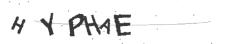
fig. Hyphae Logotype *



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fig.Hyphae Logo 2



Contents.

Proposal	3-25
Research	26-30
Ideation	31-44
Prototyping	45-74
Production	75-82
Appendix	83-95

PROPOSAL

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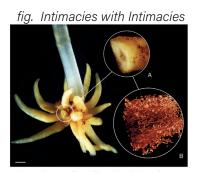


fig. Foraging Behaviour

Mycelial Futures is a research-driven, speculative design brand which draws inspiration from the biomicry of mycelium networks, cares for the wellbeing of young individuals, and urban-community-building.

Project HYPHAE seeks to redefine human networks —moving away from shallow, algorithm-driven engagement and toward organic, meaningful, and decentralized connections.

We address current issues with digital saturation and algorithm-driven platforms and how we interact -- our generation is facing an unprecedented level of disconnection. Social media networks, while designed to connect, often amplify isolation, surface-level interaction, and algorithm-based engagement which are disingenuous and inauthentic.

Project Hyphae proposes a radical departure from the attention economy. Instead of optimizing for engagement and visibility, we look to nature's wisdom of communication; the mycelial network. Through in-depth research into the structure, behavior, cooperative logic of fungal systems, and current social media networks, this project explores what a digital platform could look like if it were quided by mutual benefit, decentralization, and shared resource distribution.

This foward-facing intiative advocates a social shift from capitalist systems and brings light to a brighter future of the digital age and disconnected generation.



Decentralized + Regenerative Systems

People no longer trust centralized governments, banks, or media—decentralization is seen as a way to reclaim control. 100% of creatives want a non-algorithm based social media platform that promotes mutual benefit. My brand can position itself as a platform for human interconnectedness.



fig. hands on computer screen

3. Collective Resilliance

People <u>crave deep</u>, <u>meaningful connections</u> in an increasingly digital and disconnected world. <u>87.5% of creatives crave meaningful connections</u> engagement. <u>100% of creatives</u> are interested in <u>connecting with similar creative minds</u>.

2. Rise of Biophilia

There is a growing interest in using <u>nature's</u> <u>wisdom</u> to design better human systems. There is a subculture of <u>'mycophiles'</u> who share their enthusiasm for mushrooms (FantasticFungi, 2019).



See appendix for more info on the percentages.

How might we adapt the mycelium network/ ecosystem to human society to foster meaningful connections?

Proposal

I will create a <u>decentralised social networking platform</u> which is <u>inspired by how the mycelium ecosystem</u> shares recources and surrounding ecosystems. I want for creatives to have <u>deep connections</u> and <u>foster a greater</u> sense of unity and collective responsibility.

Audience Profile:

fig. Uvyn Etherkind



Etherkind:

Advocates of <u>decentralization</u>, <u>open-source collaboration</u>, <u>and regenerative technology</u>. Mycelium networks mirror their vision of peer-topeer connection, organic data-sharing</u>.

fig. Uvyn Tether



Thethers:

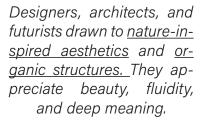


fig. Uvyn Luminaut



Luminauts:

'Luminous Explorers' of the unseen world and relationships. They are Interested in mysticism, indigenous wisdom, and interconnected consciousness.

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- In their 20s to 30s Lives in a big city.
- · They have a shared desire for genuine human connection
- · A belief in decentralized, organic systems
- A curiosity about nature, intelligence, and unseen networks
- An appreciation for minimalist, poetic, and meaningful design
- · Creatives and people interested in creative field.

fig. Uvyn Luminaut Analog Luminauts

fig. Uvyn Tether

Tethers

Want to connect more with others

Anti-social ←



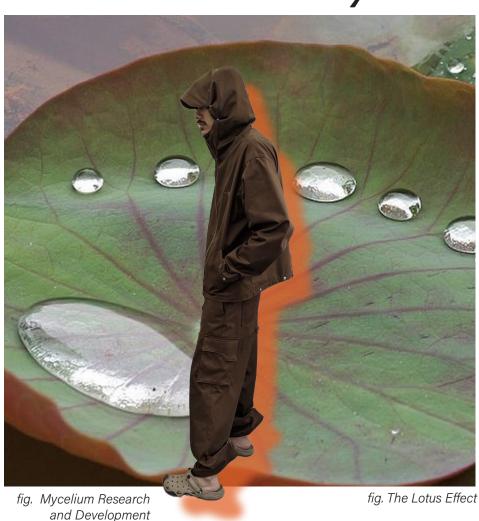
Etherkinds

fig. Uvyn Etherkind

Digital

Audience Map.

Eden Power Corp.



Mycelial Futures has partnered with Eden Power Corp, to create the future-facing social media platform, Hyphae.

They are known for their sustainable innovation inspired by science fiction & real-world solutions (Norsestore, 2025).

By collaborating with Eden Power Corp, HY-PHAE can reach creatives who are interested in mycelium network and appreciates aesthetics from nature.



Hyphae comes from the thread-like filaments which make up the mycelium of a fungus. These form the <u>interconnected networks</u> that help fungi absorb nutrients, communicate, and even support surrounding ecosystems.

This <u>represents the connections and networks made on my social</u> <u>network</u>, and how each creative individual <u>mutually supports</u> <u>eachother to grow</u>.

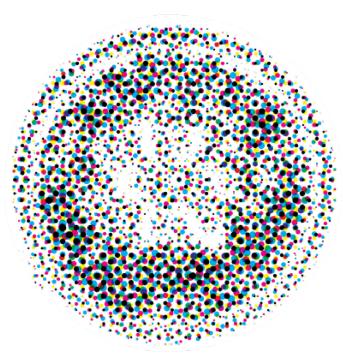


fig. Hyphae Logo

Why Mycellium?

- 1. Dissolving the Boundaries of Self
 - 2. Connection to Human Society

As we explore fungi, boundaries between the self and environment begin to fade -- leading to a deeper understanding of our interconnectedness. This can help spark a significant shift in how we perceive ourselves and our role in the world.

The symbiotic relationships observed in fungi can be reflected in human society. Just as fungi assist plants, humans flourish when they support one another. Our wellbeing is closely linked to our relationships with others.



fig. Quiet



fig. Dissolving Couple

By embracing the philosophy of the Human Mycelium, we can cultivate a <u>stronger</u> <u>sense of unity</u> and <u>shared responsibility</u>. This insight can inspire us to collaborate and tackle global challenges together, fostering positive change (drOctopus, 2024).

World Wide Web

Liking mushrooms

Studying mushrooms

Devoting your life to mushrooms

Becoming a mushroom





fig. Becoming a Mushroom

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Visual moodboard.















fig. take me by the hand











fig. How to see fairies

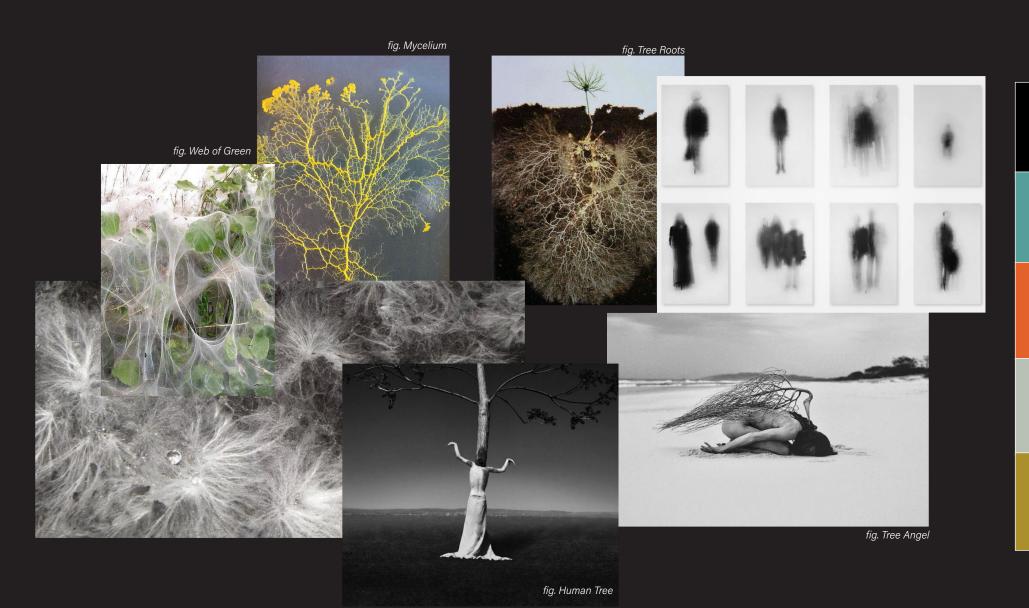
Brutalist.

Nature.

Raw.

Grunge.

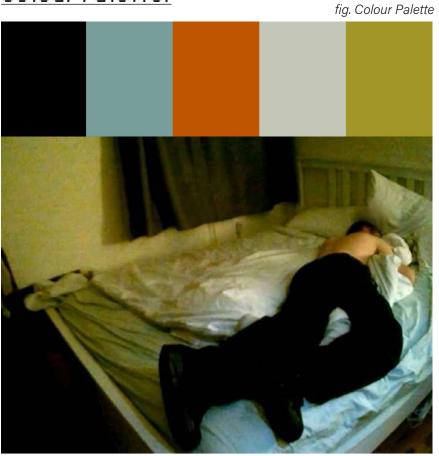
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Visual board representing the interconnectedness of humans and nature.

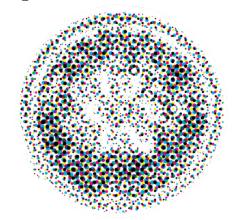
AppIdentity.

Colour Palette:



I chose this colour palette from adobe capture, using the image. I changed the colors a bit, but kept them muted and

<u>Logo:</u>



Typeface:

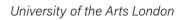
Hyphae Type



Header Type #2

LoRes 12 OT Regular

Body Type LoRes 9 OT Regular





The opening scenes of the platform.

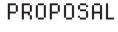




fig. insert frames Insert your art of the day.

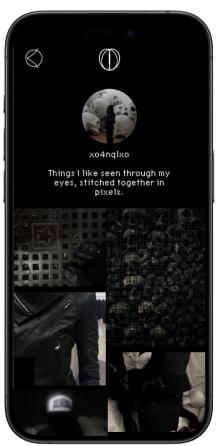
Entry page after signing up to the network -- explains that the community thrives off eachother's art and resources. Asks user to upload something to be part of the community.

