

## 愉悅 Cheerful

吳佳珊 Blaze Wu

作品「愉悅」利用直徑70公分的保麗龍球的滾動，來達到與影像的互動，同時還有聲音階隨著球的滾動而變化，是一個結合視覺、聽覺與觸覺的作品。「愉悅」是大腦腦垂體分泌的內啡肽，它的作用所產生的心情使我們覺得快樂與喜悅。

隨著資訊科技的爆發，發展出愈來愈複雜的人際網絡，虛擬世界與現實的交界交融，使得虛擬世界愈來愈真實，現實愈來愈虛擬；往虛擬尋找在現實得不到的滿足，在現實彌補虛擬的空虛。以上的現象造成現今網路依存症、資訊恐慌症等等新型的精神症狀的產生。同時在吸收資訊的同時，也吸收了相當多量的雜訊或是一輩子都不會用到的冷知識。更甚者，真假難辨造成知識上的混亂。

人們已經愈來愈習慣在享受私人時間的同時又渴望著分享與被分享。在一個封閉的空間，遠離現實的海裡，表現出自我單體的孤獨感，但同時又與他人相存相依，所以創作的意義所在是雙人而非單人的體現。

*Cheerful* uses the rolling movement of a polystyrene ball 70cm in diameter to achieve interaction with video. The pitch of the accompanying sound changes in line with the movement of the ball, so that the installation integrates the visual, the auditory and the tactile.

The feeling of “cheerfulness” is a mood created by endorphin secreted by the hypophysis cerebri within the human brain.

The rapid pace of change in information technology has led to the development of ever more complex inter-personal networks. As the boundaries between the virtual and the real blur, the virtual world becomes steadily more realistic, and the real world takes on a “virtual” aspect. People search in the virtual world for the satisfaction that they cannot find in the real world, while using the real world to compensate for the hollowness of the virtual world. These trends have given rise to new forms of mental illness, including Internet dependency and information anxiety. When absorbing information, we are simultaneously absorbing large quantities of “noise” and useless knowledge that we will never need. An even more serious problem is the growing difficulty in distinguishing between truth and untruth in the realm of knowledge.

Increasingly, when enjoying their leisure time, people also expect to be able to share their experience with others, and to share others’ experience. This installation uses a closed space far removed from the “sea” of reality to present the loneliness of the individual human ego, and at the same time the ego’s dependence on others (hence the decision to make the installation a two-person rather than one-person experience).