Yinan (Nancy) Xue

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EDUCATION EXPERIENCES

Parsons School of Design at The New School Bachelor of Fine Art, Design and Technology Naiwai King's Collage School High school degree

New York, NY Aug 2023 – (Expectedly May 2027) Wuxi, CN Sep 2019 - Jun 2023

PROFESSIONAL EXPERIENCES

Jiangnan University Program

Wuxi, CN

Learner and Researcher

Jun 2022 – Aug 2022

- Actively participated in lectures delivered by Professor Wu Youxin, gaining insights into the realms of consumer segmentation, packaging design, and brand communication design.
- Investigated effective methods and strategies for designing brand communication materials to establish a compelling and consistent brand identity.

Student-led Art CCA (Co-Curricular Activity)

Wuxi, CN

Leader

Designer

Oct 2020 – Jun 2022

- Responsible for organizing and overseeing the school's art club, focus on middle school students
- Provided a platform for middle school students to channel their artistic enthusiasm

Yearbook Project Wuxi, CN May 2020 – Jun 2021

Responsible for the layout design and editing of the G10-12 section during 2020-2021 semester

- Worked collaboratively with fellow team members, photographers, and editors to integrate diverse elements into the design seamlessly
- Contributed to the successful publication of the yearbook, capturing and commemorating memorable moments for students in grades 10-12

ARTSITIC EXPERIENCES

Bardo Anthology Book Cover/Poster Design - Group Project (Studio)

New York, NY

Group member

23Fall week 9-10

- Responsible for background design of hero/monster themed poster project
- Winner of the poster contest
- Showcasing the team's collaborative abilities and creative thinking

Mask Making – Peer to peer (Studio)

New York, NY

Partner

23Fall week 5-8

- Using design thinking to create personalized masks based on interviews with partner
- Resonate with a broader audience experiencing similar issues across the human spectrum
- Facilitated a deeper understanding of peer-to-peer dynamics and the nuanced nature of social identities

Evolution / Development – Cartography (Drawing/Imaging)

New York, NY

Individual

23Fall week 4-7

- Utilize analog drawings as a starting point to map out an inventive comprehension of light in Photoshop
- Employ Photoshop to manipulate value, light logic, and surface textures in a digital format
- Fostered a comprehensive understanding of light and its visual representation on a two-dimensional canvas.

SKILLS

Languages: English, Mandarin (native)

Skills: Adobe Photoshop, InDesign, Illustrator, Blender

Dear Spark Grant Proposal Committee,

I am a Chinese student currently pursuing my Bachelor of Fine Arts degree in Design and Technology at Parsons School of Design. With educational experiences spanning creative disciplines from traditional art practices to emerging technologies, I have cultivated versatile skills including graphic design, photography, animation, and filmmaking.

My artistic interests lie at the intersection of technology and society. I create multimedia installations, short films and animations that explore themes of cultural identity, human connection, and our relationship with technology in the modern world. I bring together with installations, hand-drawn visuals, and metaphorical storytelling to convey the complex emotions around feeling "othered" and the universal desire to belong.

I am particularly passionate about leveraging the connection between art and technology, thoughtful design to foster human understanding. My artistic goal is to spark introspection and empathy regarding social divides, which I believe can motivate positive change. I find inspiration from observing subtle human interactions and am always seeking new forms to give an authentic voice to shared human experiences.

The ethos behind my art directly aligns with the social impact goals of your grant. My proposed installation project aims to illuminate issues of accessibility and "othering" faced by disabled individuals, which remain overlooked by much of society. Through an immersive multi-sensory environment contrasting audible personal narratives and physical obstacles, I want to cultivate empathy regarding the marginalization of disabled people throughout history until today. My message is one of recognizing our shared humanity despite differences in ability or identity. I aim to motivate my audience to reflect on their own biases, reconsider prevailing social stereotypes and take action to build a more inclusive world for all.

I am confident my unique background and artistic mission make me well-suited to execute this impactful project thoughtfully and creatively. I greatly appreciate your consideration of my proposal and welcome any questions you may have.

Sincerely, Yinan

ID: N00809855

SPARK GRANT Project Statement

Please provide a concise overview of your project, including its intended final manifestation:

In this project, I would study the theme of "Injustice." that explore how groups of people with disabilities have historically been marginalized and "otherized'. It will be an installation art project on the rights of persons with disabilities. It will use repetitive crutches that symbolize the appearance of disabled objects, to form paths that even normal people find difficult to walk that enhance their empathy.

Please provide a more comprehensive project description, encompassing the envisioned final form:

The art project aims to delve into the theme of "otherization", focusing on the people with disabilities who have long suffered from marginalization and discrimination. Presented in the form of an art installation, using symbolic objects such as crutches to create a path that would be difficult for the average person to walk, to highlight the unique challenges faced by people with disabilities. Visitors will experience the difficulties of people with disabilities in completing daily tasks through interactive games. I expect this installation to sensitize the public to the needs of people with disabilities, foster empathy, and inspire individuals to reflect on prejudices and take practical action to advance the rights of people with disabilities. This is essential not only for people with disabilities themselves, but also for building a just and inclusive society. Through this art installation, I hope the audience can deeply realize that disabilities should not be an obstacle to individuals' pursuit of self-realization, and that every person with disabilities should enjoy equal opportunities for education and employment. When societies eliminate prejudice, provide fair treatment and comprehensive support, people with disabilities will have more opportunities to realize their self-worth and make unique contributions to society.

