

① Have u identified a sub-question, theme, keyword, or concept to develop through practice?

Absurdism, cosmic apathy, Cthulhu's narrative worldview, and the existence of life efforts themselves have a sense of absurdity and meaning. In human life, this is reflected in civilization, so I want to shape a civilization to increase people's resonance with it, while using mythology and silicon-based life as materials to build a virtual worldview. This may require considering how long it takes for people to truly recognize their identities and roles.

② Does your practice test variables, how many?

Does the design of silicon-based life need to be close to the human body image? Will this reduce or increase the likelihood of audience engagement? What are the possible angles of immersion that may bring to the audience? Should they have facial features design? Their emotional expression is based on shape (such as the ever-changing appearance of slimes, with curved lines indicating non aggressive intent, and sharp edges indicating defense or threat)?

③ Can u link a variable to other research, practices, influences, experiences, or sth. you've read?

④ Have you documented how these influences, experiences, or readings have shaped your thinking and evolved your practice?

I have conducted theoretical reading on related topics, browsed through many styles of paintings, and watched VR immersive games (taking *Abbyss Awakening* as an example). These experiences have helped me rediscover my interests (my ongoing fascination with Sisyphus' mythological absurdity, cosmic apathy, and my interest in scene and character design, illustration expression, ontology (constructivism), and numerous related theoretical branches. These events and readings prompted me to re-examine my creations and reduce my reliance on painting techniques and academic theories. In the practical process, more attention is paid to the impact of the choice of communication techniques on emotional and atmospheric communication.

⑤ Have u experimented with design for example. by creating visuals, sounds, or concept art?

Not exactly

⑥ Have u identified what information you are gathering from the audience, how you will gather it, and what u hope to discover?

I have only talked to a few friends about their first feelings about this worldview and listened to their opinions on the variables I mentioned. In the future, I hope to obtain more feedback through a small number of conversations and supplemented by a survey questionnaire.

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