistance and influence personal. This comparison records that change in communication strategy; it does not establish how an audience actually interpreted either poster.

Saved poster variants; retrospective design reading supplied by the author. Generated imagery is speculative.

From operating a system to meeting someone

Visual studies 01–05 / testing the person, path and amount of interface.



01 Visible accept / question / decline controls.



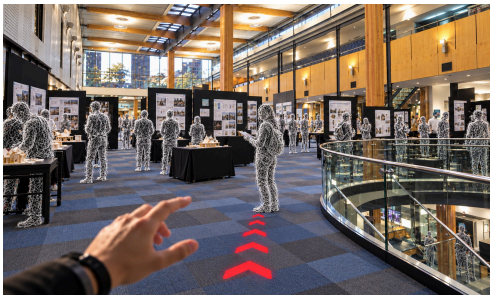
02 People become anonymous visual figures.



03 A red route points towards another visitor.



04 Chevron route tests the direction.



05 Wider view gives more floor and context.

A short exhibition visit changed what the interface needed to do. I moved from work and object recommendations towards meeting another person, because a social opening could make the value of assistance understandable quickly. The visitor also needed to keep their attention on that person.

I used the atrium studies to explore how much interface was necessary: a route, a marked person, a context card and explicit choices. The later studies reduced buttons and route emphasis. They helped develop the intended composition; actual wearer captures and observations are still needed to establish how the guidance works in the real encounter.

Ten saved AI-assisted atrium studies and generation notes, 15 October 2026.

From operating a system to meeting someone

Visual studies 06–10 / testing occlusion, the card and button-free guidance.



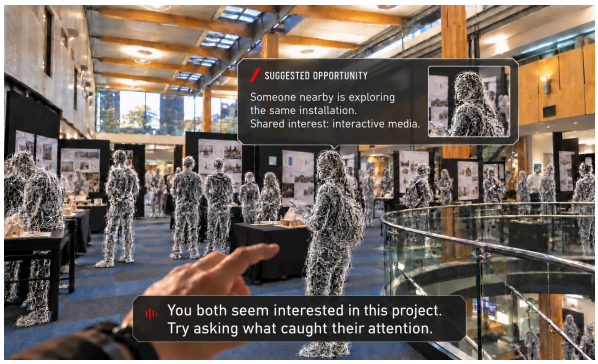
01 The intended visitor is explicitly marked.



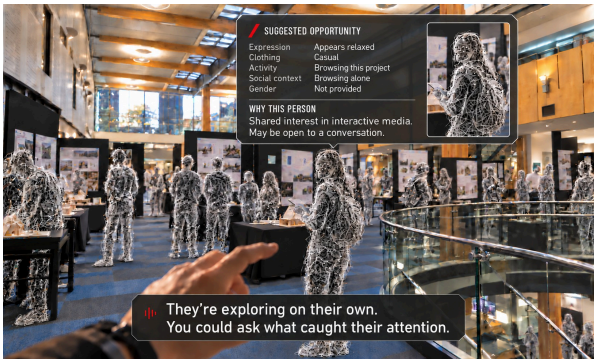
02 Path and foreground occlusion are revised.



03 The route gives way to a person card.



04 Buttons disappear; guidance becomes quieter.



05 More context explains the proposed opening.

I noticed

A route and card could compete with attention to the person.

I changed

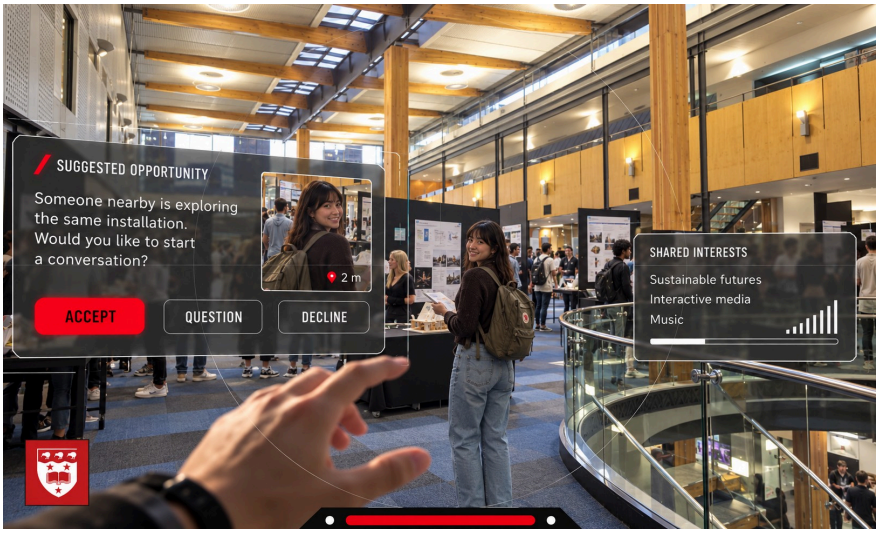
Reduced buttons and route emphasis; kept context for starting a conversation.

