

MDEF ESCAPE ROOM GAME

DISCOVER
ME

DOCUMENT

Dive into this interactive escape room where each page reveals fragments of my design journey, exploring human emotions through immersive experiences, data visualization, and sensory experimentation.

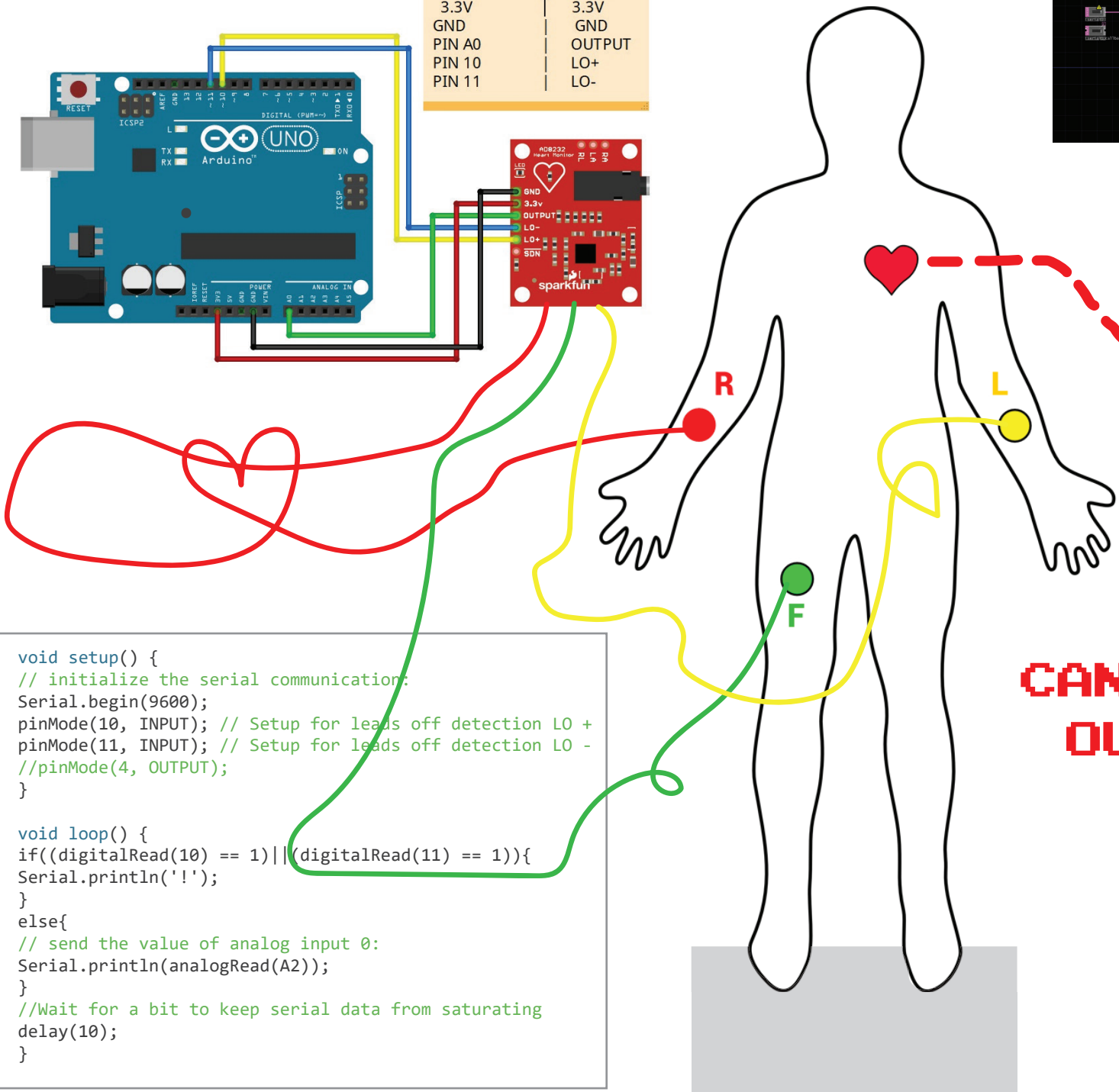
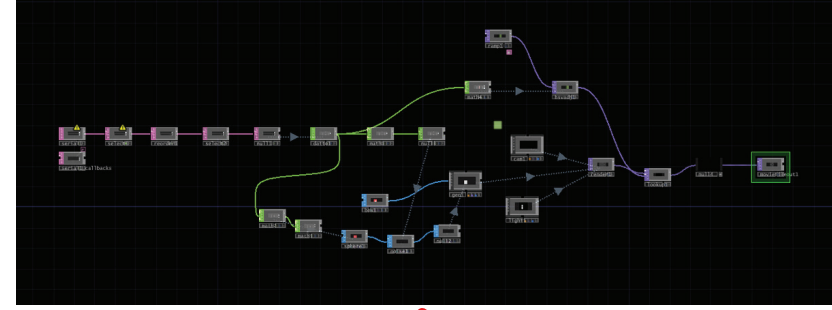
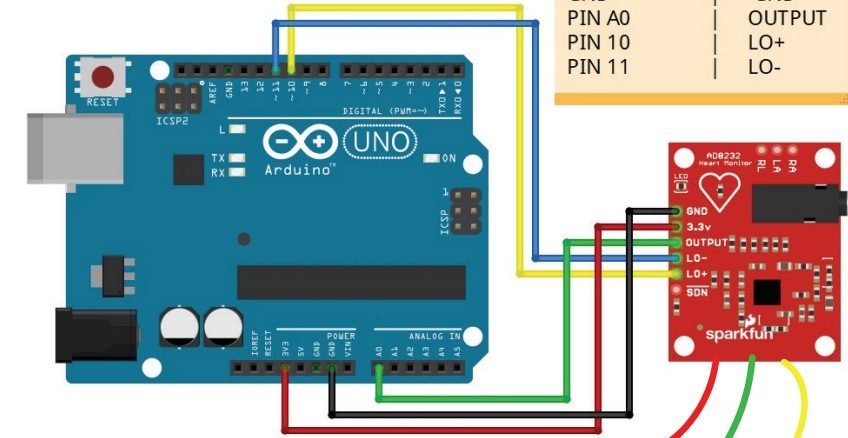
Created by an industrial designer currently pursuing a Master in Design for Emergent Futures (MDEF), this project reflects my passion for blending technology, emotions, and interactive design to reshape how we experience the world around us



