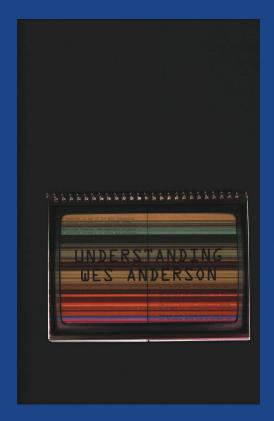
Hayley Clark Boston University

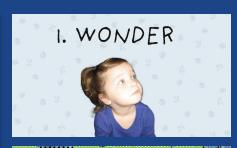
Press Play

Background





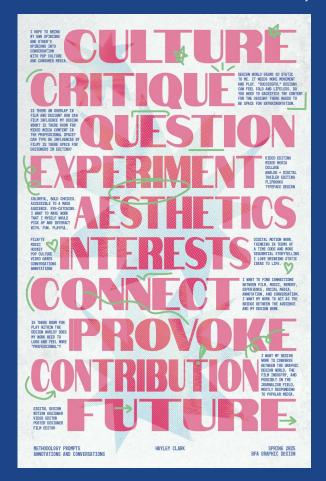


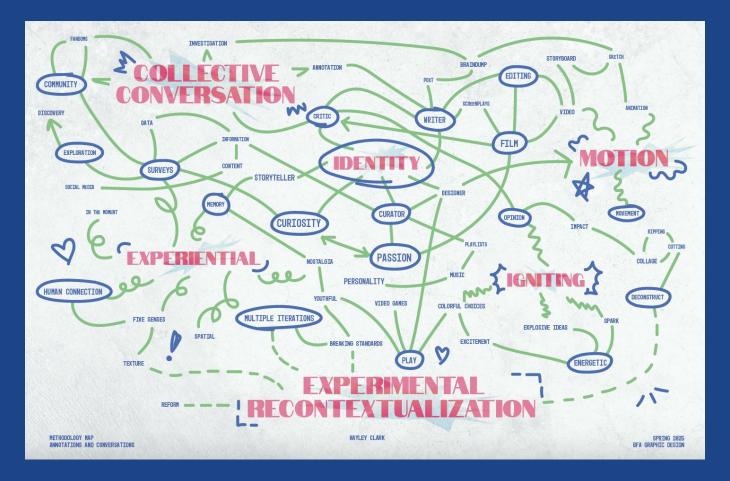






"I want my design work to converge between the graphic design world, the film industry, and possibly in the journalism field..."





Experiential

Motion
Igniting
Identity
Collective conversation
Experimental recontextualization



Press Play

Press

Play

Press

Play

Journalism

Interview

Conversations

Press

Journalism

Interview

Conversations

Play

Interpret

Recontextualize

Design

Graphic Design

Graphic Design + Film Graphic Design

+ Film + Journalism

Thesis Statement

From a young age, I've always been captivated by visual storytelling. Film, television, and online videos became the lens through which I interpreted the world. Stories offer me the unique opportunity to experience perspectives beyond my own and I constantly seek out others who shared that same sense of connection. I find that my fascination with these stories ultimately define my identity not only as an individual, but as a designer. In *Press Play*, I investigate how design can be used to create spaces for sharing passions and foster human connection through collective storytelling.

Press Play explores how design, particularly through motion and video, can serve as a tool to cultivate conversation. "Press" is representative of the journalistic coverage I collect and "play" refers to my reinterpretations and recontextualization of the content. By creating time-based narratives, motion allows me to reinterpret for the screen in engaging ways. Through interviewing and collecting stories from others, I weave personal accounts into my work to develop collaborative narratives. I examine how design can be curated to create spaces where individuals can indirectly converse with others through shared passions. In a digital age that often prioritizes individuality, I aim to encourage curiosity and the discovery of new perspectives, ultimately unifying an audience through narrative movement.

Research Questions

How can design create spaces for collective conversation?

How much overlap is there between film and design? Can there be a balance of both?

How can media be recontextualized in different spaces for different audiences?

What does it mean to design as curator?