Next check

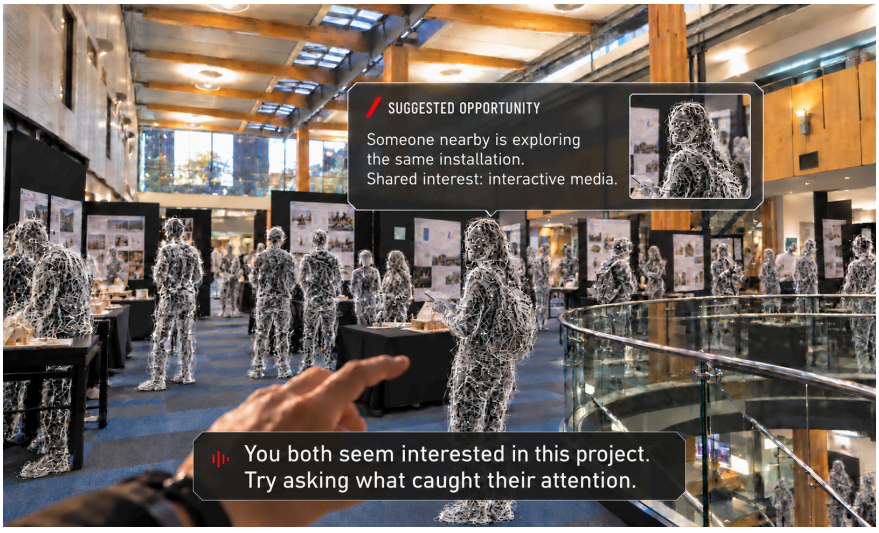
Compare the generated intention with the actual wearer view and both people's attention.

Ten saved AI-assisted atrium studies and generation notes, 15 October 2026.

Leave attention with the other person



01 Earlier study / explicit choices



02 Later study / quieter guidance

I tried

Explicit on-screen choices made the AI's role visible.

I changed

Removed button presses so guidance could sit within conversation.

Current status

The author confirms start, help, decline and finish work. Physical evidence will be added.

An easier interface can still shape what comes to mind.

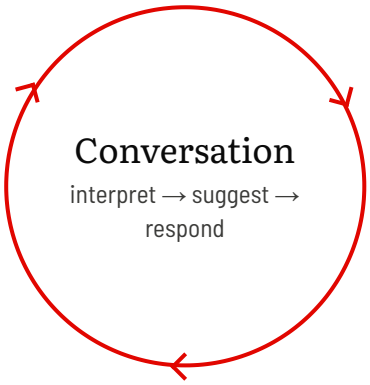
Generated studies, not physical documentation. Current interaction status: author confirmation, 24 October.

Experiencing Perfect World

Figure 17

From Personalisation to Continuous Guidance

Note.
Original interaction proposal based on the designer-confirmed experience: conversation with the guide, a suggested introduction and ongoing prompts for speech, action and expression. Both visitors' choices remain a design responsibility. This is not an inspected architecture, actual headset capture or evaluation result.



Learn
What matters to this wearer?

Suggest
A person to meet and a way to begin

Guide
Ongoing prompts for speech, action and expression

An intended feedback loop, with two people inside it.