READY TO
PLAY ?



Arduino UNO	AD8232
3.3V	3.3V
GND	GND
PIN A0	OUTPUT
PIN 10	LO+
PIN 11	LO-



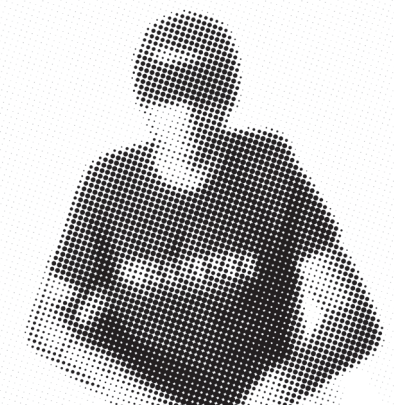
```

void setup() {
  // initialize the serial communication:
  Serial.begin(9600);
  pinMode(10, INPUT); // Setup for leads off detection LO +
  pinMode(11, INPUT); // Setup for leads off detection LO -
  //pinMode(4, OUTPUT);
}

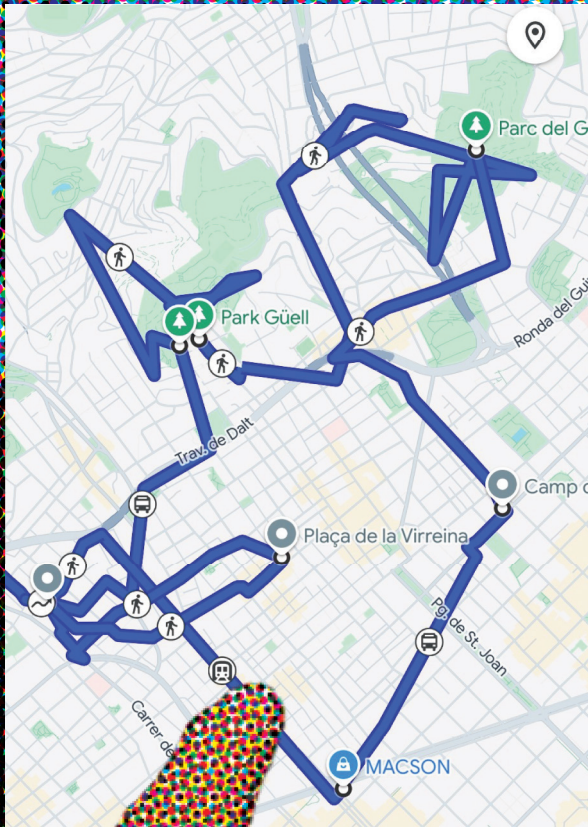
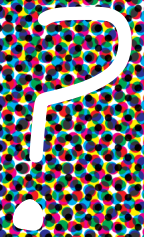
void loop() {
  if((digitalRead(10) == 1)|| (digitalRead(11) == 1)){
    Serial.println('!');
  }
  else{
    // send the value of analog input 0:
    Serial.println(analogRead(A2));
  }
  //Wait for a bit to keep serial data from saturating
  delay(10);
}