Research

Eyecandy

EYECANDY

ARRIA, ATERED STATE ANAMATION ANTHROPO ARC ARCHIEFATIBE BOLT CAM BOOMBARG BERADOWN BILLET THE CAMERA ROLL GENERAL PRANIMO CHORGE ON DEMANGANH COSECPE FOLLAGE COOR SHIT CONNEYOR CORNEL CULTURE BATAMOSH DORRAM BOTROTIONS BOLLY DOLLY DOLLY DOOM BOOME DOLLY CONNEYOR FORMED CHEER CONTROL BOTTON BOUNDED ON THE PROPERTY FOR THE PARKET AND THE PARKET AND THE PARKET AND THE PARKET AND THE PARKET SHE FOR THE PARKET BASED ON THE PARKET BATAMOSH DISCONDER FOR ANY SHE FOR THE PARKET BASED ON THE PARKET BATAMOSH DATE OF THE PARKET BASED ON THE PARKET BASED ON THE PARKET BATAMOSH MARCH BOOM SHE MARCH BASED MARCH BOOM MARCH BASED ON THE PARKET BASED WITH SHE PARKET SHE PARKET BASED SHE DOUGH TERESTAL PROTOGRAMMETRY PATOGRAPHY FOR ANY SHE TRANSPORT SHE PARKET BASED SHE DOUGH TERESTAL PROTOGRAMMETRY PATOGRAPHY FOR ANY SHE TRANSPORT SHE PARKET BASED SHE DIGHT BASED SHAT DOUGHT SHE PARKET SHE PARKET BASED S





