

Lego-ing Bacheng

Jiaxin Wang, Shenglang Nie, Lauris Vo

Origin & Research Question

Start with the photograph of “方法科” (Fangfake)

- The misreading that started it all — a tin house labelled “Method Department”, in our translation, the “Method Dept”, so as to keep some incompleteness abiding with the original piece.
- Vanished site, leading to investigation of urban demolition and cultural preservation
- Guiding question: How does redevelopment reshape memory and what counts as “preservation”? Who to listen to for “preservation”? What is to be preserved and how to preserve it?



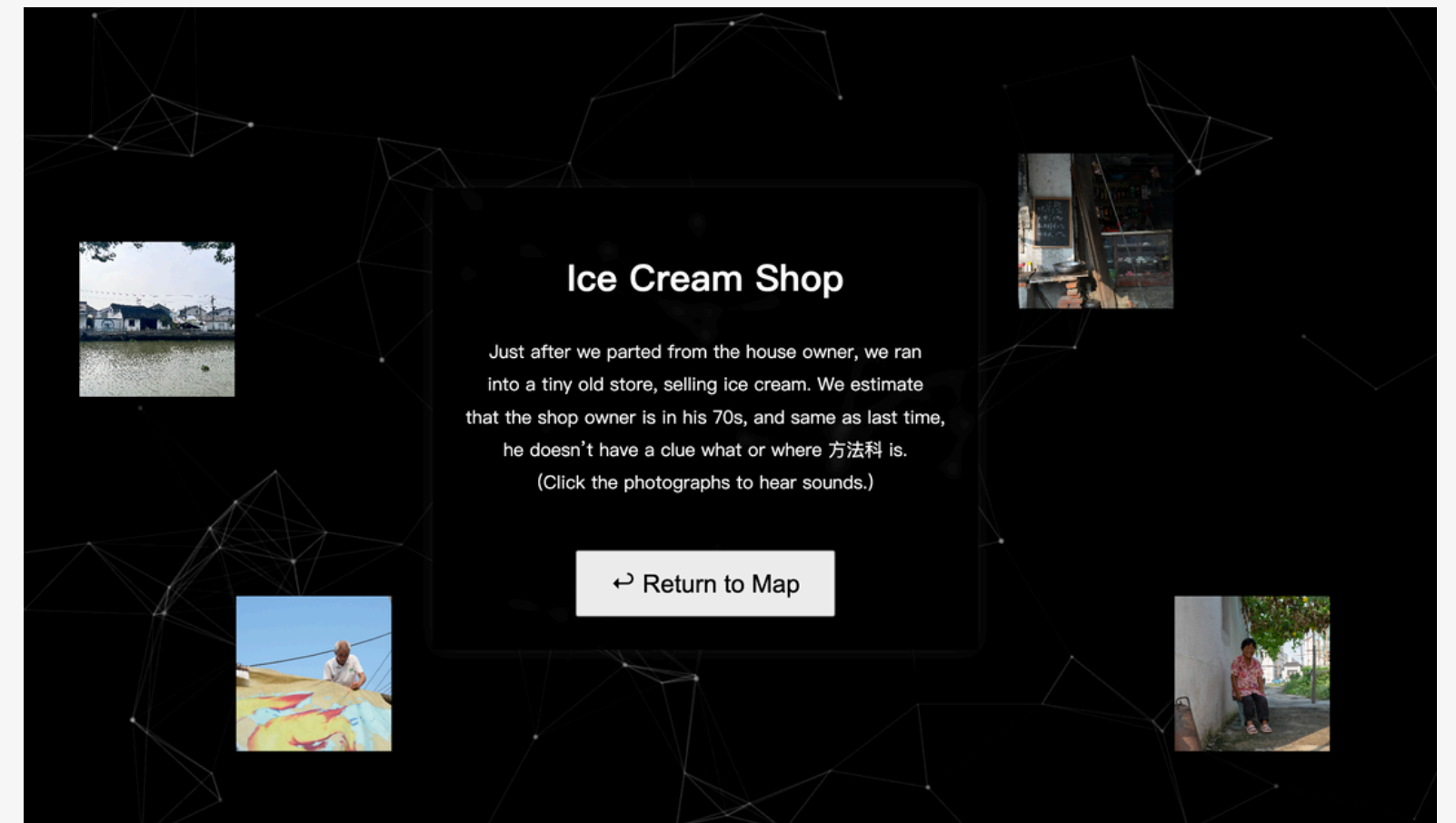
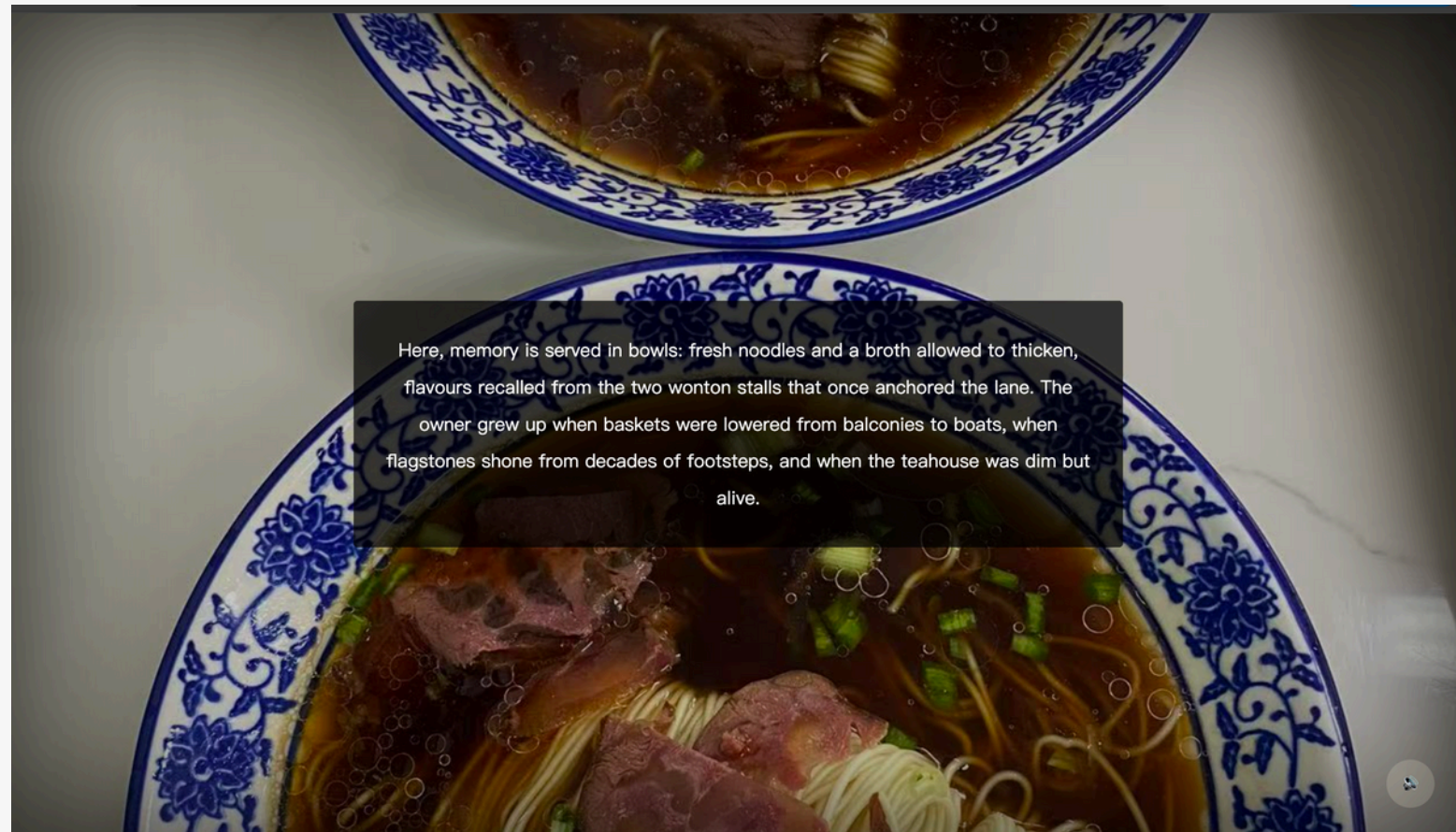
Concept & Methodology