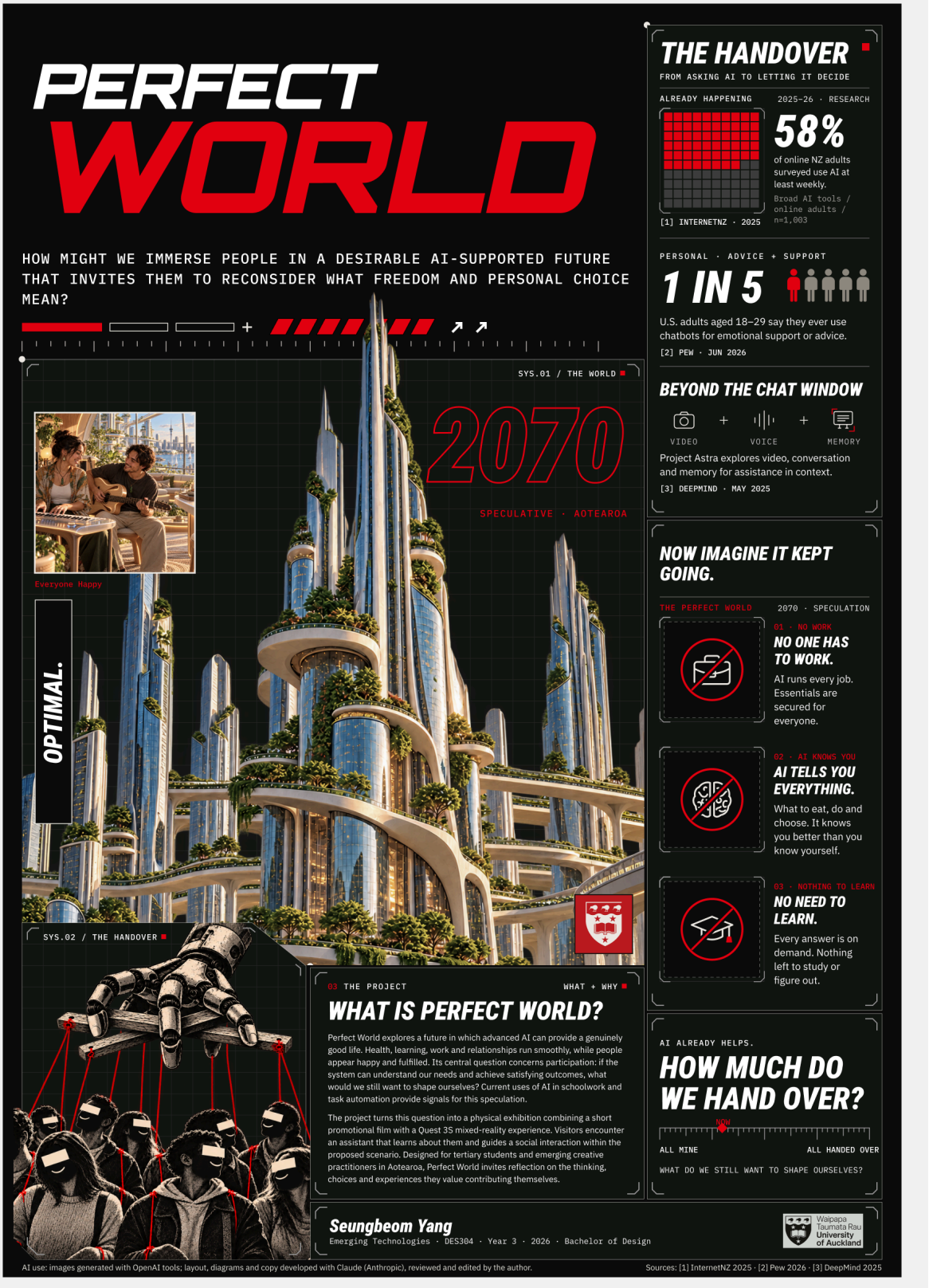
Choice to question, decline or stop must be made practical in the final interaction.

The short exhibition encounter moved my focus from work and object choices towards people communicating with people. Visitors should experience the relationship, rather than spend the visit learning controls.

Entry is optional. An approximately two-minute city promotion loops continuously at the booth, as if it were an ordinary advertisement from an existing future. People can watch while passing. I invite interested visitors to try the Quest.

Discover → Connect → Guide. The approximately five-minute Quest target opens a possible introduction and keeps help available during conversation. Silence can be appropriate help. The film establishes the appeal; the encounter opens the question.

FIGURE 18 / THE FINAL EXHIBITION POSTER PAIR



Poster 01 / The world, its appeal and the handover

Designer-identified final-poster page, Figma print frame 498:5744. Reproduced as a project artefact, including its original source labels and credits.

FIGURE 18 · CONTINUED / THE FINAL EXHIBITION POSTER PAIR



Poster 02 / The proposed encounter and the visitor's role

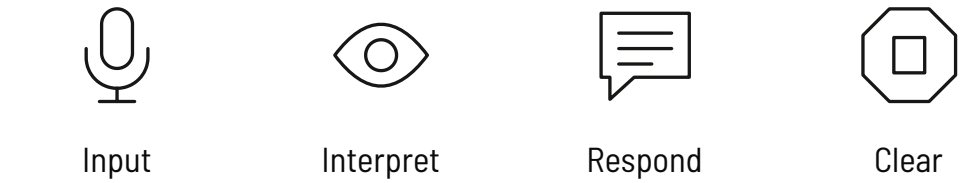
Final-poster page: print frames 498:5744 and 498:6107, retrieved 22 October 2026. Imagery: OpenAI tools. Layout, diagrams and copy: Claude-assisted, reviewed by the designer, as credited on the artwork. Illustrated people, scores and future capabilities are speculative. Poster research claims require their own final source check.