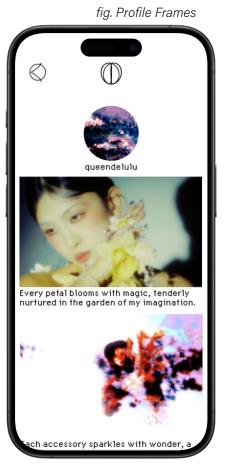


Homepage -- where everyone can see users on the platform.



PROPOSAL

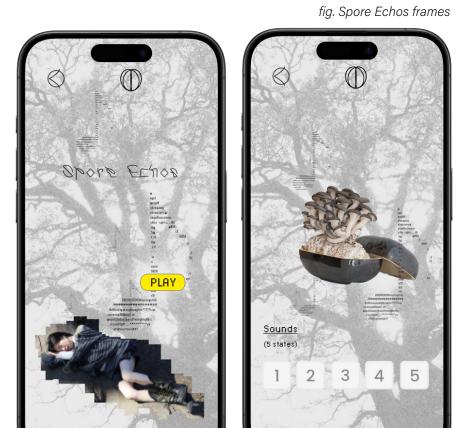




Example profile pages which can be personalised with different layouts and colours.



Enoki Game to connect with people with deep questions and answers.



Spores Echos is a place on the platform where users can listen to different music and see visuals alongside it, for a meditative, inspiring experience.





fig. Hyphae Poster Mockup

So, what is Web3?

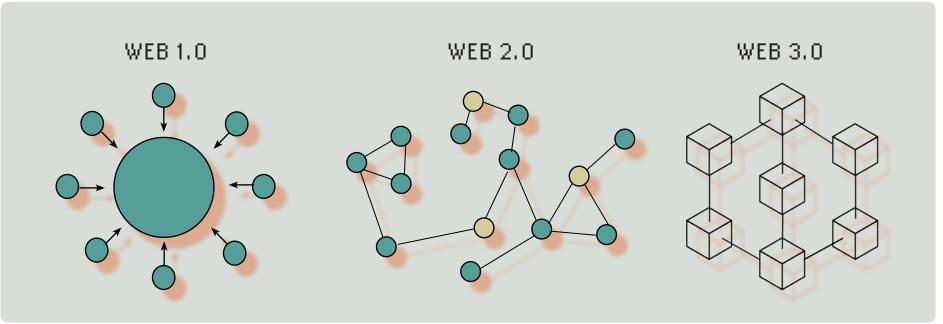
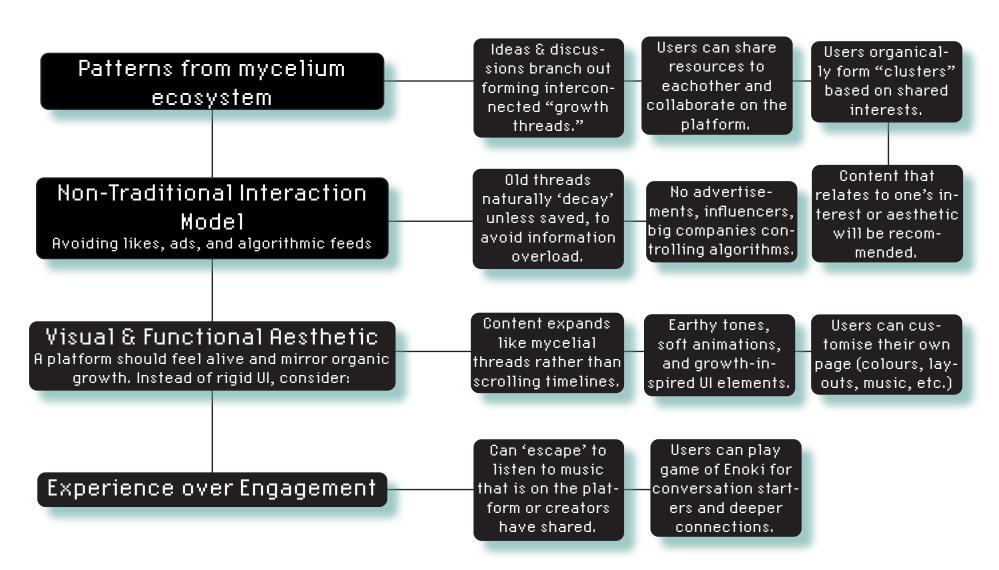


fig. Web3.0

- Static Content
- Limited engagement
- One-way: Publishers --> users

- Decentralization: More Open, transparent, User-centric
- User Control

What will the Network Look like?



SEE:

Angelic visuals (with lots of light).

Can see the whole network of people on platform, connected like mycelium network.

HEAR:

Mushroom music.

Hyphae Sounds is a space on the platform where users can just listen to theraputic mushroom music, while seeing visuals.

TOUCH:

Creating a profile, Messaging people / posting on their cocoons / playing enoki game.

FEEL:

A sense of community, connection to individuals

Safe in the network, unpressured.

Represented.

Creative expression, sense of fun.



fig. Uvyn pixel

User Journey.

Beginning

- · Found online on app store, download.
- Find out from other creatives, Arts university
- In Eden Power Corp Website and stores.
- Poster

<u>First Impressions</u>

- · Intrique.
- Natural elements and calmness.
- Impression of natural systems.
- · New type of app and social network.
- AR Nature Elements.

Full Engagement

- Upload their own artwork.
- Fully customisable creative profile.
- Meet with creatives that <u>share similar aesthetics</u> and interests.
- Have <u>meaningful interactions</u> online through Enoki Game.
- Feeling heard, understood, and cared for.
- Get <u>inspired</u>, <u>collaborate</u>, <u>share resources</u> with others.
- Can engage in <u>sound therapy</u> through Hyphae sounds.

Final Outcome

- Find a <u>non-competitive</u> and <u>supporting</u> creative community
- Recommending app to friends and family.
- Have a new way of looking at social media.
- Inspired by other creatives.
- Find collaborators
- New creative resources
- · Potentially meet other user IRL.

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Collaborators.



PROPOSAL

Logos: Yaschica Jain



Nature Photographer: Elena Kawasuji



Photography Assistant: Amaya Chahal



Image editor: Eunji Kim



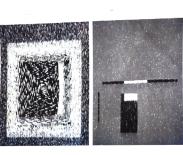
Pixelated Video: Mimiko Koshi

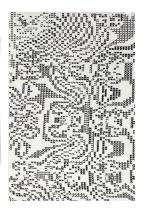


Poster Design: Ayako Kanroij



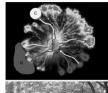






02. Research

fig. The role of wood decay





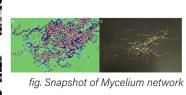
The role of wood decay fungi in the carbon...



ACOGITO



ACOGITO



a-a-snapshot-of-mycelium-network-genera...

Text from Entangled Life.

mycelium is a multitude: Fungal hyphae are unlike cells in animal or plant bodies, which (usually) have clear boundaries. In fact, strictly speaking, hyphae shouldn't be described as cells at all. Many fungi have hyphae with divisions along their length, known as "septa," but these can be opened or closed. When open, hyphal contents can flow between the "cells," and the mycelial networks are referred to as being in a "supracellular" state (Read [2018]). One mycelial network can fuse with many others to make sprawling "guilds," in which the contents of one network may be shared with others. Where does one cell start and stop? Where does one network start and stop? These questions are often unanswerable. For a recent study on swarms

(Sheldrake, 2020, p.270)

Today, the study of shared mycorrhizal networks is one of the fields most commonly beset with political baggage. Some portray these systems as a form of socialism by which the wealth of the forest can be redistributed. Others take inspiration from mammalian family structures and parental care, with young trees nourished by their fungal connections to older and larger "mother trees." Some describe networks in terms of "biological markets," in which plants and fungi are portrayed as rational economic

(Sheldrake, 2020, p.215)

Similarly, plants and mycorrhizal fungi are no longer thought of as behaving either mutualistically or parasitically. Even in the relationship between a single mycorrhizal fungus and a single plant, give and take is fluid. Instead of a rigid dichotomy, researchers describe a mutualism-to-parasitism continuum. Shared mycorrhizal networks can facilitate cooperation and also competition. Nutrients can move through the soil via

(Sheldrake, 2020, p.216)

Symbiotic interactions reach across species boundaries; studies of symbiotic interactions must reach across disciplinary boundaries. This is no less the case today. "Sharing resources for mutual benefit: crosstalk between disciplines deepens the understanding of mycorrhizal symbioses..." So began a write-up of the international conference on mycorrhizal biology in 2018. The study of mycorrhizal fungi requires that

(Sheldrake, 2020, p.218)

These highlighted texts from the book, 'Entangled Life' by Merlin Sheldrake, show the connections that Fungal hyphae have. It highlights how they have a <u>fluid relationships</u> that have no beginnning or end, <u>share resources for mutual benefit</u> -- what I would like to adapt for Hyphae.

What is the Problem with Current Social

Media Platforms?



1. Monetized Content



Mothterfly ⋅ 1y ago ⋅ Edited 1y ago

INFP: The Dreamer



It's not just social media, it's the entire internet. I don't even think the shallowness is the people's fault. With how commercialized the internet became and how it was purposefully made to be almost inseparable from modern social life, this just seems like the predictable result. A lot of people initially used the internet as a form of escapism from real life in one way or another. Of course it doesn't mix well when you try to drag this kind of mindset/culture out of the PC. And then you even go ahead and make it monetizable, rewarding people for it, indirectly motivating viewers to do the same and demotivating them from doing things that are not monetizable.

So it goes: Certain mindset/behavior gets paid (even if it's fake) > people on the internet do it more in hopes to also get money and attention > because so many people do it, the behavior becomes popular and desirable > because internet is mixed with irl, the behaviour bleeds into society. It's like some kind of cultural pyramid scheme.



fig. reddit user



Monetizable content --> rewarding user and overload of posts that are not meaningful --> motivates viewers to do similar and not do things that are not monetizable --> all content becomes similar and inauthentic.

87.5% want meaningful connection > engagement

62.5% are dissatisfied with current social media and feel diconnected due to social media.

See Appendix for more.

This <u>becomes NORMAL</u> because everyone does it. Becoming an <u>influencer</u> <u>is desirable</u> because they earn money doing social media and everyone can see the limelight.



2. Algorithm

Explore pages and Feeds are led by <u>Algorithms based on User behaviour</u> --> visibility becomes <u>less genuine</u> and more about succeeding the algorithm --> personal posts get less visibility --> <u>Lost authenticity</u>.

