

*Chasing the spiral* was created for an assignment that required us to build an interactive digital artefact that explores the theme of 'Ways of Being' using JavaScript and the p5.js library. My interpretation of the theme 'Ways of Being' centres around the idea that we, as humans, live life in a state of anticipation. The theme made me think of a song by Delta Goodrem, called *Play*, which samples a talk by Alan Watts, called *the playful universe*. In this talk Watts describes the universe as "basically playful" and goes on to speak about the human view of life as a journey with a purpose at the end, and the goal being to get to that end, and thus "missing everything by expectation".

A source of inspiration for my artefact is the Hubble Deep Field image, in my piece I created a star-scape inspired by this image. I aim to make the viewer feel as though my animation is building towards a sort of finale, but the finale will never come, mirroring the way we live in expectation of a finale that never arrives.

My initial idea for this work involved a sequence, beginning with a spinning car wheel which would proceed to morph through to other shapes including, a pottery wheel, and a Fibonacci spiral. This idea stemmed from the concept of living with anxiety, and how it can feel like a spiral tightening around you. I decided against this idea as I struggled to link it back to the theme, 'Ways of being.' The symbol of the spiral comes from the John Green novel, *Turtles all the way down*, where the protagonist repeatedly refers to her anxiety as a spiral tightening around her, specifically from the quote "Spirals grow infinitely small the farther you follow them inward, but they also grow infinitely large the farther you follow them out." I carried this sentiment into my final idea, of space, and how galaxies are shaped like spirals, and how looking out at a night sky can feel like following 'the spiral' outward.