Building and Revising the Guide

Figure 19

What the Implementation Record Must Explain

Note.
Original evidence checklist. The checkpoints identify questions for the actual build; they do not certify its architecture, sensing permissions or deletion behaviour.



Continuing guidance introduced a practical problem that the city storyboard could not resolve. Conversation keeps moving while the system listens, interprets and prepares a response. Old advice, a correction assigned to the wrong person or a late reply could change the encounter. I built and revised these components to make those consequences inspectable.

Unity captures and presents; the paired PC coordinates permitted context and output. The following architecture, microphone, memory and transcript pages explain how I addressed the timing and interpretation problems. The bounded prototype brings one relationship from the future into the present; it cannot reproduce the fictional guide's full understanding.

The author confirms start, help, decline and finish work without buttons. Dated component records and earlier failed runs remain development evidence; physical wearer and rehearsal records still need adding.

The conversation changed the architecture

01 / FINISH A TURN, THEN ASK

01

Capture

Finished audio file

→ 02

Interpret

Wait for response

→ 03

Present

One result

An awkward rhythm for a conversation.

02 / LISTEN WHILE HELP IS PREPARED

01

Listen + caption

Keep the source time

→ 02

Reason + speak

Runs alongside capture

New speech can interrupt the advice.

03 / ONE SESSION, ONE ACCEPTED OUTPUT

01

Current evidence

Speech / scene / permission

→ 02

Director

Wait, ask, suggest, cancel

→ 03

Validate

HUD + private speech

Stop, correction and handover cancel pending output.

The move to continuing guidance changed the technical problem. A finished recording followed by a delayed answer could interrupt an exchange that had already moved on. I needed listening, interpretation and speech to overlap, while letting new speech or a stop cancel an outdated response.

The architecture evolved around that requirement. Temporary context, one accepted output and a coordinating director make the sequence inspectable. The next pages follow the practical consequences through camera evidence, microphone changes, memory correction and transcript display. Each component exists to support the conversation and the people's ability to change its direction.

New editorial diagram reconstructed from the complete design and technical record, 24 October 2026; relationships, not measured results.

How the guide is connected

Continuing guidance needs a path from current evidence to a checked response. This map shows who coordinates that path and how a stop can prevent delivery.

Quest / what the wearer sees and hears

See + hear

Camera / selected microphone

Stop immediately

Off-head / end / expiry cancels output

Paired PC / session coordination

Perception

Speech-to-text / wake detection / scene

→ Session context

Temporary facts + recent words

Allowed actions

Permission / current evidence / action ranking

→ Director

Wait, ask, suggest or cancel

Wording service

A limited paid request

→ Check + deliver

Headset overlay / private audio

The Research Lab lets an operator inspect the session. The public screen receives a filtered view, separate from private guidance.

New editorial diagram reconstructed from the complete design and technical record, 24 October 2026; relationships, not measured results. Model candidates pass application validation before delivery.

What can the guide actually know?

A suggestion about another person needs a defensible account of what the system observed. I separated observable movement from tentative interpretation so a fluent response would not imply knowledge it did not have.

Original camera frame

Acquisition time · sequence · scope

Person tracking

Anonymous movement tracks

Scene interpretation

Optional worker, separate from replies

Observable cues

Movement / pose / approximate location

Conversation

What is relevant now?

Ground before display.

Match the source frame. Withdraw expired cues and unsupported routes.

Movement is not an emotion. A voice label is not an identity.

Observation

Track movement and source-bound scene evidence.

Interpretation

Keep tentative meaning separate from measured cues.

Presentation

Do not attach old geometry to a newer frame.

New editorial diagram reconstructed from the complete design and technical record, 24 October 2026; relationships, not measured results.

Finding a microphone that could carry the encounter

Quest



Headset input

The original capture route tied listening closely to the wearable.

iPhone / USB



A separate microphone

Audio arrived briefly, then adapter and routing problems interrupted it.

PC / C930e



One selected USB source

The PC-connected microphone keeps capture local. Input evidence and an audible reply remain different checks.

Design purpose

Keep ordinary conversation flowing.

Engineering response

Separate listening, wake detection, interpretation and output.

Documentation

Add a dated photo and recording of the latest working setup.