(Andres, 2024)



fig. The Algorithm Really do be like that.



fig. Instagram Algorithm meme

When asked about if there is anything one would like to see in future social media platforms:

"(for it) not be based off how much you post and more about the quality, so people who aren't influencers can get their stuff shared worldwide too."

Anonymous

See Appendix for more.



WE ARE NOT REALLY STRANGERS



Purpose-driven cards and movement for friends or strangers to play, to get closer and create meaningful connections -- can foster deeper or new connections.

fig. we'renotreallystrangers game

OPERA AIR Browser

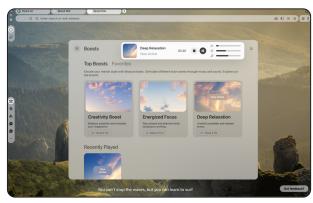


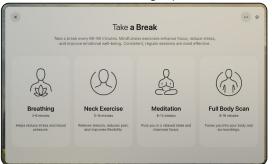
fig. Opera Air browser

Opera Air is an external browser, which is focused on mindfullness that encourages taking mindful breaks with guided excercises and different frequencies to elevate mental states.

Games/prompts to bring people on the network together and gain more meaningful connections and deep conversations.

Enoki card game on app, connecting network of creatives through prompts to do with mycelium and human connection..

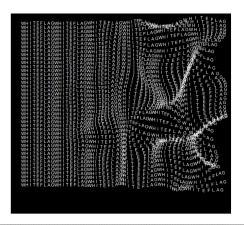
fig. Opera Air browser





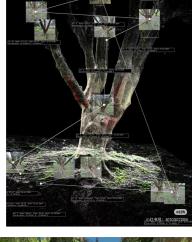
Simple and wellness centered UX design.

03. Ideation









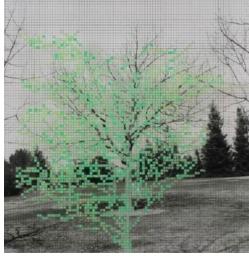
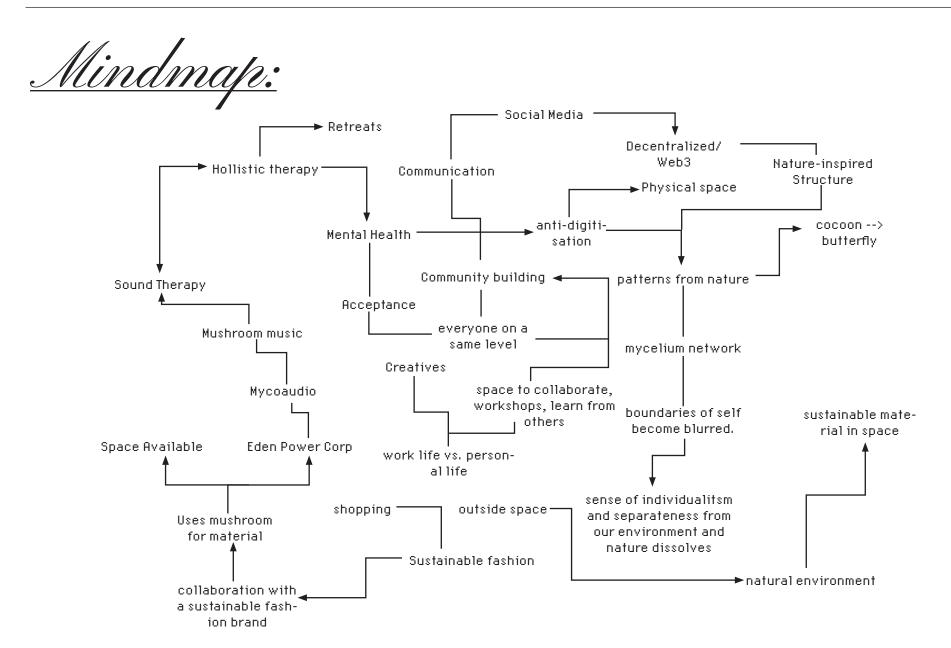




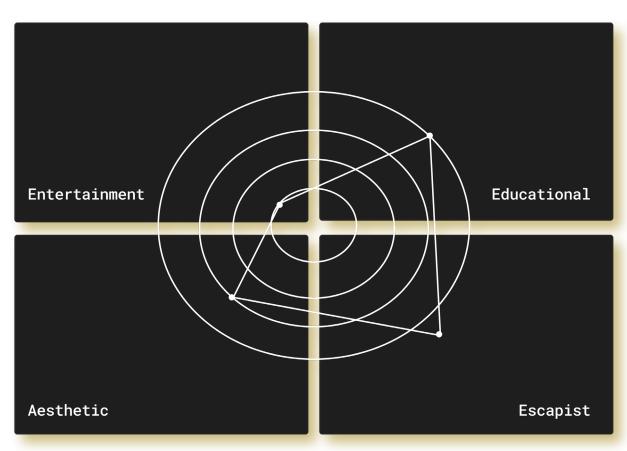




fig. Tech x nature



User Engagement.



I am creating an app which involves active participation:

- Educating people about the mycelium network and how we can adapt their from them.
- Helping them to <u>connect to other</u> <u>like-minded people.</u>
- Encouraging them to pursue their creativity.
- <u>Conversation starters</u> with game Enoki Game.

Telegraphic Images.

Dissolving the Boundaries of Self

As we learn about fungi, the boundaries of self become blurred. The sense of individuality and separateness from our environment and nature dissolves. This realization can lead to a profound shift in how we view ourselves and our place in the world. By embracing the philosophy of the Human Mycelium, we can foster a greater sense of unity and collective responsibility. This awareness can drive us to create positive change and solve global problems together.

The Connection to Human Society

The symbiotic relationships seen in fungi can be mirrored in human society. Just as fungi support plants, humans thrive when they support each other. Our well-being is deeply intertwined with our connections to others. Understanding the Human Mycelium means recognizing that we are part of a larger, interconnected system where our actions affect the whole. This interconnectedness calls into question the concept of individualism. Just as fungi and plants are interdependent, humans are interconnected on a fundamental level. Our bodies are home to countless microbes that play crucial roles in our health, highlighting the symbiosis within

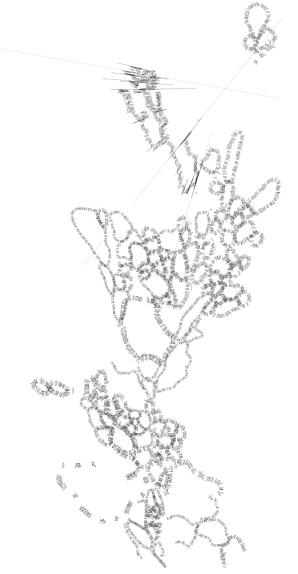
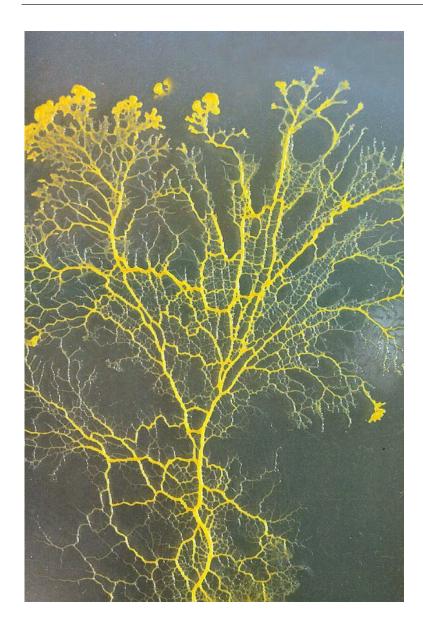


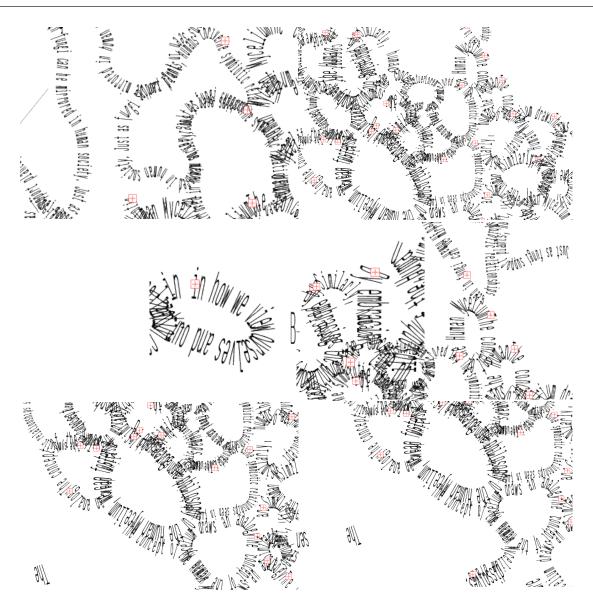
fig. Human Mycelium







I outlined the shape on Adobe illustrator



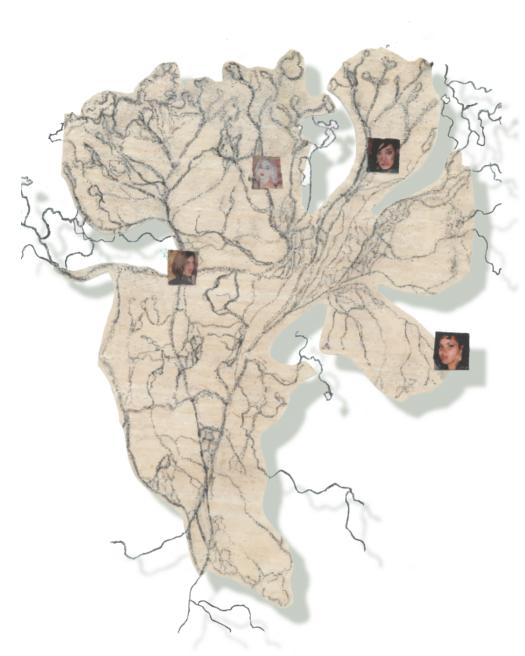
Text wrapped onto outlined shape.
(This didn't work out as I wanted, since the shape of mycelium was too complex and difficult to outline)

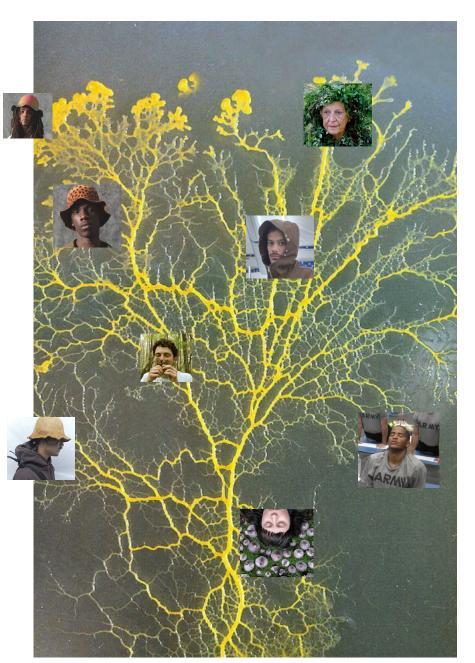


Collages help me to be <u>more creative</u> and come up with <u>more ideas</u> since I prefer to wrok physically than digitally.

