

Blog 1 — Project Development

Name: Ziliang Yin

During the preparation for the Residuum Conference, my research focused on the generation of sublime experience in virtual reality. At the early stage, I conducted a structured review of relevant literature, particularly examining the relationship between traditional theories of the sublime and the concept of the virtual sublime. Through this process, I realised that much of the existing research remains conceptual, with limited explanation of how sublime experience is actually produced within virtual environments.

Following discussions with my supervisor, I introduced Lefebvre's theory of rhythmanalysis into my research. This allowed me to shift my focus from purely visual or emotional factors to the role of spatial rhythm in shaping user experience. As my research progressed, I refined my research question from a broad inquiry into the generation of the sublime to a more focused question concerning whether disruptions and tensions in spatial rhythm can intensify users' sublime experience.

At the same time, preparing the presentation and poster required me to translate complex theoretical ideas into a clearer and more structured form. This helped me better understand my own research and encouraged me to think not only as a researcher, but also as someone communicating ideas to different audiences.

Overall, this stage marked a shift from a conceptual exploration towards a more structured and method-driven research design.