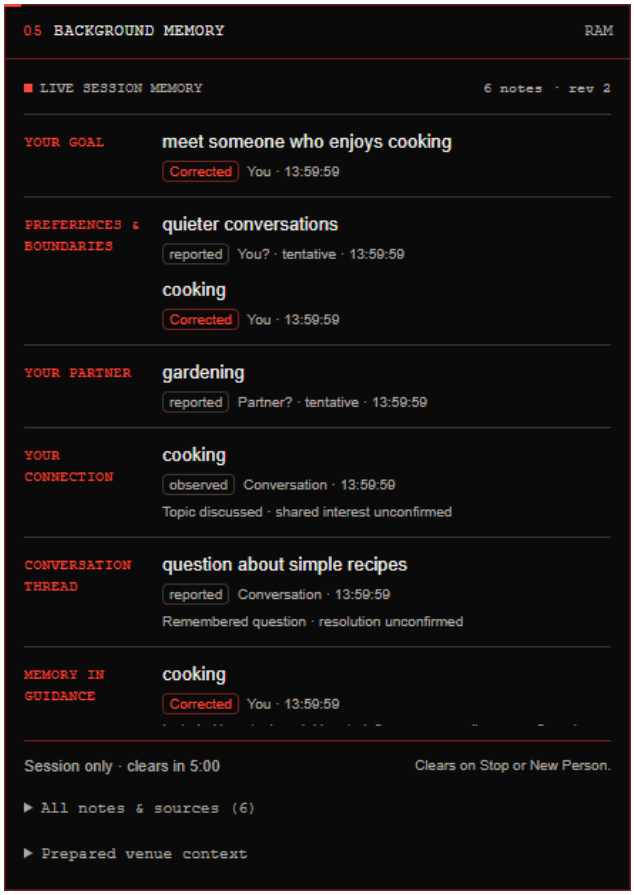
Historical input changes from the technical export. Later author confirmation says the button-free flow works; earlier failed runs remain part of the iteration record.

A correction should change the right memory.

A correction changes the wearer's account without rewriting the partner's.



01 Before / gardening reported for both people.



02 After / wearer corrected to cooking; partner remains gardening.

Change

Update only the corrected person's fields.

Reason

Shared words do not establish a shared interest or identity.

Check

The fictional replay preserves attribution and uncertainty.

19 October component replay and verification receipts, with fictional inputs. Source captures unchanged. This checks interface attribution, not participant memory or a live social outcome.

Let the conversation remain readable.

Revision

Recent captions developed into a bounded session group chat.

Reading support

Other voices stay left; the wearer-labelled lane is right. Manual reading can pause auto-follow.