It is an integral part of my workflow that I often use in my personal work.

36 fig. Collages





IDEATION

Wireframe 0.1.



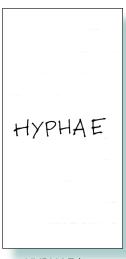
pixelated roots growing



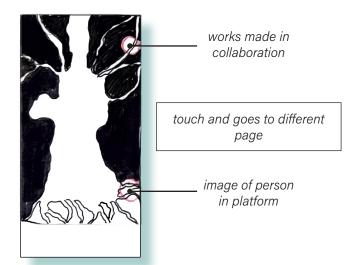
trunk growing



full tree with leaves



HYPHAE logo



Why Roots and Trees?

The homepage will visualise the concept of my social network -- adapting from mycelium network to human connections.

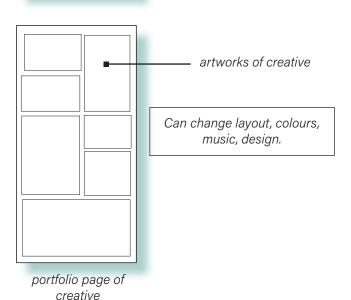


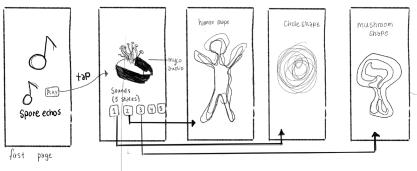
fig. Wireframe 0.1

Wireframe of App.

Wireframe to show how the app will function:

Log in / sign in page -->.entering community --> homepage
Creating a profile and how the profile page can be individualised.
Enoki game --> connecting with other user
Spores Echos --> 5 different TouchDesigner videos

Spores Echos Wireframe



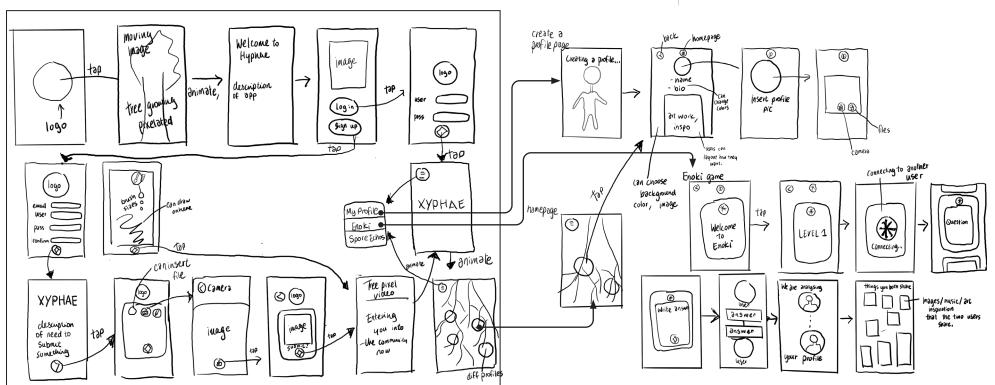
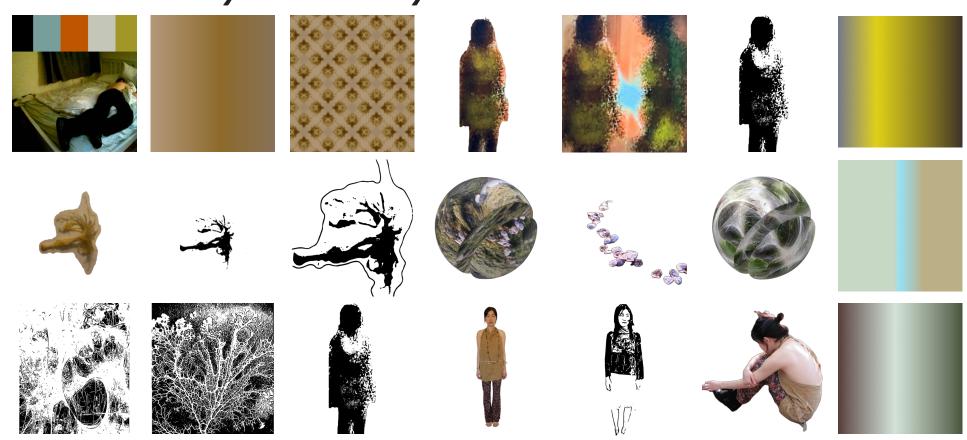


fig. Adobe Capture

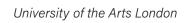
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Adobe Capture Experimentations



Experimentations with Adobe Capture with tangerine stem and images from moodboard

IDEATION





Experimentating with photography and adobe capture in the park.



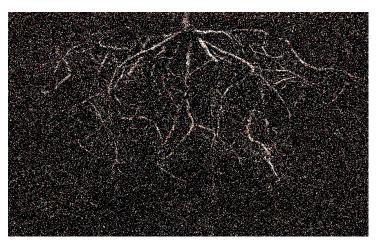


Software used:



Exploring My Environments.

Experimentation.













Software used:



Pixelating images and using dissolve opacity.



Prototyping



Mockup

Photoshoot moodboard.



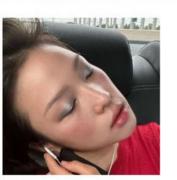
Shoot in nature (Hampstead Heath)





Makeup.







Hair.



fig. Photoshoot Moodboard

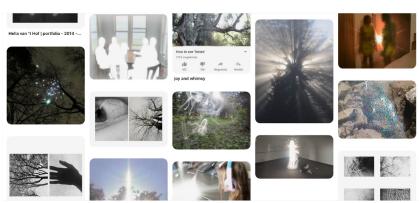
Photo Edit moodboard.

Why these images?

I wanted the images to show a relationship between technology and nature. So I included a lot of pixelated, blurred, and computer-vision images.







I shared this moodboard with my collaborator, Eunji to edit my images like this.

PROTOTYPING

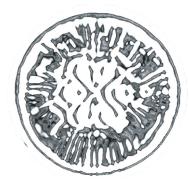
04. Prototyping

Creating the Logo.

PROTOTYPING





















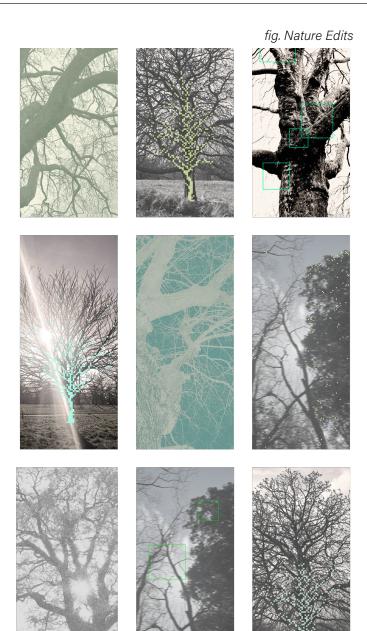


46





Photography of nature taken by my collaborator, Elena Kawasuji



Nature images edited by Eunji Kim











young tech user who wants a decentralised network.









Styling 2.

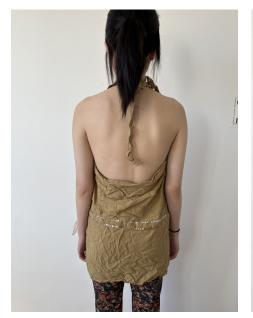
PROTOTYPING

A luminaut:

interested in the unknown world and relationships.

* Also a nature darling.











49 fig. Styling 2

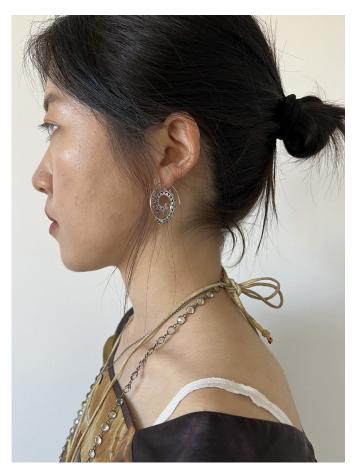






Styling 3.

A tether: appreciates fluidity, organic structures, and art inspired by nature.







Makeup. 1.



We went to the location with light makeup and light blue, shimmery eyeshadow and some lipstick.



Once we were at the location and finished the first set of pictures, we applied flowers on her face with lash glue.



Erika experimenting with different makeup at home.



Amaya helping to apply flowers found in Hampstead with lash glue, on Eubene's face.



Amaya taking photos of Eubene on tree branch.





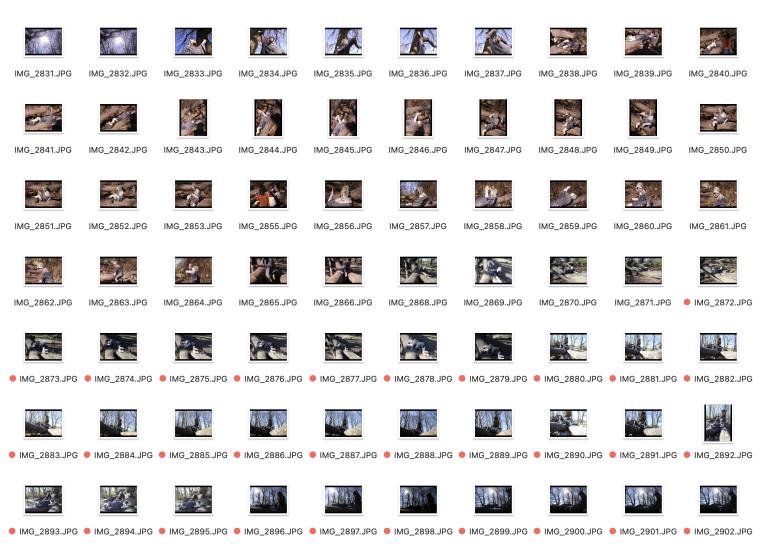




Erika directing Amaya on how to take the photos.