Art of the Title

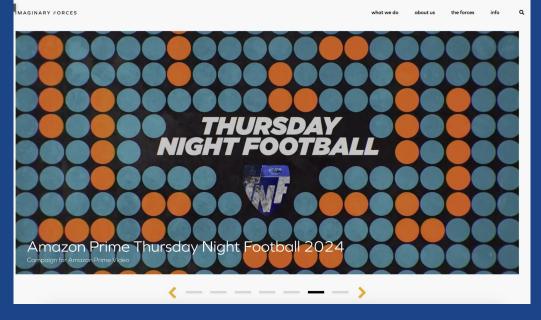






Imaginary Forces

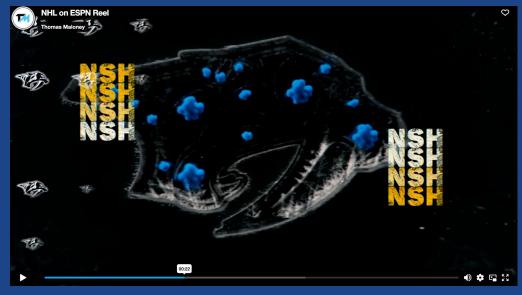




Thomas Maloney



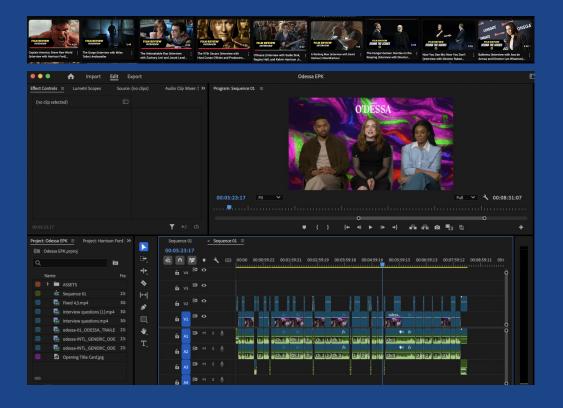






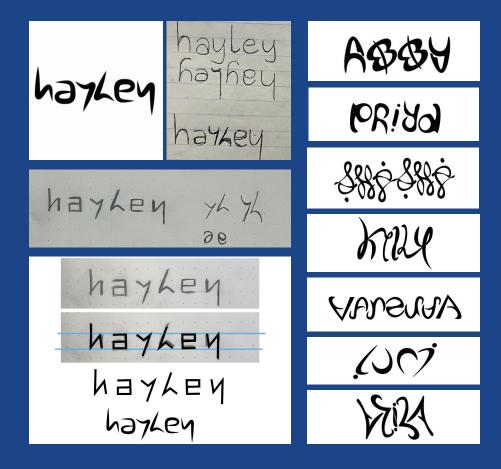
FILM REVIEW

Film Review Internship

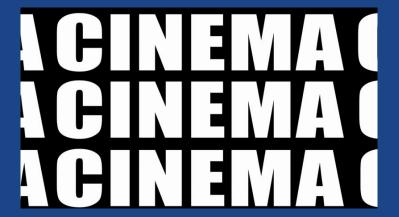


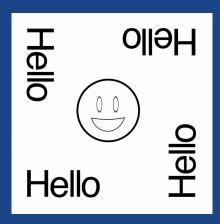
Experiments

Ambigrams



Kinetic Type









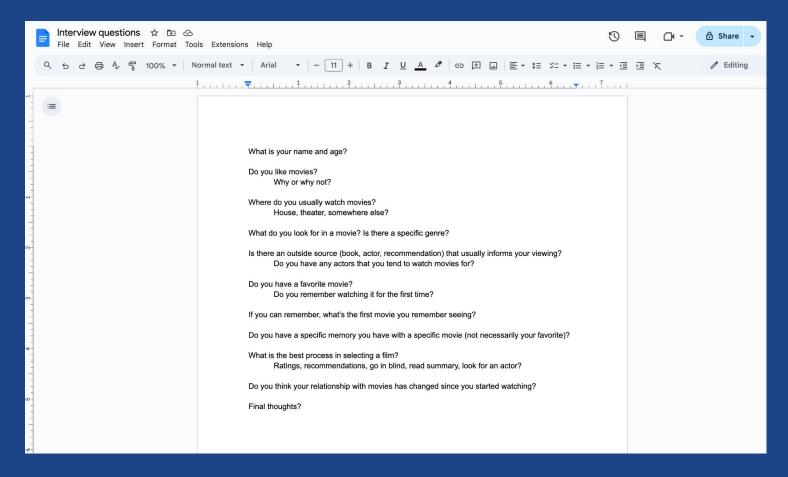


Mini Interview

Press Play

Press_Play.mov

Creating questions



Conducting interviews







Elizabeth, 78

Kayla, 11 + Anna, 13

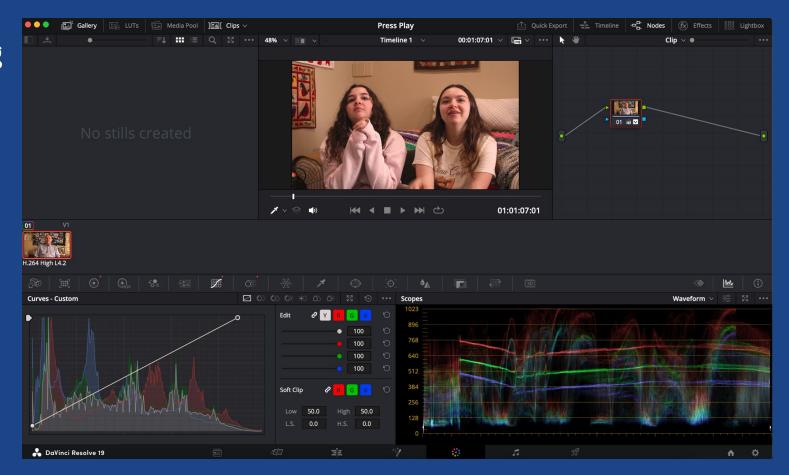
Peter, 82

Editing in Premiere

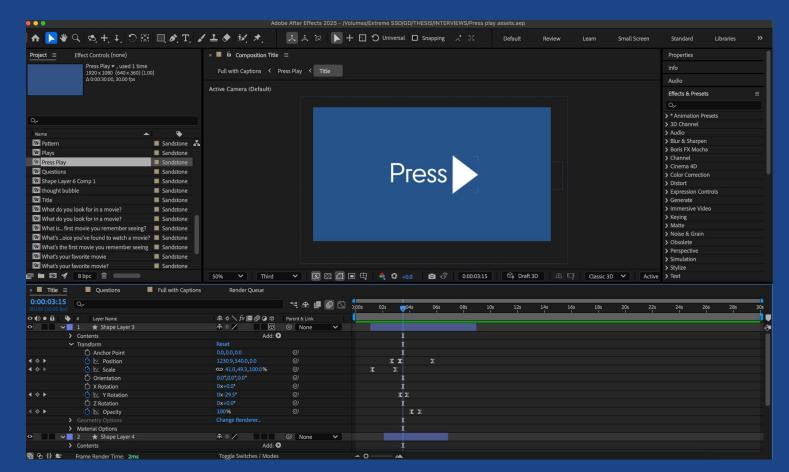


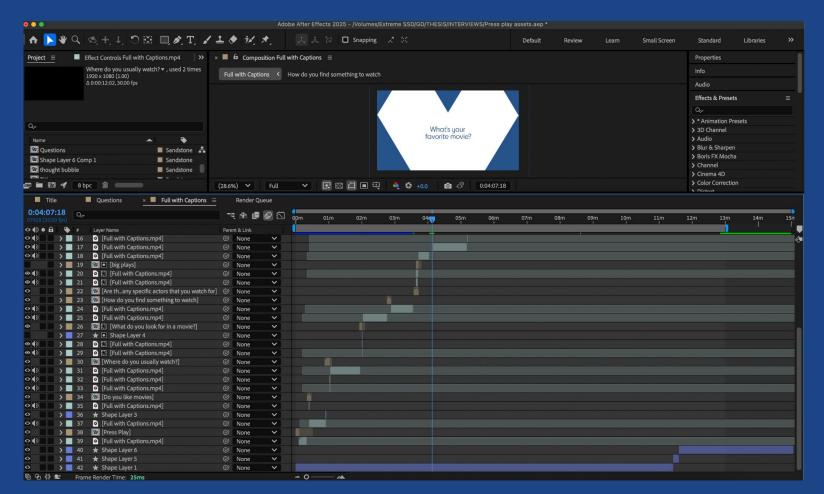


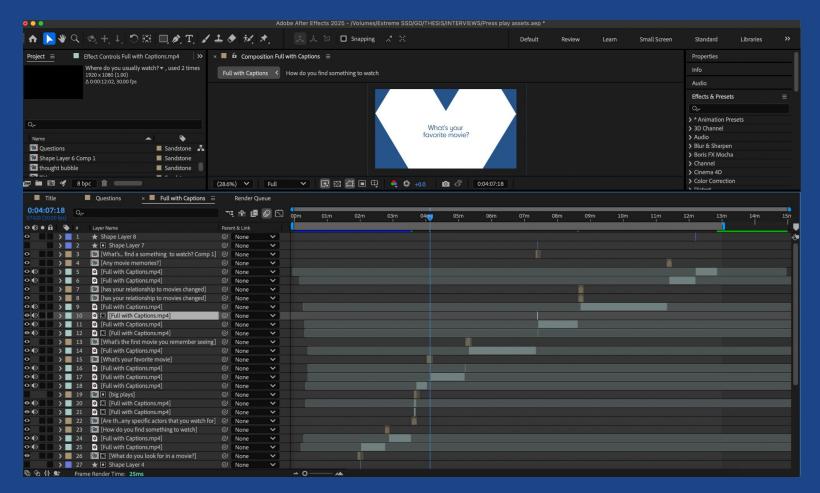
Recoloring in DaVinci Resolve