```

**CAN MUSIC CHANGE
OUR HEART BEAT ?**

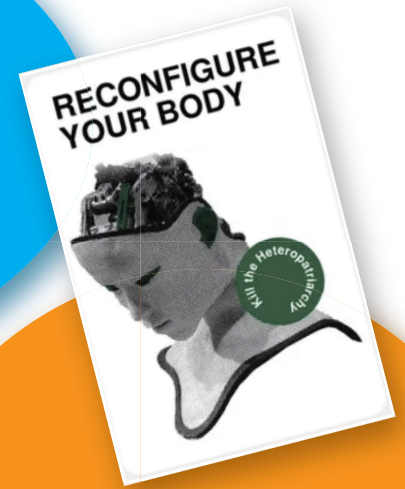


SHOULD WE USE OUR
EXPLORATION INSTINCT
TO NAVIGATE THE CITY?



Click on the map
this location

DATA VISUALIZATION



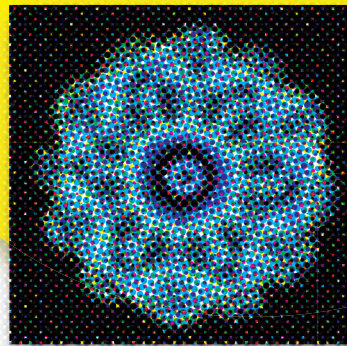
I'M HERE



NATURE EMPATHY