Amaya shooting Eubene for final outfit.



Tagged images I liked red to share with my collaborators

PROTOTYPING



Creative Director Erika Kanroji

Photographer

Amaya Chahal Erika Kanroji

Eubene Han



I looked through all the images and shared the best images to my collaborator to edit via google drive.

Edited Images



Edited on photoshop, so that Eubene is glowing, to give angelic vibes.

Edited by Eunji.



Edited image on lightroom.

Edited by Eunji.



Edited image on lightroom.

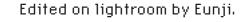
Edited by Eunji.



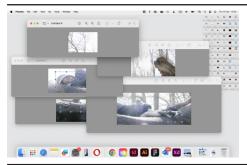


Edited image on lightroom.

Edited by Eunji.







Using different windows on preview and screenshotted the image on my laptop.

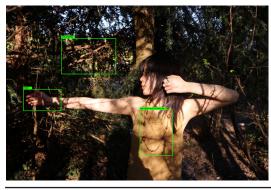
Edited by Erika.





I gave Eunji feedback to use photoshop more than lightroom, and to pixelate Eubene in the images.

Edited by Eunji.





Squares on image, inspired by computer vision.

The first image is an example I made for Eunji to edit the second one. She blurred the face on the second one.



PROTOTYPING



I asked Eunji to create a artboard for Spores Sounds, using the typographic image of the music note.





Gave feedback to Eunji that I thought the stars looked too childish so to remove them.



I really liked this outcome that Eunji made, creating typographic image of a tree and squares, blurring parts of the image. PROTOTYPING

University of the Arts London

Fonts for Hyphae.

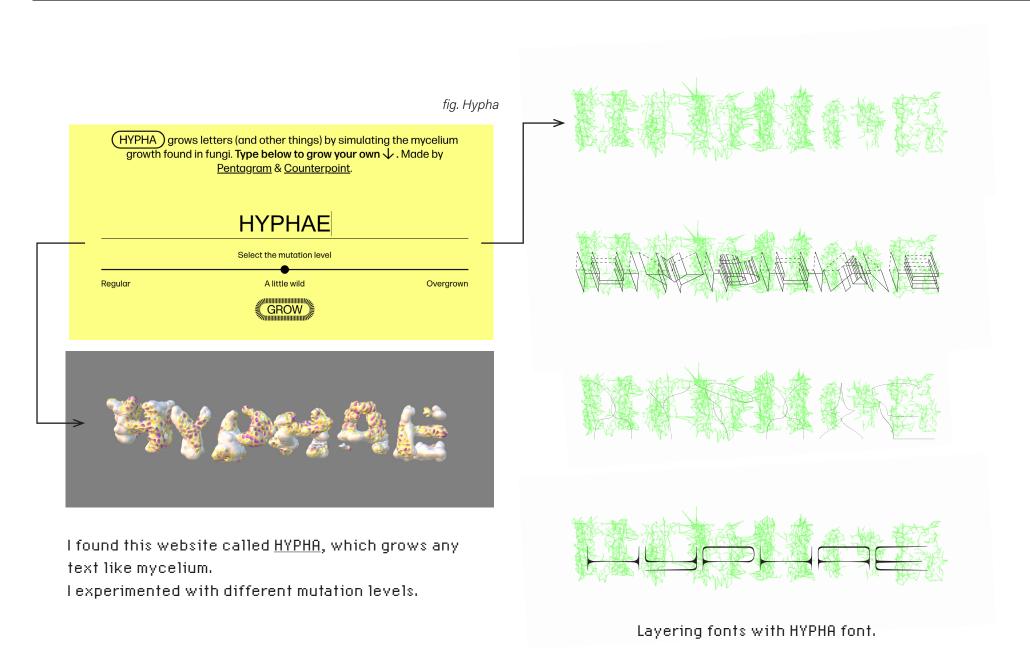


HYPHAE hyphae

These fonts were found on SUVA Type Founary.

PROTOTYPING

University of the Arts London



PHAE. Document by Creative Director, Erika Kanroji. .

University of the Arts London

HYPHAE LOGOTYPES



PROTOTYPING

These are logotypes that my collaborator, Yaschica made with the moodboard and brief that I gave her (Can be seen in production page.)





MYCELIAL FUTURES BRAND LOGOTYPES









PROTOTYPING



Homepage



back button



next button

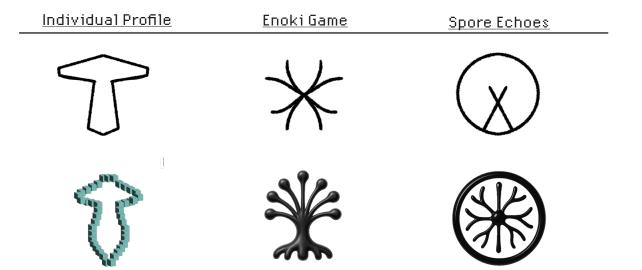


submit button

Why these icons?

I was inspired by organic shapes and symmetry of mycelium. I wanted to create my icons to create UX design that is personal to my social networking app.

I drew them using Procreate, then my collaborator created more developed ones.

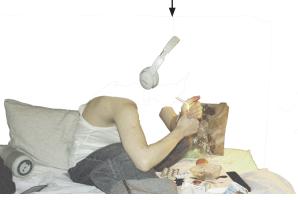




Spore Echos.

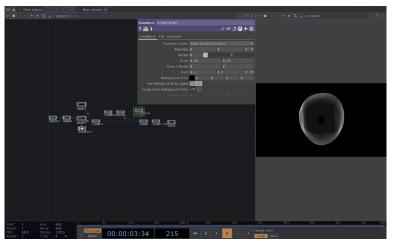
PROTOTYPING



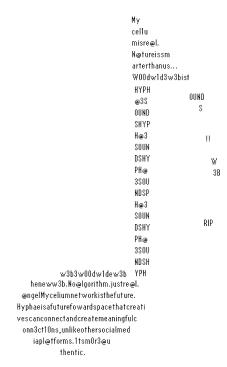


images taken on Canon





Using touchdesigner, I experimented with a circle to create movements for the Sound.



With Adobe Illustrator, I created a typographic image in the shape of a music note.





Adobe XD



Touch Designer

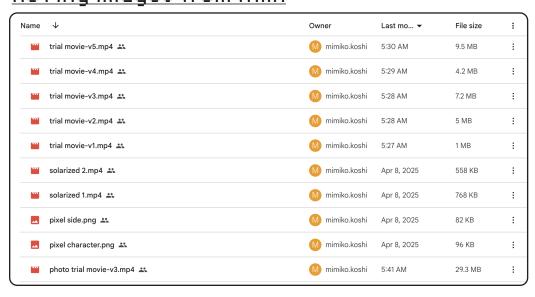


Adobe Illustrator



Adobe Photoshop

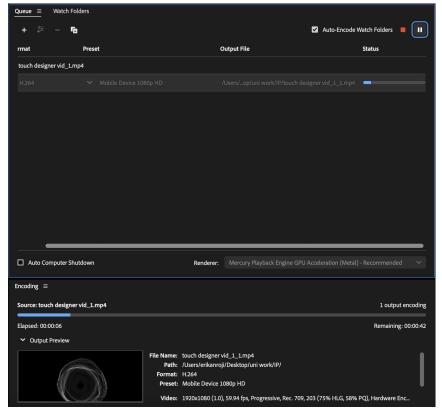
PROTOTYPING



Recieved many different trials from Mimiko for the moving image.

fig. google drive files

Converting Files.



Converted files from Mimi and TouchDesigner on Adobe Media Encoder to be compatible for Adobe XD.

fig. media encoder

PROTOTYPING

University of the Arts London

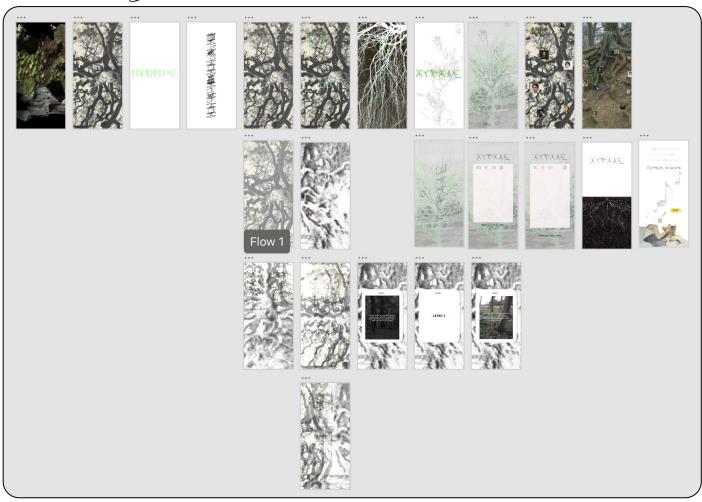


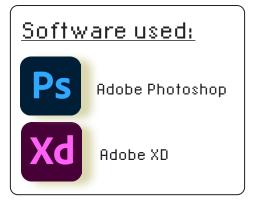
sounds to their liking.

prompts, to get to know eachother in

their community.

Prototype 02.





Created a larger workspace with different iterations of each page.

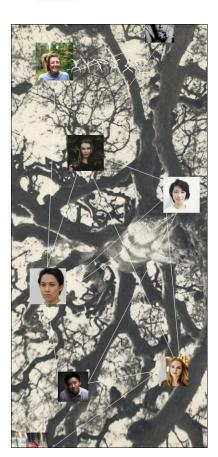
fig. artboard 2

Software used: PS Adobe Photoshop



PROTOTYPING

Figma

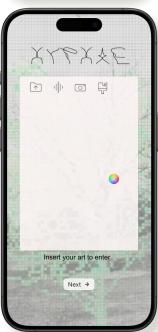




Showing the network connections in Hyphae through nature.