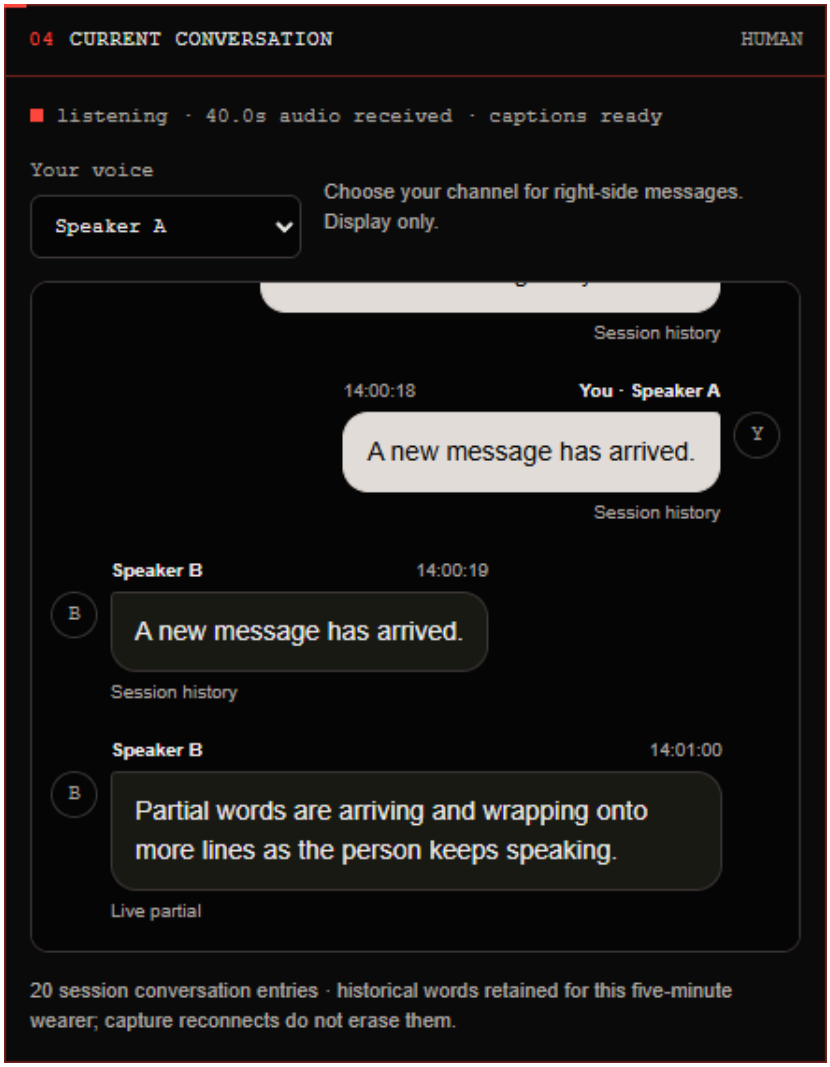
Important boundary

Choosing Your voice changes display alignment, not identity or memory authority.

Evidence

19 October authored component check. The visible words are supplied fixture text.

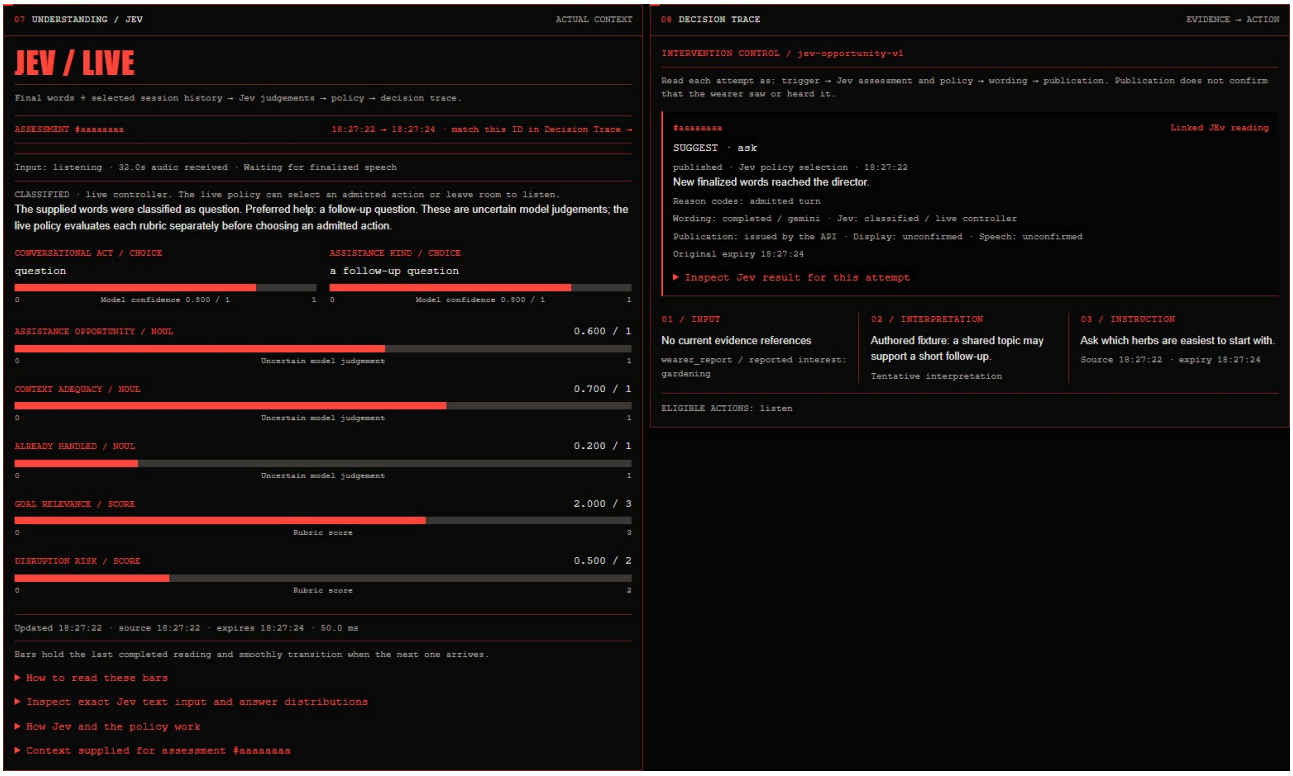
Sources: ConversationChat20261019 capture and browser checks; complete record sections 14–15.