- Fieldwork: early-morning observations, photos, sound recordings, and one semi-structured interview
- The approach: treating “方法科” as a symbol of invisible reform apparatuses
- Core insight: preservation framed as “correctness” may erase lived culture, true indigenous culture is a living fossil that provides its fundamental utility for all the people in the community. But excessive symbolic and legendary curations of those things insulate them from quotidian lives instantly. It is like off-beat re-interpretations of objects than preservation.



Narrative & Design Philosophy

- Narrative mirrors your field journey — from confusion → discovery → reflection
- Users move from passive viewer → active investigator
- Tone: hybrid of documentary + poetic reflection
- Focus on “felt understanding,” not resolution



Visual & Spatial Design

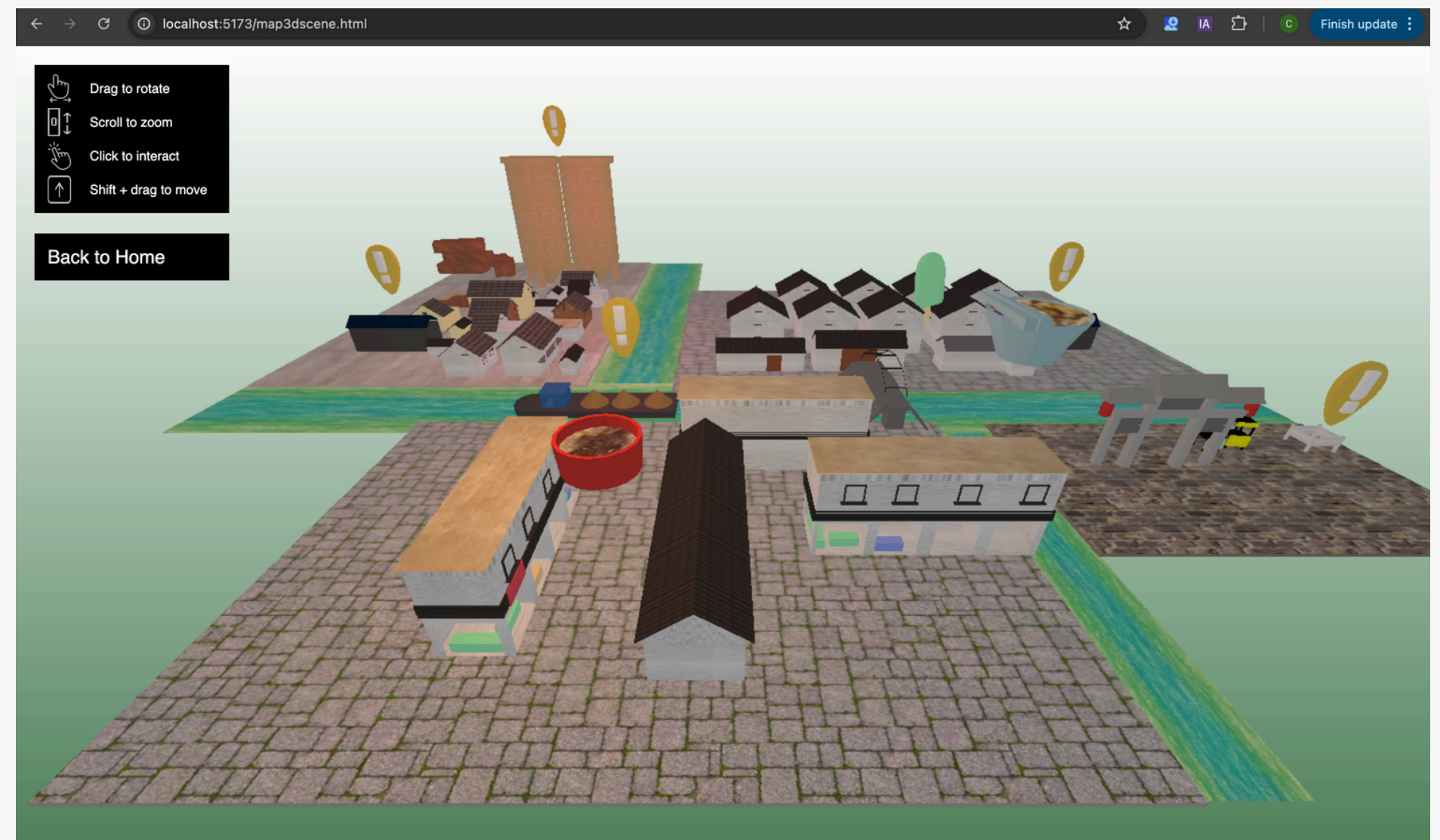
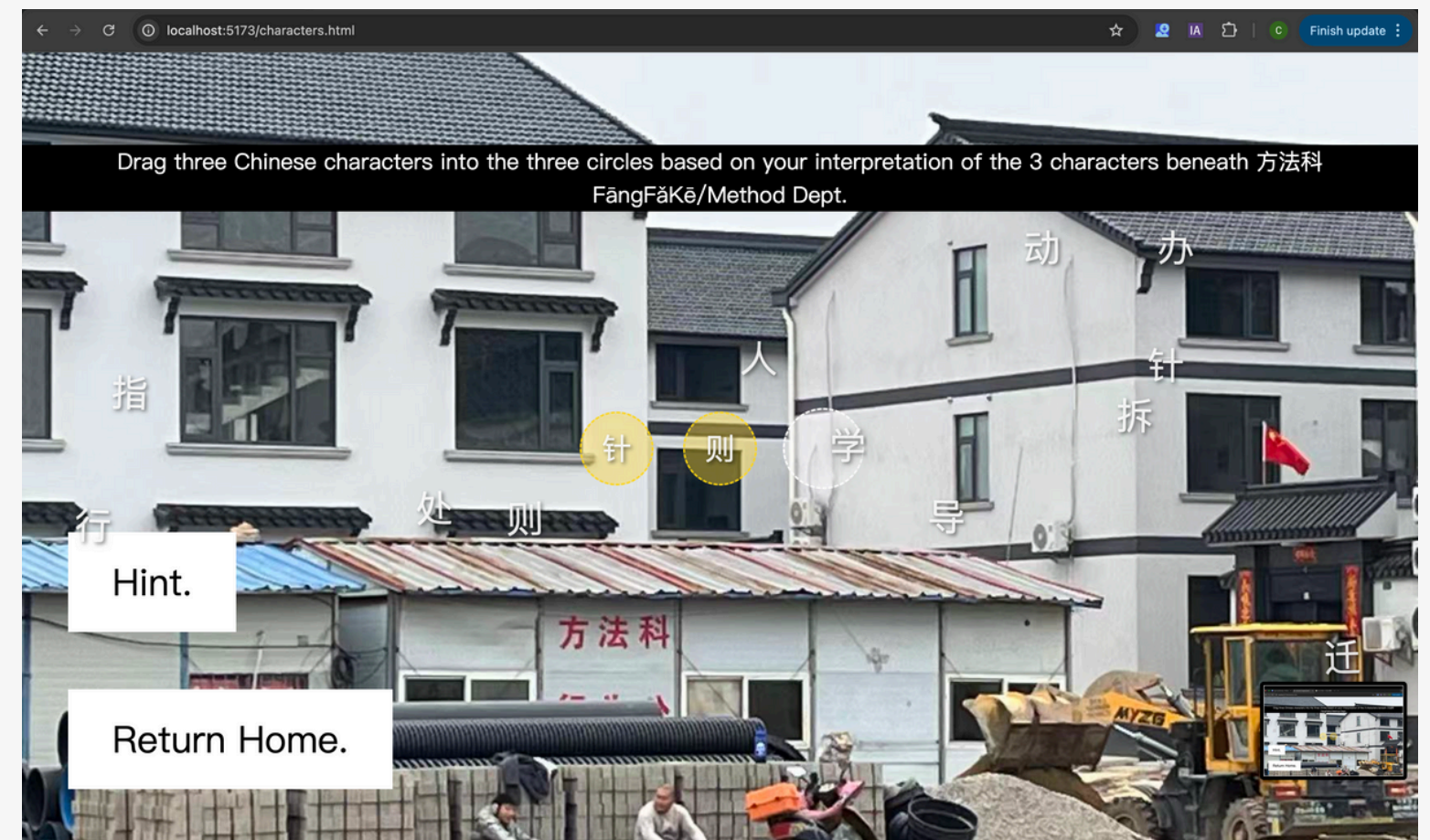
Two core modes:

Tour Mode — a wording game where users guess missing characters after “方法科”

- Unlocks narrative chapters (Restaurant, Bridge, etc.)
- Mimics the fieldwork’s search and interpretation process

Explore Mode — open 3D map exploration

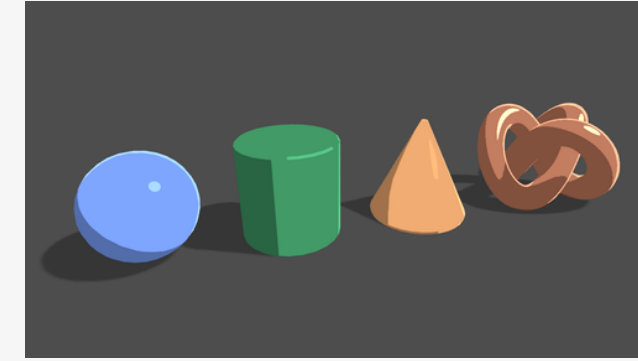
- Floating icons link to location-based stories
- Reveals the vanishing human interactions, not just lost architecture



Multimedia Layer & AI Use

- Authentic field sounds: environmental & interview excerpts
- Used DeepSeek + Hailuo AI + TouchDesigner to visualize memories ethically
- Design goal: evoke dissonance between memory and current reality, not fabricate nostalgia





Reflection & Outcomes

Achievements:

- Turned an ambiguous symbol into an immersive experience
- Strong emotional atmosphere and conceptual clarity

Challenges:

- Technical constraints (toon shader, AI vignettes unfinished)
- Limited participant voices
- Balancing coherence vs. diversity in page design



Future Directions

- Integrate AI-generated interpretations of user's character combinations
- Expand resident voices and memory layers
- Public version for exhibitions or digital heritage archives





Conclusion

"Lego-ing Bacheng" transforms loss into interaction. Each click and movement becomes a way of remembering. Preservation here is not static, but participatory — built piece by piece.



thank you