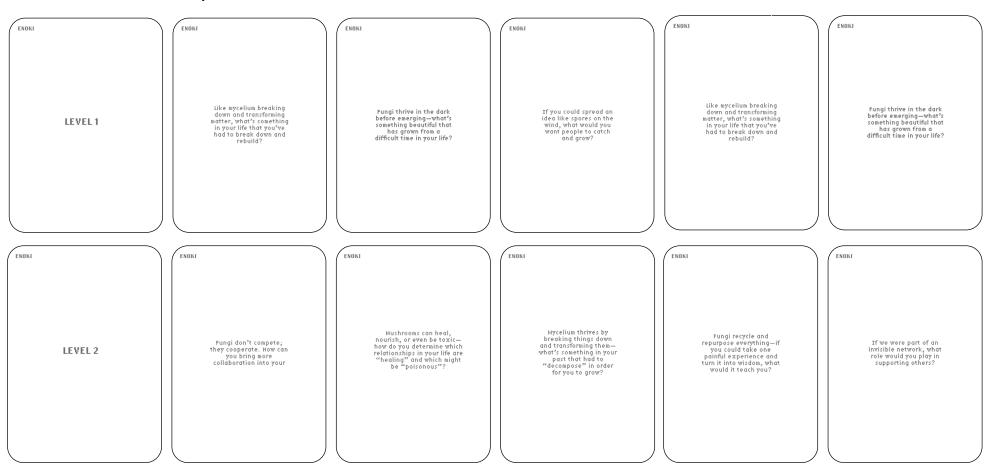








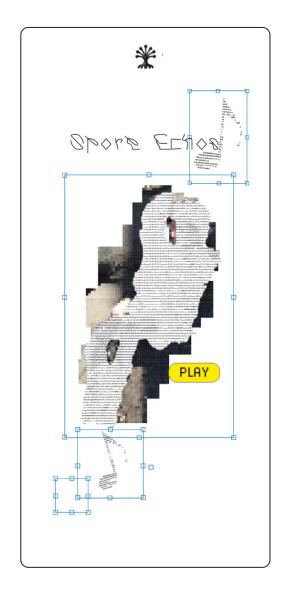
Enoki Game Prompts



I used ChatGPT to come up with different prompts for the game, that relate to mycelium and creating deep connections.

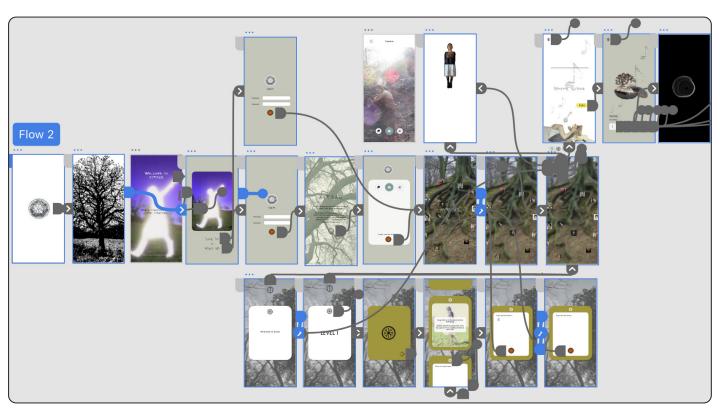






Spore Echos.

fig. artboard 3



PROTOTYPING

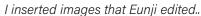


Created a flow for my app, put videos from touch designer and videos/images/logos from collaborators.



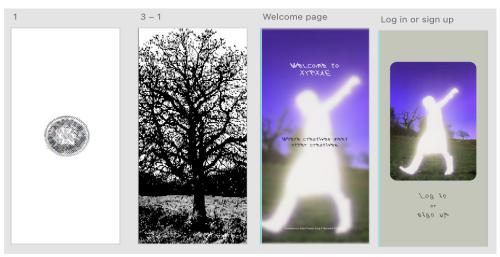
<u>Log in page Prototype 0.2</u>



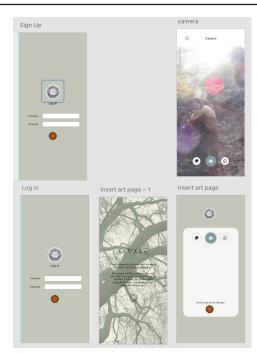




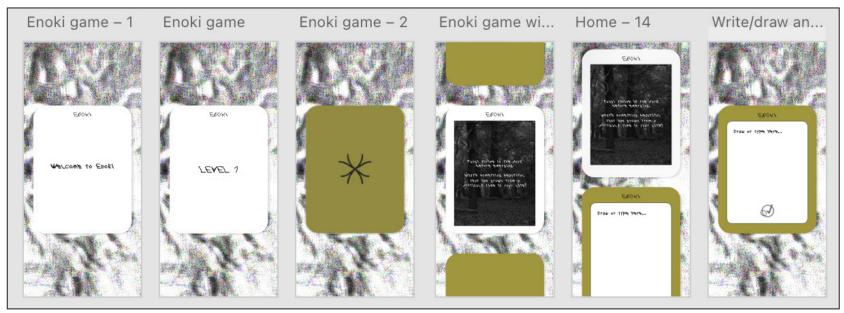
<u>Log in page Prototype 0.3</u>



I inserted Mimiko's video, which plays automatically, and Yaschica's logo.



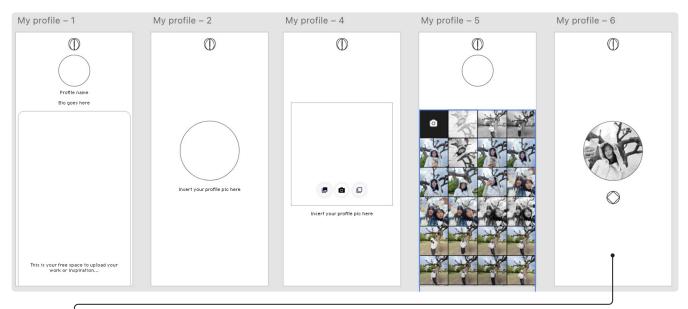
Enoki Game Prototype 0.2

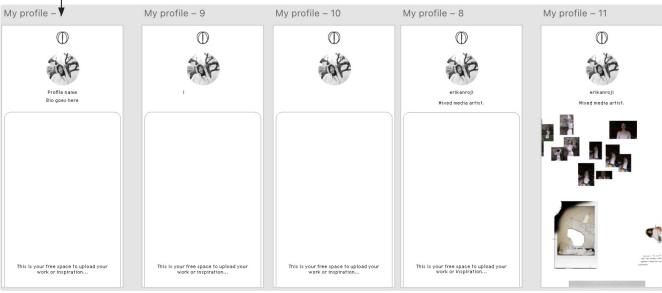


Enoki Game Prototype 0.3









I wanted to create a profile page which has a fully customizable layout for images, backgrounds, and texts. I created a profile page for myself as a prototype of how a user would create their own profile page.

PROTOTYPING

Profile Pages. 1. uvyneu 2. xo4ng1xo



Eubene wanted a very simple, minimalistic profile page, so we created her a very simplistic page together.



Banna wanted a black background and have her images organised in a random order, but clean.

3. queendelulu



Izumi wanted either full page filling for both vertical and horizontal photos with a long bio, so put the words throughout her profile page. I worked with each of the users, to create a personalised profile page.

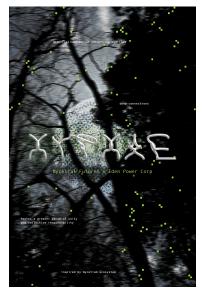


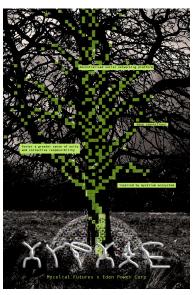
PROTOTYPING

Posters.

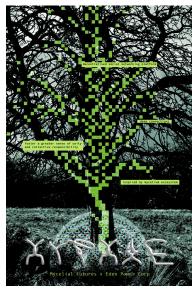












Ayako made 6 posters with mockups for Hyphae which would advertise the social media platform.

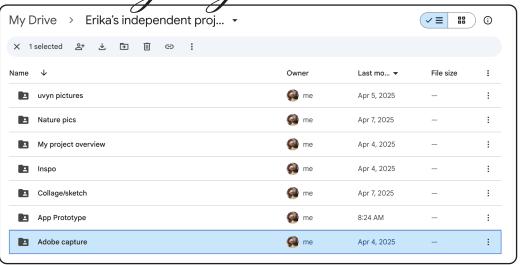


05. Production

	MON	TUES	WED	THURS	FRI	SAT/SUN
Wk 9 (17-23)	Fix my audience and Proposal	find collaborators	- Work on more pro- totyping - contact my col- laborators	- Work on more prototyping (Look- ing at decentral- ized networks and what is wrong with current social net- works)	- Work more on a clear prototype for the actual app design so that my collaborators know what I need for final outcome.	
Wk 10 (24-30)	First styling and photoshoot with Uvyn.	Work more on the decentralised net- works and how to create a network which is natural. How does it work?	Receive photo- graphs from Elena	Away.		-
Wk 11 (31-6)		>		Yaschica starts working on my logo design - Send Eunji photo- graphs	- Call Mimi abt graphics	- Amaya coming and shooting. - Send Eunji pho- tographs - Eunji starts editing.
Wk 12 (7-13)	- Make drawings for Mimi - Scan images at LCF library.	- Create inspiration board for logos. - Work on indesign layout and proto- type - Create icons for app.	- Eunji first editing of images are done. give feedback. - work on prototyp- ing the app.	- work on logos with Yaschica	- Meet with Eunji - Call with Mimi at 3-4pm Recieve 1st proto- type from Mimi	Call Ayako about poster design.

	MON	TUES	WED	THURS	FRI	SAT/SUN
Wk 13	Put images into my prototype. Edit my prototype.	Class Photogammetry technical workshop		Start working on my final outcome.	Poster design is done.	
Wk 14		Work on annotations and references.	Have a finalized final outcome.	Start working on critical reflections.	Work on critical reflections.	Film final video walkthrough for my proto- type.
Wk 15	SUBMISSION					

Managing Files.

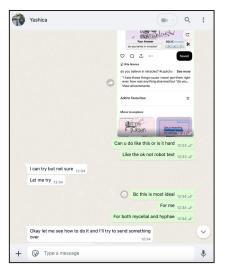


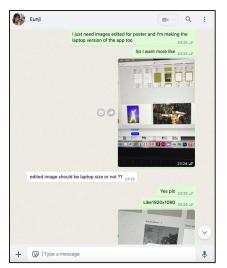
Why was it Important?

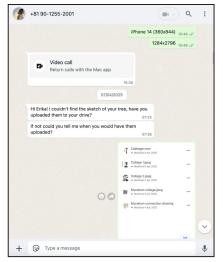
It helped myself to <u>manage my</u> <u>own files</u> and all my <u>collaborator's work flow</u>, as it easily puts everything in one place.

It also doesn't take up space on your laptop, so it was a good way to work.