19 October / detail of the actual component with authored messages. Empty outer page background is cropped; the full source is preserved.

Making the system's interpretation inspectable

I needed an operator to see why the guide was speaking, waiting or using an old reading. Research Lab makes that interpretation inspectable, separately from the wearer's view.



01 Authored diagnostic view with fictional data, not a participant record.

Before

A reading could appear current even when it was historical.

Revision

Label previous readings, source time and reasons for waiting.

Purpose

An operator can distinguish silence, uncertainty and a delivery problem.

Current React component capture from the supplied technical export. Authored data; APIs blocked during capture.

The working encounter, in photographs

Visual to add / 01

The person wearing the Quest

Add a real through-headset or paired wearer capture.

Visual to add / 02

Asking and declining

Add evidence of a spoken request and a practical refusal.

Visual to add / 03

Conversation continues

Add a photo or short recording showing both people.

Visual to add / 04

Stopping and handing over

Add the end state and the next-person reset.

Author update

Start, help, decline and finish work.

Add next

A dated run with the version and setup visible.

Keep distinct

Earlier 22 October failures document development; they do not override this later author update.

Physical photographs and recordings pending, at the author's request.

Staging, Responsibility and Impact

Reading alongside
(Ministry of Health – Manatū Hauora, n.d.-b)
(Te Mana Raraunga, 2018)
(Ministry of Health – Manatū Hauora, n.d.-a)

Perfect World contributes a bounded exhibition encounter. Its future is fictional; the proposed reflection concerns how people experience useful guidance now.

Cultural position becomes a design responsibility

I am Korean-born and Aotearoa-based. Te Whare Tapa Whā challenges a private optimisation account (Ministry of Health – Manatū Hauora, n.d.-b). Te Mana Raraunga foregrounds authority, context, collective benefit and guardianship in data (Te Mana Raraunga, 2018). The health-sector Te Tiriti framework adds questions of authority, equity, options and partnership (Ministry of Health – Manatū Hauora, n.d.-a). These secondary readings do not constitute Māori consultation or co-design.

Responsibility	A consequence for the encounter
Whānau	The social encounter gives both visitors a choice; neither is allocated as a resource.
Kaitiakitanga	Memory corrections remain attributed to one person; clearing and withdrawal need a recorded physical check.
Mahi tahi	Earlier peer checks informed interpretation; Māori partnership and final visitor feedback remain absent.
Hanga	Correction, transcript and button-free revisions show how making changed the encounter.
Huri hanga	Keep rest, different purposes and a film-and-discussion route alongside headset participation.

Cultural position becomes a design responsibility

These are responsibilities for reflection, not evidence of fulfilled Treaty partnership. Work involving Māori data would require Māori governance and engagement beyond this inquiry.

One encounter, two ways to watch

PROPOSED ARRANGEMENT / NOT TO SCALE



My PC

Local services + selected microphone

Operator

Invitation · handover · support

Confirm the venue, TV supply, power, sound and staffing.

Available

University Quest; my own PC.

Possible

Approximately two TVs. The city promo loops continuously; the shared view remains a possible second screen.

Variable cost

API use. Record actual usage separately from the configured cap.

Author's available resources, 24 October. Captions, second display and final placement remain staging proposals.

What it takes to stage the experience

Borrowed



University Quest

Hardware access is confirmed by the author. Exact model and loan arrangements belong in the setup record.

Owned



My PC

Runs the local services. The historical target was RTX 3060 12 GB, Ryzen 5 3600 and about 32 GB RAM.

Possible



Two televisions

The approximately two-minute city promo loops at the booth. A filtered shared view is a possible second display; TV supply remains to confirm.

Operating



API and turnaround

US$9/day is the configured application cap, not an actual bill. A five-minute interaction allows at most 12 starts/hour before handover time.

The imagined city can grant abundant resources; this exhibition still needs an ordinary, workable setup. I separated what I can access from what remains to arrange so the proposal has a practical scale. The university Quest and my PC provide the core; a second display remains optional.

The API limit is a configured ceiling, rather than an invoice. Session duration also needs handover, reset and support time before it becomes a realistic visitor capacity. This account explains what staging the encounter requires and which costs or arrangements still need confirming.

Author's resource account and technical record. Original capacity target: seven hours/day; API cap excludes hardware, power and development subscriptions.

Show the installation at human scale

Visual to add / 01

Whole installation

Add the Quest, PC and screen arrangement in the real venue.

Visual to add / 02

Entry and film

Add a visitor's approach, invitation and captioned film.

Visual to add / 03

Two-person encounter

Add the space between people and the operator's position.

