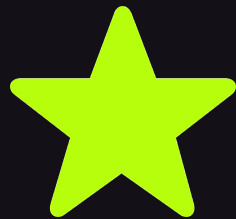


re.veil 2.0

yasmine rajab



unit 3 statement

re.veil 2 is a continuation of its previous iterations: a body of work that is aimed at individuals whose upbringings or early lives did not align with their then values or desired lifestyles/ways of living. that work follows a bespoke framework that enables the individual to embark on the journey that guides them towards the healing of their inner child, through graded exposure and self-understanding. the end goal of the work would be to heal the collective on an individual basis, and then as a whole.

in search for a more interactive and hands-on tool for the re.veiler, this project will metamorphose and take on various forms that will promote new interactions and collaborations. as previously explored by the framework, if exposure fosters empathy and if self-expression leads to catharsis, then a setting in which people can share their stories directly with one another might further achieve the desired effects of the project.

TL;DR re.veil 2.0 takes on a game format that will be exploded in the slides that follow.

what's on your mind?

Cancel

Drafts

Tweet

All Followers

What's happening?

取消

发微博

发送

分享新鲜事...

Home

Favourites

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What's on your mind?

Live

×

Start post

Post

Anyone

What do you want to talk about?


through a variety of prompts, the social media platforms that have continuously contained our digitised thoughts and memories encourage their users to share posts about a topic of their liking.

what's on your mind?

the first part of this project has established that some online spaces—particularly those that can offer their users a degree of anonymity— have helped shelter their more vulnerable users from the retributions of their AFK settings whilst offering them a space for self-expression.


those online spaces may have also helped ignite in those users a sense of belonging that they might have otherwise not felt for a long time.


social media platforms hold the power to equip their users with the representation that they might direly want and need, whether they know it or not.





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
u/lilStupidWhore · 70d


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
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
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
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
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
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
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
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
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77

I'm in love with my gym bro

I (Male 22) fell in love with my gym bro (Male 24). Problem being, I thought I was straight.

This all started a few months ago, I noticed this guy at my gym and I knew something was immediately off. I was like nervous to even look at him, but I



temboro_va · 70d

Welcome to bisexuality man, I wish you all the best!

...



 Reply

 1.2k





New-Consideration420 · 69d

Cutest shit I read in a while

...






 298






YogurtConstant · 69d

the babygays are totes adorbs





lilStupidWhore OP · 69d


 2 Awards


Y'all I can't possibly reply to all of your comments but just know I'm reading them all and trying to like or upvote or whatever them all. I haven't stopped crying lmao...thank you all so much...this was so out of nowhere but I appreciated every like minute of it lmao


...





 842








earth295 · 69d


Wishing you and oomf all the love and happiness in the universe. This is by far the most wholesome post I've ever read on Reddit.


...





 167








Bookoholic12 · 69d


CONGRATULATIONS!! You DID IT! Half the internet is rooting for you guys lmao! Keep us updated on your milestones! 🍷

...





 126



the game : concept



the game – which will be a hybrid between a video game and a classic board game – will contain a number of digital and traditional elements. it will be formed by the following components:

- an instruction manual
- a board
- a set of question cards

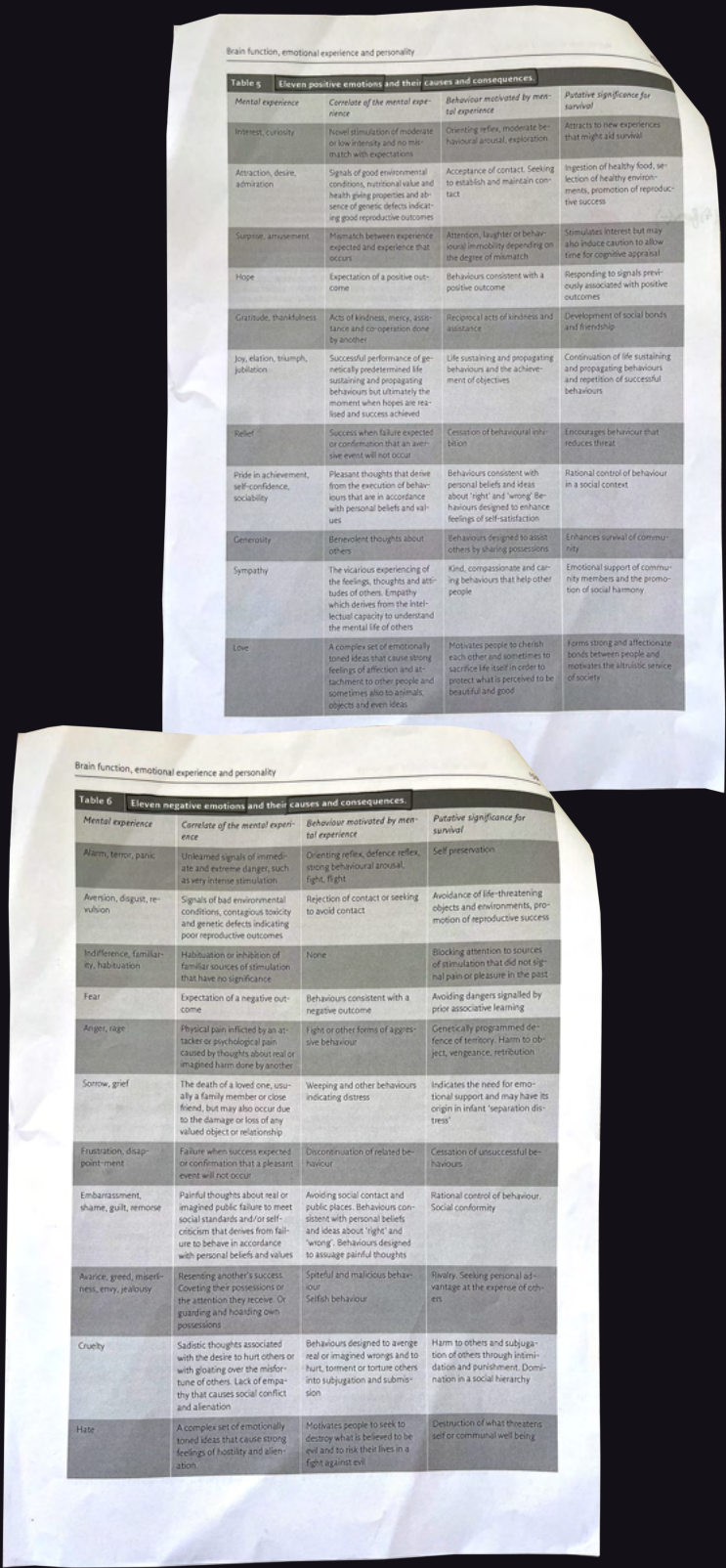
the players will be individuals who are keen to explore themselves and the other players in an in-depth manner. the game will promote vulnerability through a nostalgia-inducing medium that is enhanced by contemporary technology. the player will be transposed to various points in the timeline of their life, and will be prompted to answer questions surrounding that time. the questions will be aligned with the aforementioned framework that aims to be reinforced through the opinions of professionals in psychiatry. by the end of the game, the players should have, both a better understanding of themselves and one another.

we're not really strangers is one of the concept's biggest sources of inspiration. it's a game that drives its players to develop or deepen their relationships with one another

with the aim of consolidating the player’s relationship with themselves and with the other players as well as giving the players a space for cathartic self-expression, the game prompts sourced inspiration from a study by David L. Robinson titled *Brain function, emotional experience and personality*. the article aimed to

“develop a taxonomy of ‘sensations’, ‘feelings’ and ‘basic emotions’, and to distinguish these from personality traits.”