I shared a google drive file and organised images for my collaborators to use.







Communicated with my collaborators through whatsapp and videocalls.

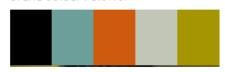
fing Collaborators.

Brief for LOGO to Yaschica

Your task:

- · create a logo for Hyphae
- The logo should fit along with the icons I've already made for the app, but obviously a LOGO rather than an icon.
- · Follow the moodboard.
- · Create 5 different iterations for me, so that I can choose and give feedback.
- I also like you to create the typeface that follows the HYPHAE logo, which say HYPHAE clearly (legible). This will go on top of the screen on the app and appear on the home

Brand Colour Palette:



Moodboard:



· minimal clean

trees? mushrooms?)

- · pixel art?
- technology • inspired by nature (shapes of mycelium?

I think this might be a cool design for 'Mycelial Futures'Logo.(Mycelial Futures is my brand, which is creating Hyphae, the app.)

Why was it Important?

The brief organised the content that I had put on google drive or shared with them via messaging or email. It includes all the content that is eally important and what their important tasks are.

I also put deadline dates so that they could actually remember them and be more organised.

Work I've done for the app already:











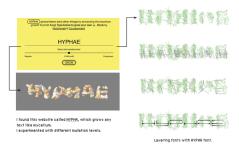




Why these icons?



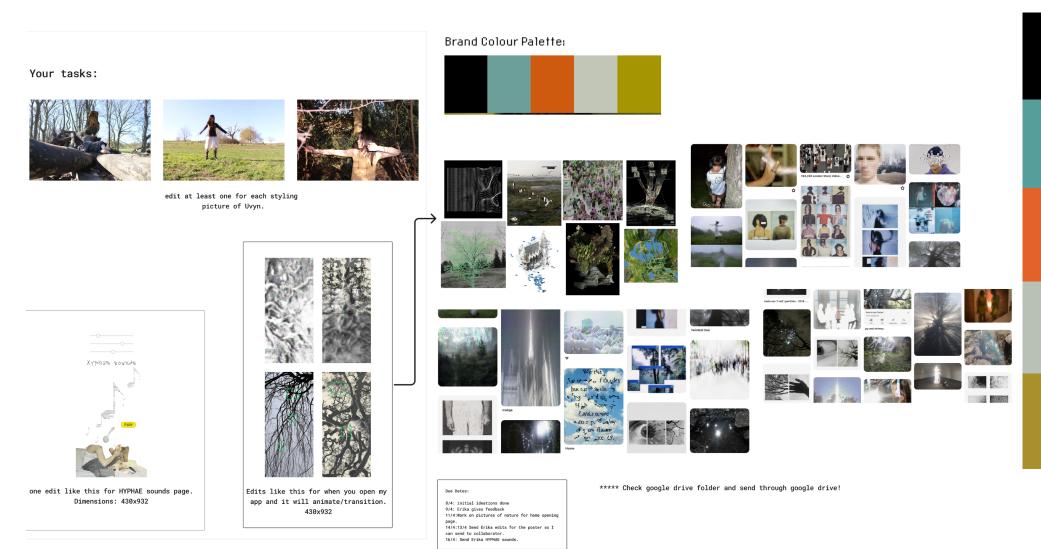
I was inspired by organic shapes and symmetry. I wanted to create my icons to create UX design that is personal to my social networking app.





10/4: initial ideations done 12/4:Send Erika the HYPMAE words. 14/4: Send Erika 5 Logos 16/4: Work with feedback and send final logo ***** Check google drive folder and send through google drive!

Brief for Photo Editing to Eunji



Brief for Poster to Ayako

Poster Brief for Ayako

Your task:

· create 3 iterations of posters for Hyphae

The poster is advertising the app so I need: $\label{eq:hyphae} \textbf{Hyphae}$

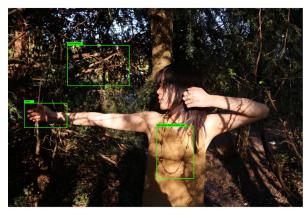
Mycelial Futures x Eden Power Corp

Content I need in the poster: decentralised social networking platform, deep connections, foster a greater sense of unity and collective responsibility, creativity, inspired by mycelium ecosystem

Brand Colour Palette:



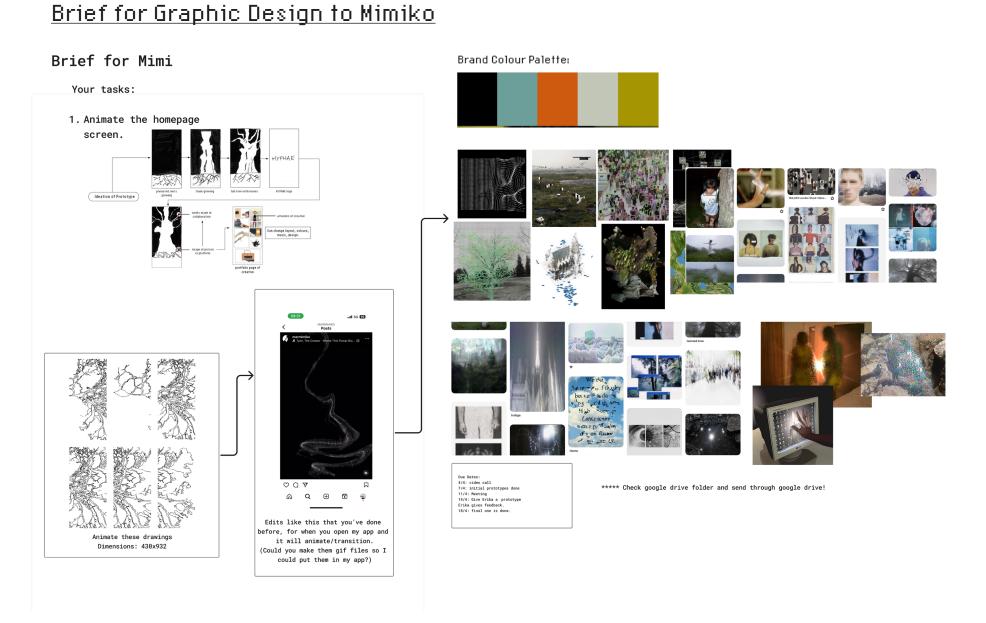
ork I've done as examples:



Moodboard:









Typeface for Proposal Document.

Header Type #1

Pinyon Script Regular

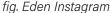
Header Type #2

LoRes 12 OT Regular

Body Type LoRes 9 OT Regular

Caption Type
Acumin Variable Concept

Saen Power Corp. fig. Eden Instagram





A Montreal-based fashion brand which merges ecology and fashion with a foward-thinking approach. They use sustainable innovation inspired by science fiction & real-world solutions.

Initiatives:

- 1. Using sustainable materials like mushroom leather and wine-based dyes.
- 2. Engages in reforestation, permaculture, & waste management.
- 3. Prioritizing renewable energy and low-emission transportation for shipping
- 4. Encouraging their community to embrace conscious living. (Norsestore, 2025)







First Interview.

- 1. When you are feeling depressed, what do you want in a space? (It can be objects, people, environment)
- 2. What makes you feel safe when you are in a vulnerable place mentally? 3. How do you feel part of a community where you can feel understood and
- 4. If you ever feel like isolating yourself, what would help you come out of it?
- 5. What type of space would feel comfortable to be in when you want to isolate but still feel safe and held by a community? (Digital or physical? Alone? Activities? Music? Own space or communal space?)
- 6. Would a virtual space where you can connect with people and have tools to ground yourself help? Or would a physical space be more comfortable?

Age: 26 Ethnicity: Asian Race: Korean Occupation: graphic designer / content creator Interests: Arts / Graphic design Location: London Education: LCF BA graduate Religious/Spiritual Beliefs: None

- 1. I need someone who can help me unwind and share my feelings. But at the same time, I also need a space where I can be alone and focus on myself.
- 2. Scents, ambient music, plants, someone who makes me feel comfortable and
- 3. Sometimes, I feel like I overshare and want to run away from my community. I've built my values and relationships within it, but at the same time, I feel the urge to distance myself. It's quite confusing.
- 4. My friends and a deeply ingrained belief that staying in isolation for too long feels like failure (which comes from my cultural values).
- 5. I prefer physical spaces, but I'd love to be in an environment that stimulates multiple senses. A place where scents, sounds, and visuals come together to create a sense of calm and stability would be ideal.
- 6. A physical space, because virtual spaces often feel too artificial to me.

23 Burmese

PR Marketing for fashio Pokemon

Tokyo Ubc bachelors degree

1 My cat and a heated blanket

- 2. Words of affirmation from loved ones and a long hug
- 3. I feel a sense of belonging in this world

4. Routine (for example, feeding my cat, cleaning his litter) I feel a sense of duty and responsibility

5. I want to be with my cat in a warm room with nice candles, maybe with my boyfriend or someone who can

6. more physical

Age: 22 Ethnicity: South African

Race: Black Occupation: Law Student

Interests: Reading, Smoking, F1, Makeup, Cats, Skincare

Location: Johannesburg, South Africa

Education: High School Diploma from the International School of the Sacred Heart.