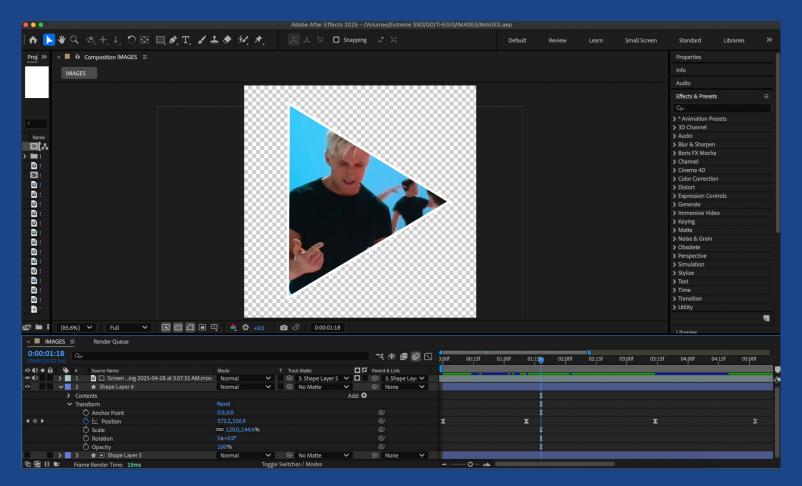


Designing in After Effects

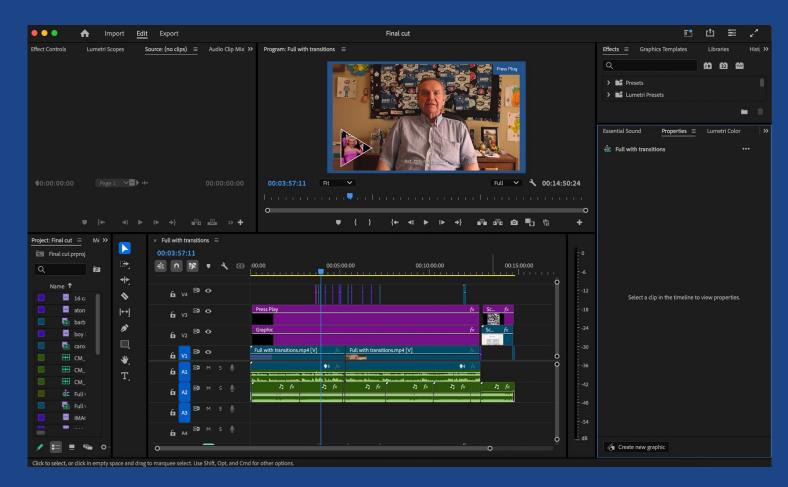






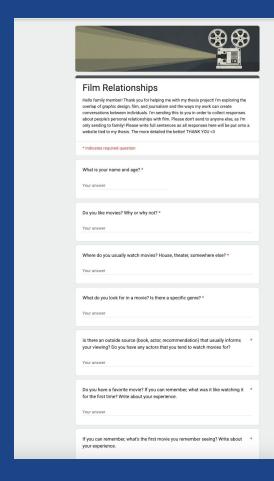


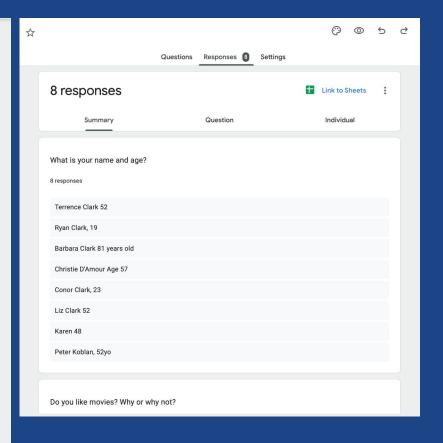
Combining everything



Within a Single Frame

Google Form





First Drafts



Within a Single Frame

What does the relationship to film look like within a family? This exploration of individual experiences and personal narratives is revealed through a series of individual interviews.

Movies are not only a fun pastime, but way to bond with people you love.

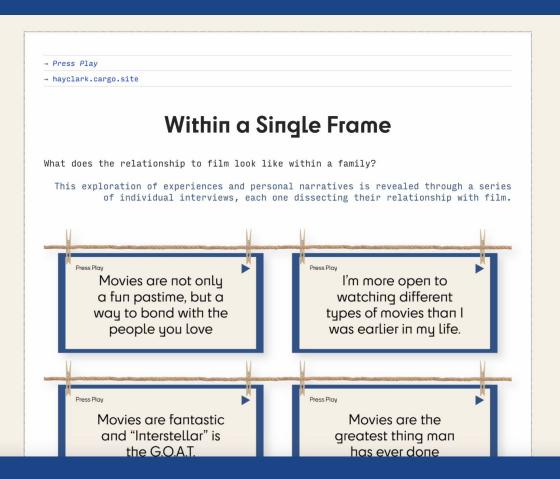
I'm more open to watching different types of movies than I was earlier in my life.

Movies are fantastic and "Interstellar" is the GOAT.

Movies are the greatest thing man has ever done.

While I'm pretty

Movies are a wall







Nine Days (2020)

Is there an outside source (book, actor, recommendation) that usually informs your viewing? Do you have any actors that you tend to watch movies for?

Most films I discover via word of mouth, a friend or coworker watched it and it seems interesting, stuff like that. I do look on Letterboxd, see what's trending and what has good reviews. I have a few actors and filmmakers I like to follow. I think Adam Driver is one of the best actors working today and I'll definitely give anything he's in a try. I follow Noah Baumbach's career really closely, he's a writer/director whose voice really resonates with me. There are a few other actors that'll influence me to watch something, I think Seth Rogen has a fascinating career, Ethan Hawke is excellent, Kyle Maclachlan, Tom Cruise is the coolest person alive.