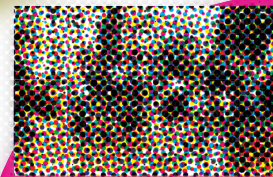
AUDIOVISUAL EXPERIENCES

HUMAN SENSING



LOW-TECH


CLIMATE CRISIS

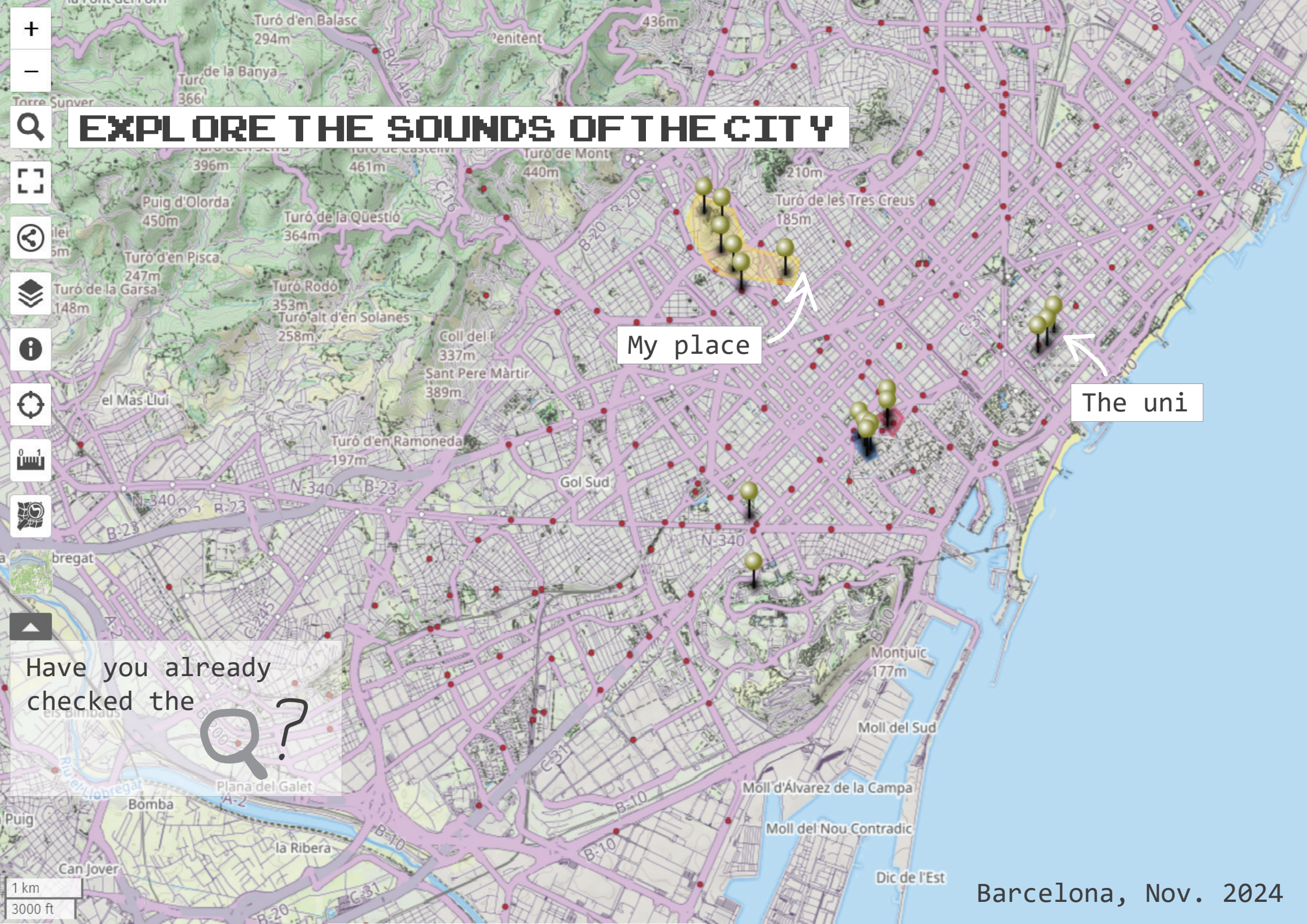


EXPLORE THE SOUNDS OF THE CITY

My place

The uni

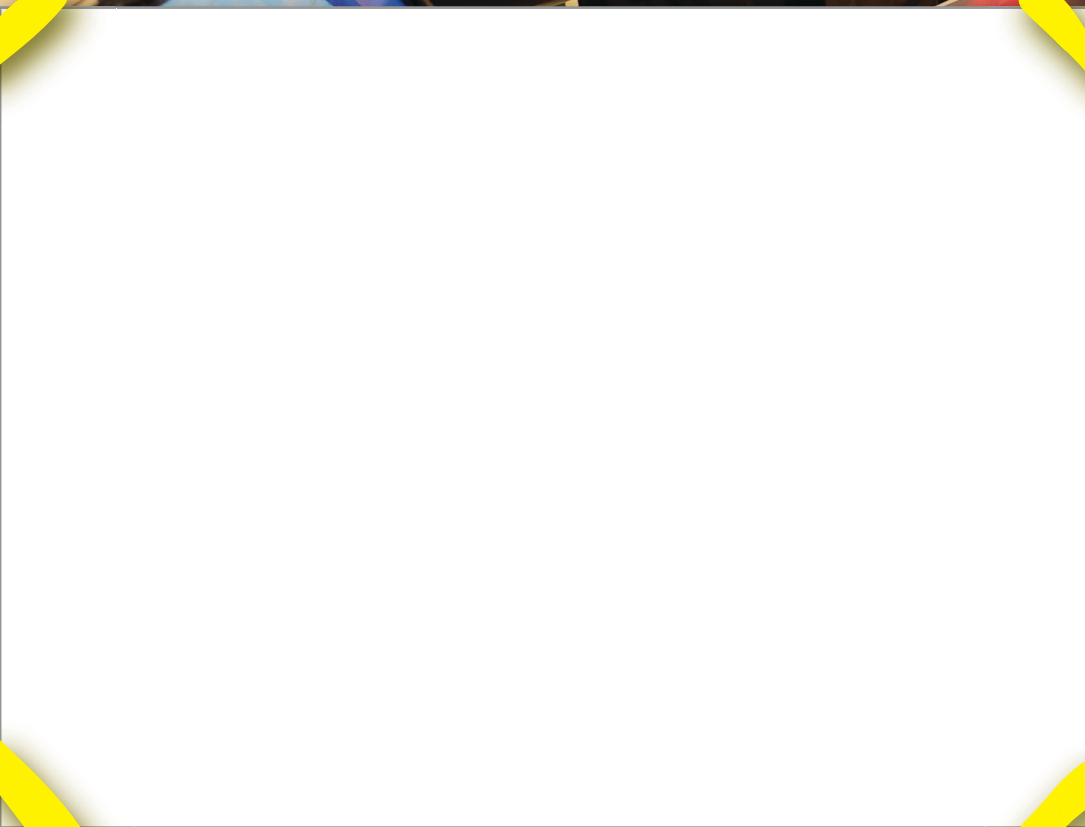
Have you already checked the ?