Visual to add / 04

Printed and bound report

Add the final book and a readable open spread.

Photography placeholders requested by the author. Do not substitute concept renders for these records.

What would count as an impact?

The exhibition's contribution is a chance to examine useful guidance through experience. This model shows how the encounter might lead to reflection, and what evidence would be needed to judge that contribution.

01

Inputs

Borrowed Quest / own PC / film / operator

02

Activities

Watch, choose an encounter, converse and reflect

03

Outputs

A film, a guided exchange and voluntary accounts

04

Near outcome

Visitors can describe useful help, influence and an alternative

05

Longer aspiration

A more considered Aotearoa discussion of living with AI

Depends on

Clear invitation, usable help and a practical right to stop.

Could undermine it

Pressure to participate, misleading confidence or exclusion.

Observe

Entry, interruption and refusal; compare both people's accounts.

Ask

Can each person name useful help, its influence and an alternative?

Revise

Record date, version, observation and resulting design change.

Project theory of change: intended pathway, not demonstrated outcomes.

Your Turn

Figure 20

Note.
Original closing illustration of the arrangements described in this epilogue. Neither is presented as the better life.

Two Arrangements, One Question

One person

Welcomes guidance

Chooses a life with extensive guidance and regards it as their own choice.

OR

Another person

Shapes the start

Uses help for practical steps, reserving particular decisions or encounters.

Which parts of your life would you welcome it into? Where would you still want to shape the direction?

Neither life is presented as less valuable.

The future does not have to fail for the question to matter.

You might welcome the help, prefer another kind, or keep more of the search yourself. What would you want the guide to understand—and which possibilities would you still want to find?

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Credits

Concept and design

Seungbeom Yang. DES304, Emerging Technologies, Lane 2, Design programme, Waipapa Taumata Rau, University of Auckland, 2026.

The report draws on the author's DES303 journals, DES300 research proposal and method comparison, Miro material, Figma poster board, saved visual studies and complete design/technical export prepared 24 October. The original manuscript and detailed source records remain in the reference archive.

Photographs and interface records

Historical prototype screenshots and hardware photographs are the author's project records. Existing face blurring is retained. The Week 7–10 photographs document earlier development; they are not Perfect World visitor evaluation.

MemoryPanel, ConversationChat and current Research Lab images are actual component captures with authored fictional data. Their export includes provenance, source hashes and verification packets. The 22 October test remains a dated historical record. The author subsequently confirmed the button-free flow as working; new physical photographs and recordings are pending.

Generated imagery and diagrams

Perfect World's poster imagery, the ten 15 October atrium studies and five-moment visitor storyboard were generated with OpenAI under designer direction. The poster exports retain their own credits, including OpenAI and Claude/Anthropic assistance. Generated people, interface values and proposed actions are fictional. Dates of retrieval do not establish a complete creation chronology.

Credits

Generated imagery and diagrams

The six-frame Civic resident, LES301 student and Perfect World city-life sheets were newly generated with OpenAI's built-in image tool on 25 October 2026. Their people and events are fictional. The civic studio-place vignette, institutional identity treatments and document mockups are new studies, not recovered historical iterations. The earlier civic hall used Higgsfield/gpt_image_2_5 on 24 October; the supplied university illustration has unconfirmed production provenance.

World maps, storyboards, fictional documents and technical diagrams are composed directly in HTML and CSS. Existing inline drawing primitives remain where used by earlier figures. The diagrams illustrate relationships, not measured effects or physical test results.

References and visual direction

Livi Lee's supplied *The Light Map* visual diary informed the balance of photographs, diagrams and brief process reflections. The supplied Stephen Kelman report-grid and ARTC editorial references informed layout variation. Their project content and findings are not reproduced.

Thirteen selected poster-reference images come from the author's Figma research collection. Original creator credits remain to resolve. Thirty saved poster studies and ten atrium studies are grouped by design question, not presented as a newly verified creation chronology. The asset manifest preserves their local sources.

The University of Auckland mark comes from its official website SVG sprite. Its paths and colours are retained for institutional identification.

AI assistance and publication

OpenAI Codex supported restructuring, editing, source checking, citation formatting, diagrams and web/PDF implementation under the designer's direction. The designer remains responsible for reviewing the claims and interpretations. Final film production, model and editing credits will be added with the film record.

This A4 working edition uses the existing five-column master, Barlow and Literata. The web reader and PDF share the manuscript and APA reference layer. Physical setup, wearer, storyboard and printed-book spaces remain deliberately labelled for completion. No physical runtime trial was conducted while editing the publication.