the results of this taxonomy were, among other, two tables: one enumerating *eleven positive emotions and their consequences* and another enumerating *eleven negative emotions and their consequences*.



the game : prompts

'if we could not experience sensations we would not exist are conscious living entities'

the game prompts were based on those 22 basic emotions. this would help the players in tapping into higher levels of vulnerability.

many individuals struggle in putting their feelings into words and tend to cluster their emotions into larger, more *black or white* categories such as 'good' or 'bad'. in reality, many of our emotions oscillate between two ends of a spectrum or even sit outside of it.

prompting the players using specific terms would help them in exploring the extent of their inner environments.

the game : prompts

11 Positive Emotions	Question	11 Negative Emotions	Question
Interest, Curiosity	<ul style="list-style-type: none">- What is an activity you've always wanted to explore?- Name a country you've always wanted to visit.- What is something that has always fascinated you?- What are your hobbies and interests? Have they changed over the years?- Name some of the activities that stimulate you the most.	Alarm, Terror, Panic	<ul style="list-style-type: none">- Talk about a period of time through which you felt scared.- Have you ever felt like you were close to death?- Talk about a time when your gut feeling was right.- Was is your greatest fear in life? How has that changed over the years?
Attraction, desire, admiration	<ul style="list-style-type: none">- What is something you have daydreamt about for a long time?- What is one thing you wish people knew about you?- Is there anything you'd change about your life?- What is your dream job?	Aversion, Disgust, Revulsion	<ul style="list-style-type: none">- Describe a time when you've felt betrayed. What did you do to overcome that situation?- In your opinion, what are the least desirable qualities in a potential partner or friend?
Surprise, Amusement	<ul style="list-style-type: none">- Have you ever been surprised by an act of kindness?- Have you ever been surprised at how someone perceived you?	Indifference, familiarity	<ul style="list-style-type: none">- Talk about a time when life felt monotonous.- Have you ever felt like you were trapped in a friendship or a relationship?
Hope	<ul style="list-style-type: none">- Name one thing you're looking forward to.- What are you hoping to achieve within the next few years?- Has anyone ever unexpectedly confessed their feelings toward you?	Fear	<ul style="list-style-type: none">- Name the thing you're most afraid to lose.- Do you have any phobias or irrational fears?- How comfortable are you with meeting new people?
Gratitude, thankfulness	<ul style="list-style-type: none">- Name one person you're grateful to have in your life.- What is your biggest source of motivation?	Anger, Rage	<ul style="list-style-type: none">- What is your biggest pet peeve?- Would you consider yourself a particularly angry person?- What fuels your rage?

	<ul style="list-style-type: none">- Name one thing you get to experience in abundance.- What is your most prized possession?- Is there anyone in your life you could fully rely on?		<ul style="list-style-type: none">- How do you tame your temper?
Joy, elation, triumph, jubilation	<ul style="list-style-type: none">- What is are three things that brings you joy?- What is your most significant achievement?- Talk about the time in your life when you've felt most alive.	Sorrow, grief	<ul style="list-style-type: none">- Talk about a time when you felt alone and unseen.- Talk about your biggest loss to date.- How do you process losses?-
Relief	<ul style="list-style-type: none">- When was the last time you felt a great deal of relief?- Do you often find yourself needing to be reassured by others? In which setting or context is this most prevalent in?	Frustration, disappointment	<ul style="list-style-type: none">- Talk about a time when your hard work did not pay off.- What are the main sources of stress? How have they changed over time?-
Pride in achievement, self-confidence, sociability	<ul style="list-style-type: none">- Talk about your most remarkable achievement.- What is your most unique trait?- What are your main strengths?- Do you feel confident in your ability to perform?- Would you consider yourself a sociable person? Why or why not?- Do you opt to actively spend time alone? Why or why not?	Embarrassment, shame, guilt, remorse	<ul style="list-style-type: none">- Have you ever felt ashamed of yourself or your behaviour in a social setting?- Have you ever felt ashamed of your background or origins?- Have you ever felt like you didn't fit in?- Discuss the time when you felt most guilty.- Talk about a situation you've mishandled. What would you change about your actions or behaviour?- Have your friends ever shared a laugh at your expense?- Has embarrassment ever held you back?- Do you generally seek to conform to societal expectations?- Does your sense of self-worth rely on others?- Have you ever felt the need to change who you are for someone else?