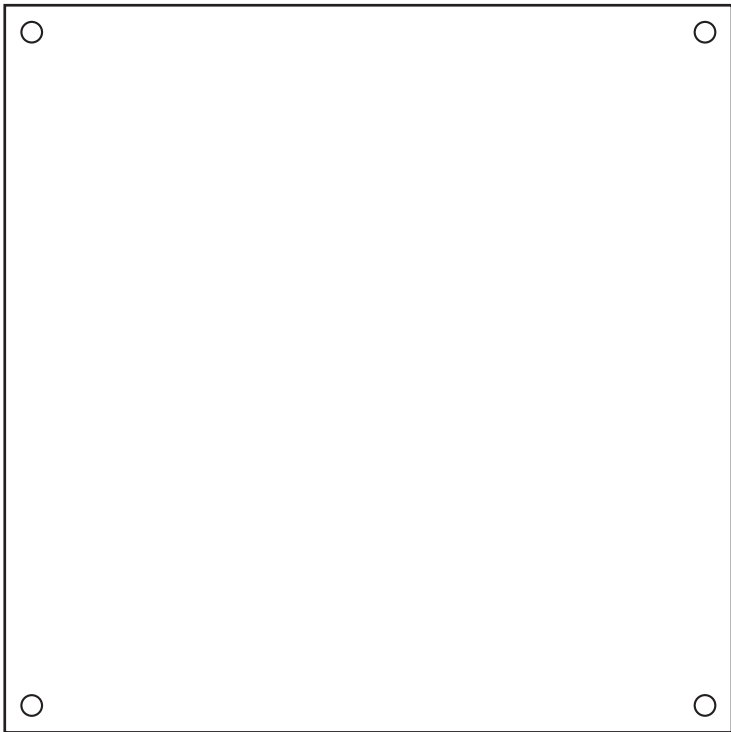
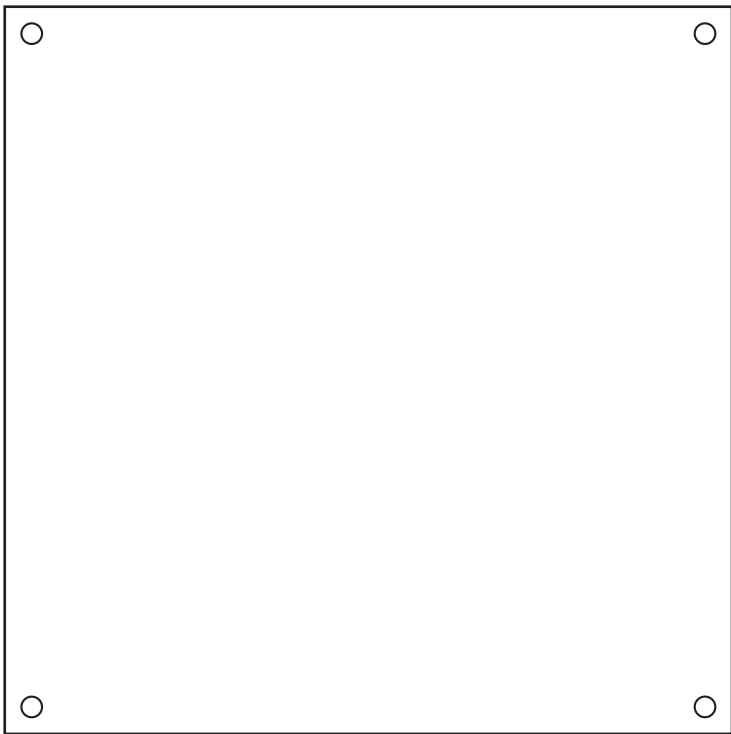



CAN MOVEMENT INSPIRE YOUR EMOTIONS?



1. Click in the yellow marker to see the video
2. While seeing the kinetic sculpture rotate and listening to the video track, draw how you feel in the white space below





 Cut the lines

BUILD YOUR CUBE

Follow the instructions to assemble your magic cube and unlock its immersive power.

The download link for the files is hidden within these pages.

1

2

3

4

5

6

4

Drag the  to the 



Drag the  to the 