To Grandmother's House I Go
AN EXPERIMENT IN COMMUNAL MEMORY AND ONLINE SOCIAL MEDIA

Specific objects with specific qualities embody memories of my childhood, my Grandma, and the time I spent with her. Objects that either were in her home or made there, their specific place within her home intertwined with my memory of them. A portion of my history, a part of my individual story and of my self, lives in these particular objects and the particular place in which they existed for a time—the time they and I spent in Grandma’s home.

PROJECT CONTENT
The objects with which I interacted as a child (scarves, dishes, jewelry, clothing) were things that Grandma collected—objects that continually captured my attention. These same objects are now the raw materials of my project, presented either as images or textures or through oral description by family members. In efforts to explore the project and its objectives, it might be important to first describe the types of objects in more depth:

1) Three-dimensional, man-made objects, such as dishes, cars, shoes, books, etc. (these objects are or have been products that offer a specific function, and were likely used for that function for a period of time);

2) Two-dimensional representation of the three-dimensional world: photographs, recordings, video, either traditional or digital, that include people or objects.

PROJECT OBJECTIVES
It is my intent to use these objects and their potential to elicit memories to achieve four outcomes:

1) to create a contextually rich and collaborative environment for displaying meaningful objects through newly emerging digital environments that might serve as a new model for doing so;

2) to accumulate understanding in building and displaying digital objects and environments that produce a strong emotional connection;

3) to enhance my own, as well as my family member’s experiential memories and visual recollection of Grandma and her home; and,

4) to enrich understanding of my early development as a designer as shaped by the visual environment provided by that environment.

PROJECT SYNOPSIS
The project includes both a browser-based website and virtual house. The browser-based website displays objects that were once in my grandmother’s home, or objects that describe that environment or its experience. The website component of the project uses social media sites Flickr and YouTube as collection points for objects, whether they are originally from Grandma’s home or newly created digital ones that resulted from interviews of my family members. The second component of the project is a virtual house, a three-dimensional re-creation and re-interpretation of my grandmother’s home that serves as a communal memory space, created from her objects or from newly created ones inspired by them. Both link back to the other, using their respective browser applications. The browser-based site presents objects singly and in a manner that maintains their distinct qualities, while the virtual house is a complete manufactured digital object created from those objects.