Tokyo, final year LLB student at Wits University Religious/spiritual group: Agnostic

- 1. When i'm feeling depressed I tend to isolate myself from everyone as I don't like the pressure of having to act like i'm okay when i'm really not. I like to be alone and lie in bed all day. I like to have my plushie surrounding me as there comfortable and they make me feel less lonely, as I feel overwhelmed by having friends and family around. I tend to like dark spaces, so I keep my curtains closed and only use my dim lamps for lighting or i'll stay in complete darkness.
- 2. I put on my comfiest clothes and watch reality tv or my comfort shows/movies like friends or the twilight saga cause I like how I know what's going to happen so it went bring up any unexpected emotions out of me, I like how predictable they are which makes me feel safe as I hate feeling out of control or unsure what's gonna happen next even if it's for something silly or trivial like a tv show. I usually have to keep my mind distracted by always having some form of entertainment playing in the background as the constant noise makes me feel safe and helps keep away any dark thoughts.
- 3. The only community were I feel understood and allow myself to be completely vulnerable knowing they'll be no judgment are my oldest friends from high school as they've seen me at my absolute worst and still stuck with me even when I was a bad friend to them and missed calls or texts they always stood by me no matter what. And they understand what i'm going through better than anyone else as some of them also struggle with mental illness so talking to them and being transparent with them comes easy to me especially now that i'm older things I used to hide from everyone including them are things I feel comfortable disclosing to them as not only are they not judgmental and understanding but they also make me feel soo much better after taking to them and I feel less alone. I do have other friends and family that are understanding and I can talk to about certain things such as my sister who is my rock and has always been there for me, but no one gets me like my high school friends even though it's been years since i've seen them I feel like I am my truest self when i'm around them or talking to them, like there's no need to hide.
- 4. Usually having obligations like going to work or class, or having errands to run where I have to leave my house to complete. In general keeping busy and not letting myself fall back into the comfortable environment of self isolation, cause if I have nothing to do or nowhere to go it becomes a habit to just isolate myself and shut down.
- 5. Usually in my own space like my room or my apartment where I can do whatever or nothing at all without any judgment from family such as staying up till 5am or sleeping til 5pm and having candy for breakfast and drinking as much caffeine as I want to it's not healthy but it's what I do when i'm in a bad headspace, I feel safe in a digital space as I sometimes find it easier to communicate through text than to actually speak to someone face to face as i'm a lot bolder and honest when I can hide behind my screen. Also theres no pressure cause I have control over how I react and respond to things and I can choose to ignore things that I don't know how to respond to. I need some form of noise around me whether that be music, a podcast, youtube, or a comfort show/movie, I need something to distract me.
- 6. A virtual space would definitely be helpful, but I think a physical space would probably be best for me as it would force me out of my comfort zone of would almost become an obligation for me which would help get me out of a self destructive cycle

Name: Sofi

Ethnicity: white Occupation: student Interests: tattoo, pole dance

Location: Londor

Religious/spiritual group: Atheist

1. I want to be around my cat, I don't feel comfortable staying at home tho so I prefer to be surrounded by crowd. Or if I have to stay home

2. Physical affection, hug from a friend. If I can't see my friends I prefer to go to yoga, feeling of body makes me feel safer in my mind.

3. I think I need for people to be patient and soft. I know as a part of that community I tended to give people advice without realizing that I myself need to be patient and soft to be able to change. Also honestly, even if it would be hard for me to hear the truth I need for my community to be able to tell me how they feel. And also realising the difference between me and other people helps to see experience from another perspective, where if everyone in a community are going through something we hear each other out and that helps to know you're

4. Honestly, very easy to fall into this trap, it happens sometimes. Maybe keeping in mind the choice or possibility where I either will let myself isolate for a bit or will text someone without overthinking and that would help me. It's really tricky, sometimes I have to act faster than my isolation monster and put myself out there. Most of the times, exercising like doing pole dance really helps! It's fun and challenging

5. I would prefer space alone. For a long time in my life I chose to be with people and I thought I can't stand to be by myself. But I've been living in a new apartment by myself and I love to isolate myself there, it's like my safe space. And when I'm ready I invite my friends for dinners. Being online is always a bad idea. I delete instagram and other social media if I feel depressed, it helps in a way

6. for me personally, sharing about this online makes it less human, I prefer to call my friend and hear their voice but also I speak to my other friends texting on Telegram cause it has silly stickers. I would love to try to be more honest about my depression if there would be a virtual space but it is hard to imagine what it will have to look like.

easier and more comforting, it is not always the most helpful

How can I create a space maybe merging physical and

How can someone feel safe as they are at home but outside?

How can someone who is scared to come out of isolation feel safe enough to come to the physical space?

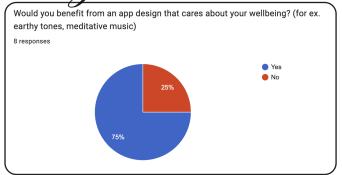
Key Points:

- no judgemen
- business
- ambient music
- nature
- · ambient lighting, dark
- nice scents · blankets, plushies, fidget toys
- friends
- · comfort movies, tiv
- pets
- own home
- physical space

These answers were not used for my final outcome as they were focused on a Physical Safe Space and the project shifted to creating a social media network.



Google Form Survey.



Recently, have you felt more disconnected from people due to social media networks?

8 responses

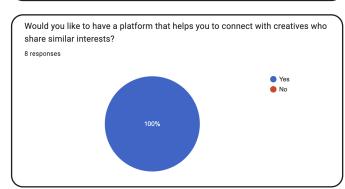
Yes
No

would you prefer to receive fewer engagement and more meaningful connections?

8 responses

Yes
No

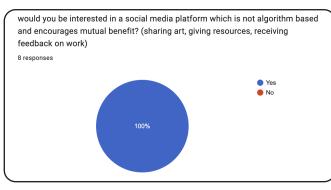
12.5%



Are you currently happy with social media networks?

8 responses

Yes
No
Not sure



75% want app design for wellbeing

87.5% want meaningful connection > engagement

62.5% dissatisfied with current social media and feel disconnected due to social media

100% interested in connecting with similar creative minds and a non-algorithm based, mutual benefit platform.



University of the Arts London

What social media do you use?
8 responses

Yes
instagram and snapchat
Instagram
Instagram, Tiktok, Redbook
Instagram, Snapchat occasionally, TikTok, Pinterest
Instagram
Instagram
Instagram
Insta mostly but I don't rly post anymore. Arena I looooove I guess it counts I'm not sure
IG, X, FB, XHS

Most creatives use instagram (Might be bias because I put this form on instagram.)

What do you think creates a boundary for you to make connections with other creatives?

Too many disingenuous creatives who only want you to post or help with their engagement social spaces

Neurodivergent and money

I think within the current creative space, other creatives tend to evaluate your worth based on the connections you have in the industry, making connections less genuine and authentic.

The social pressure for your insta to be all your best work and be the perfect mix of creative and personal Creative social media

Sometimes mutuals or similar interests/style?

Lack of natural conversation starters or ways to start one

Not genuine and authentic. Social pressure from social media. Lack of natural conversation starters.

Is there anything else you'd like to see in future social media platforms? 8 responses

Complete artistic control of profile like bebo used to be. You could choose font and colour and themes. You could swap profile pics and have wallpaper. Also for it to not be based off of how much you post and more the quality so people who aren't influencers can get there stuff shared world wide too. An app that combines insta, twitter, Pinterest, Reddit and YouTube all in one place the best parts of every app authenticity

No influencers or ads

No big tech companies controlling the algorithm

No adverts

Creativity

The ability to deactivate temporarily without affecting the algorithm. Less addictive

It can't only be for artistic people. Inspiration comes from anything, shouldn't just be from creative to creative. Each person determines what or where they draw inspiration.

Wants artistic control of profile and creativity. Authenticity, don't want influencers. No ADs. No big tech companies controlling algorithm.

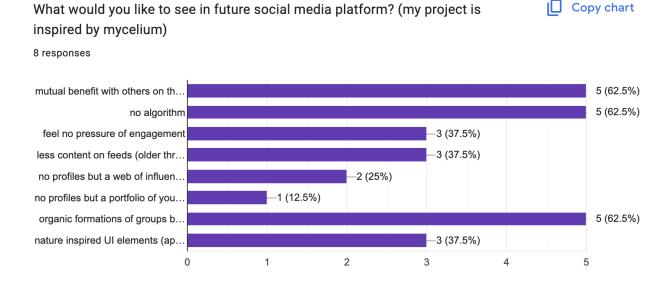
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What would you like to see in future social media platform? (my project is inspired by mycelium)

| mutual benefit with others on the platform 62.5%| no algorithm 62.5%| feel no pressure of engagement 37.5%| less content on feeds (older threads decay and you can decide content lifespans) 37.5%| no profiles but a web of influence (can see who you are connected to) 25%| organic formations of groups based on shared interest 62.5%| nature inspired UI elements (app design) 37.5%

What do they want in a Future-facing Social Media Platform?

- 1. Mutual Benefit from others on the platform
- 2. No Algorithm
- Organic formations of groups based on shared interest



Critical Reflection.

This project explored how the natural intelligence of the mycelium network could inspire a design intervention that supports mental health and wellbeing. From the beginning, I was interested in creating a space that feels safe and nurturing—one that mirrors the interconnected, supportive nature of mycelium in forests. The aim was to connect this biological metaphor with the emotional and psychological needs of people, especially in moments when they might feel isolated or overwhelmed.

To develop my concept, I started with mind mapping, which helped me unpack and visually connect ideas around nature, mental health, space, and safety. I used Figma early in the process to organise these ideas in a way that was both structured and creative. I also created a detailed time plan, which broke down my tasks week by week and helped me stay on track in the initial stages.

However, through conversations with my tutor, I came to realise that my initial idea—designing a physical or conceptual "safe space" inspired by mycelium—was difficult to pitch in a concrete way. It challenged me to think more critically about how ideas are communicated and justified, especially when they are abstract or emotionally driven. This feedback pushed me to reconsider the direction of my project and reflect more deeply on the intention behind the space I was trying to create.

One of the most valuable aspects of the project was the opportunity to work with collaborators. I found that directing people, organising meetings, and clearly briefing them on what was needed gave me confidence in my own skills. It also gave me the confidence in my ability to lead a small team, and showed me the importance of clear communication in getting a project to move forward efficiently. It also taught me the value of flexibility and trust in the collaborative process.

APPENDIX

That said, the second half of the project was challenging. I found myself burning out and struggling to maintain the same level of energy and motivation I had at the start. Looking back, I think I underestimated the toll the project would take on my mental wellbeing—especially given the emotionally resonant theme. I pushed myself hard, and as a result, found it difficult to complete the final stages with the same clarity and enthusiasm. This has highlighted the need for me to pace myself better and develop a more sustainable work-life balance in future projects.

In terms of outcome, I believe what I created was the best I could do in the timeframe I had. The visual design of the platform effectively communicated how nature could be integrated into a digital interface. However, if I had more time, I would have liked to explore how the interface could more deeply support connection between users, as well as collaborate with an app developer to produce a functional prototype.

I also recognise that while the visual connection to nature is strong, the functional link to the mycelium network is weaker. Aside from the inclusion of the Enoki game—which introduces a playful element of connection—it's less clear how the app fosters a sense of unity or collective responsibility, which was one of my key inspirations. Strengthening this conceptual link would be a priority if I were to continue developing the project.

Despite these challenges, I've come away from this experience with a stronger sense of my own strengths and limitations. Professionally, I've gained practical skills in project planning, using design tools, and leading a team. Personally, I've learned that creative work—especially work that touches on themes like mental health—requires a careful balance of emotional investment and self-care. In the future, I hope to bring these insights with me, continuing to explore meaningful ideas while also taking care of my own wellbeing in the process.

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