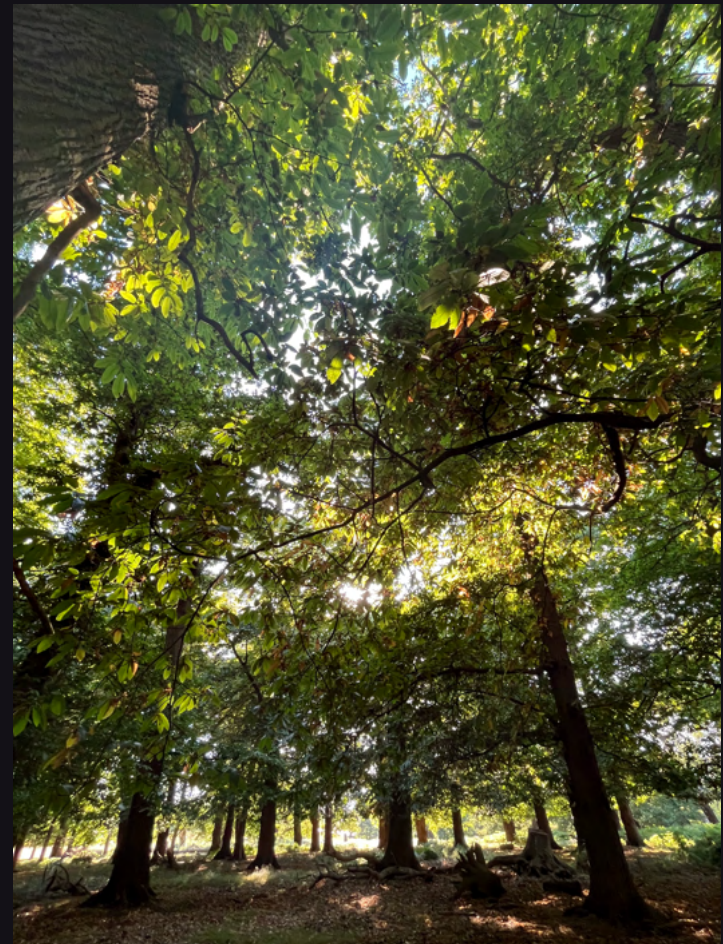
the game : prompts

Generosity	<ul style="list-style-type: none">- Describe the most touching act of kindness that you have ever witnessed or experienced.- Talk about the most selfless person you have ever met.- Would you consider yourself a generous person? Why or why not?	Avarice, Greed, miserliness, envy, jealousy	<ul style="list-style-type: none">- Have you ever resented someone for their successes or possessions?- Talk about a time when you sought personal advantage at the expense of others.- Would you consider yourself a generous person?- What is the most selfish thing you've ever done?- Would you consider yourself an envious person?
Sympathy	<ul style="list-style-type: none">- Would you consider yourself a good listener?- What do you do to support a friend in need?- Do you have the tendency to absorb other people's emotions?- Talk about a time when you had to be selfless.- Is selflessness selfish? Discuss.	Cruelty	<ul style="list-style-type: none">- Have you ever caught yourself feeling happy about someone's misfortune?- Have you ever put anyone down?- Discuss a time when you've been tempted into taking revenge. Did you go through with it?- Have you ever caught yourself exhibiting exclusionary behaviour?- Have you ever been called out for your own behaviour? Did you learn anything from this experience?
Love	<ul style="list-style-type: none">- Have you ever fallen in love?- Who are the people you hold onto to the most in your life?- Recall the most romantic moment of your life.- How vulnerable do you allow yourself to be with your loved ones? How has that changed over the years?	Hate	<ul style="list-style-type: none">- Have you ever harboured any feelings of hate towards another person?- Have you ever cut someone out of your life and why?- Think about a person you might strongly dislike. Would you have the capacity to forgive them?