Is there an outside source (book, actor, recommendation) that usually informs your viewing? Do you have any actors that you tend to watch movies for?

Most films I discover via word of mouth, a friend or coworker watched it and it seems interesting, stuff like that. I do look on Letterboxd, see what's trending and what has good reviews. I have a few actors and filmmakers I like to follow. I think Adam Driver is one of the best actors working today and I'll definitely give anything he's in a try. I follow Noah Baumbach's career really closely, he's a writer/director whose voice really resonates with me. There are a few other actors that'll influence me to watch something, I think Seth Rogen has a fascinating career, Ethan Hawke is excellent, Kyle MacLachlan, Tom Cruise is the coolest person alive.

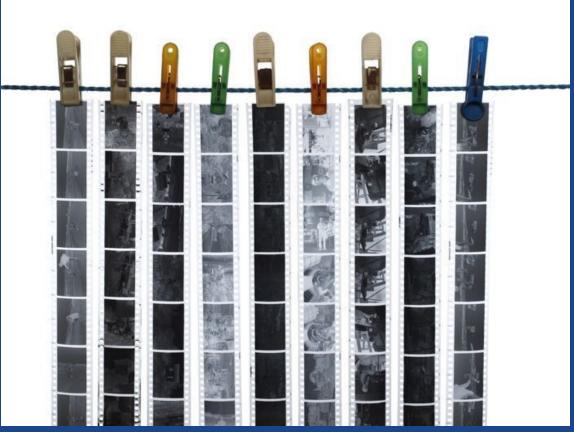
Do you have a favorite movie? If you can remember, what was it like watching it for the first time?

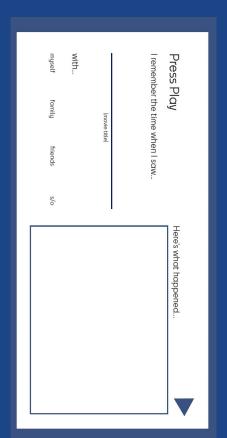
I bounce back and forth between a few, these days I say Twelve Angry Men (1957) or Nine Days (2020). I first saw Twelve Angry Men as a play at a local theater when I was 12 and I was blown away by the story, it was so simple yet so complex. When I learned there was a film I of course had to see it, unbeknownst to me it's widely regarded as one of the best films of all time. I distinctly remember watching it with a friend at his house for a sleepover. Two 12 year old boys absolutely entranced by this black and white 1957 legal drama.

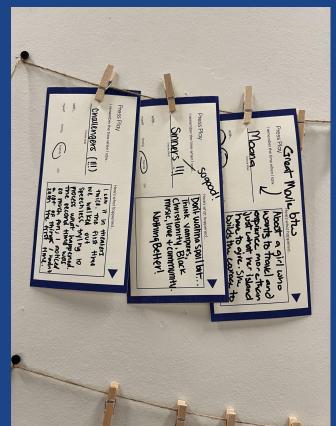
Nine Days is a different story. I knew almost nothing about the film going into it, watching it on my laptop in bed through a screening link I bought from the Hamptons International Film Festival. I had decided on it because the general description sounded interesting and I liked the stars Winston Duke, Zazie Beetz, and Benedict Wong. I was woefully unprepared for how the film would impact me. It was a confusing time in my life, and this beautiful story about how precious life is and what we have to do with the time we get shook me to my core. It would be months before I'd get to watch the film again, and luckily I loved it just the same. I told everyone I knew about it, hoping others could see the beauty in it that I did. It never really took off and didn't leave a cultural impact but it's something I think about on a daily basis and I think that's pretty priceless.

Press Play (Extended)











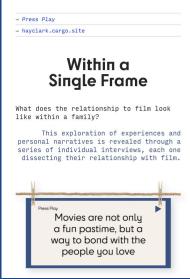
Thesis Book

Overall

"I want my design work to converge between the graphic design world, the film industry, and possibly in the journalism field..." Experiential

Motion
Igniting
Identity
Collective conversation
Experimental recontextualization





| Press Play I remember the time when I saw | | | | Here's what happened | • |
|---|--------|---------|-----|----------------------|----------|
| | (moste | titlel | _ | | |
| with | family | friends | s/o | | |

Thank You