the game : test



choosing a safe and quiet environment was crucial:
my friends and i headed to our favourite spot and
got ready to develop deeper connections



Player 1

Player 2

Player 3

- Hope : Name one thing you're looking forward to.

Player 1: i'm looking forward to next week because it's *player* 2 and i's third year anniversary.

- Pride in achievement, self-confidence, sociability : What is your most unique trait?

player 2: i think a unique trait if mine is that i've got a keen eye for detail.

player 1: what shoes was i wearing during our first date?

player 2: your black nikes

player 1: you're right actually

- Gratitude, thankfulness : What is your biggest source of motivation?

Player 3: my sense of wonder and curiosity

- Frustration, disappointment : Talk about a time when your hard work did not pay off.

player 1: it happened when i was in my last year of school, specifically when i was studying for my A levels. i was supposed to go to KCL but i fucked up my chemistry exam. in retrospect, i perhaps didn't study as much as i should've but i still stayed up all night. i got a C. i couldn't attend KCL. it was unexpected. i was sad for six months. i was upset when i attended the other uni, because i felt was supposed to be elsewhere.

- Alarm, Terror, Panic : Talk about a time when your gut feeling was right.

player 2: i had a feeling that there would be police raids in my area in [redacted] about 3mos before they happened. that's when i stopped [redacted]. i tested negative for my [redacted] test and i was safe.

- Attraction, desire, admiration : What is one thing you wish people knew about you?

Player 1: i would say, my anger issues. i wish *player 2* knew more about it. i am aware that i get too angry sometimes, but it's something i can't control. you'd only understand it if you went through it. i've been trying to control it for years.

- Sympathy : Is selflessness selfish? Discuss.

player 2: i think its selfish because when you're being selfless you're mostly likely being selfless for someone which means you're expecting a reward, and if you're expecting a reward it means you're being selfish.

- Cruelty : Have you ever caught yourself feeling happy about someone's misfortune?

player 1: yes. it's an emotion we have to admit sometimes.

my [redacted] kept bragging about a holiday. her posts always revolve around money and possessions, thousands of 100 dollar bills, within [redacted] where people are living under the poverty line. she'd caption her posts with lines like "when your parents don't work but they still get hella dollars" so for a while i kept thinking about how she didn't deserve it. they had a family holiday booked to [redacted] and again, she kept posting and bragging about it. the day after she posted about it they all got covid and the holiday got cancelled. i felt good about it.

- Love : Recall the most romantic moment of your life.

player 2: it's something i won't forget. it's to do with the first time we met. the first time we saw each other after we started talking. we met at downtown. she was standing there waiting for me. i was walking towards her. there was a flock of pigeons that flew between us. we looked at each other for a

while as the sun was setting upon us. we looked into each other's eyes. it's something i won't forget.

player 2 to player 1: what's yours?

it's the day i discovered he fit in with my family. he drove all the way to [redacted] and picked me and my aunt up and then drove all the way back. experiencing that with my family was comfortable. he fit right in. we were all engaging in conversation. that's when i realised i was in love with him. you'd want your partner to fit in in your life. our worlds collided so easily.

- Gratitude, thankfulness : Name one thing you get to experience in abundance.

player 1: patience from *player 2*. he's the only person who's patient and who listens. he does it in a way that i need from people around me

feedback: throughout the game, the players kept asking for more questions. they said that it felt good to get to know each other in that way, in a way they hadn't gotten to explore prior.