Situate your work within its contextual framework. For instance, what major influences shape your project, and how does your prior work contribute to your current endeavor?

I'm inspired with the exhibition "Green Varnish" at the Contemporary Art Museum-St. Louis. The "Green Varnish" exhibition explores the relationship between humans and the environment, emphasizing the impact of human activities on the environment. This can resonate with the "otherization" theme explored in my project, as environmental issues also often first and most severely affect vulnerable groups. The "Green Varnish" exhibition contains some interactive installations for visitors to experience polluting the environment. I can also set up interactive experiences in your project for visitors to empathize with the situation of people with disabilities.

Describe the innovative and imaginative elements of your project, both in terms of content and form. Please provide specific details:

In term of content, the project has a deep "otherization" theme at its core, focusing on the marginalization and discrimination that persons with disabilities have long suffered. Through difficult paths and interactive games constructed with symbolic crutches, the audience is intuitively guided to the complex challenges of living with people with disabilities, prompting deep thinking about their needs.

Formally, the project uses installation art as a means of expression, using symbolic crutches and difficult paths to convey information through sight and touch. Interactive games use participatory experience to perceive the difficulties of disabled people in completing tasks through actual participation and narrow the distance between the audience and the theme. This unique combination makes the project both profound in content and engaging in form, prompting the audience to think deeply.

What are your aspirations regarding the impact your project will have?

A \$50,000 grant will fund my project, allowing me to further expand the scale and impact of installation art. Funds will be used to elaborate and produce more engaging installations to enhance viewers' insight into the experiences of people with disabilities. In addition, funding will be used to drive broad social engagement, including partnerships between schools, communities and institutions, to expand the project's reach.

It is hoped that through this grant, the project will stimulate a broader public reflection on the challenges faced by persons with disabilities and inspire a social resonance for inclusion and equality. The impact of the project will go beyond individual experiences to reach the entire level of society, raising profound concerns about the rights, dignity and equality of persons with disabilities. Through the establishment of partnerships, the project is expected to spark useful dialogue in the cultural, historical and public spheres, and to drive the evolution of society in a more inclusive and just direction. Ultimately, this grant will be an important opportunity to build a society that understands, respects and supports people with disabilities.

Identify the specific target audiences or communities you aim to engage with through this project, going beyond the broader artistic community where applicable. How do you plan to reach them?

Specific target audiences include local art students, community school educators, and members of disability services. By working with local schools and universities to integrate exhibitions into educational programs, students are encouraged to engage in discussion and art practice. Establish close ties with service organizations for persons with disabilities, through professional seminars and symposia, deeply understand the needs of persons with disabilities, and ensure that the project creation is in line with the actual situation. Use social media and offline outreach to focus on specific communities, especially those vulnerable to marginalization, to stimulate their interest and desire to participate in the project. In this way, the project can think more critically into the community, build a close connection with the audience, and achieve a profound impact on the perception of society.

Which venues do you consider ideal for presenting your work?

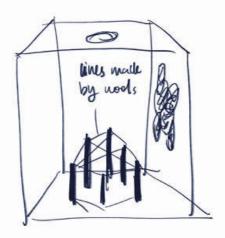
I would choose Central Park as a showcase with unique advantages. Central Park is one of New York City's most iconic public Spaces, attracting millions of visitors and residents each year. By displaying works here, art can be integrated into People's Daily lives and social awareness of disability issues can be raised. Second, the diversity of Central Park allows the project to reach people from all backgrounds, including tourists, residents and students. This helps to promote intercultural dialogue and a deeper understanding of disability issues among different groups. Finally, the open-air environment of Central Park creates an open, free atmosphere that complements the interactive and participatory nature of the installation. This will allow the audience to interact with the work more freely, triggering deeper reflection and discussion.

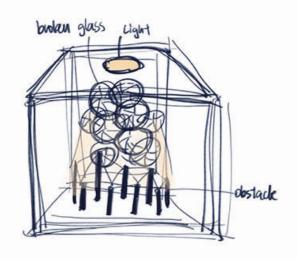
In what ways do you anticipate your proposed project fostering your artistic and professional development? How is it a pivotal moment in your creative journey?

This project is pivotal for my artistic growth as it challenges me to engage with pressing social issues, refining my ability to provoke critical dialogue through art. Collaborations with institutions broaden my professional network, fostering opportunities for future impactful projects. By integrating inclusive elements, this venture extends my commitment to socially engaged art. It marks a strategic shift in my creative journey, pushing boundaries and solidifying my role as an artist dedicated to using the medium for nuanced social commentary.

This project is an important attempt to explore my art. By deeply studying the social issue of "otherization" and transforming it into a perceptual installation art language, I hope it can expand my creative vision and enrich my thinking about the relationship between man and environment, individual and collective. At the same time, this combination of social and interactive installation creation is also a new breakthrough in my artistic practice. Through this project, I look forward to exploring richer artistic languages such as atmosphere creation, sound and light effects, and accumulating experience in matching installations with sites. All these will promote my professional growth and enrich my artistic expression means. If the project is realized, I also hope that it can arouse more audiences' attention to the disabled community, so that my creation can play a positive role in promoting social change.

Initial Sketch



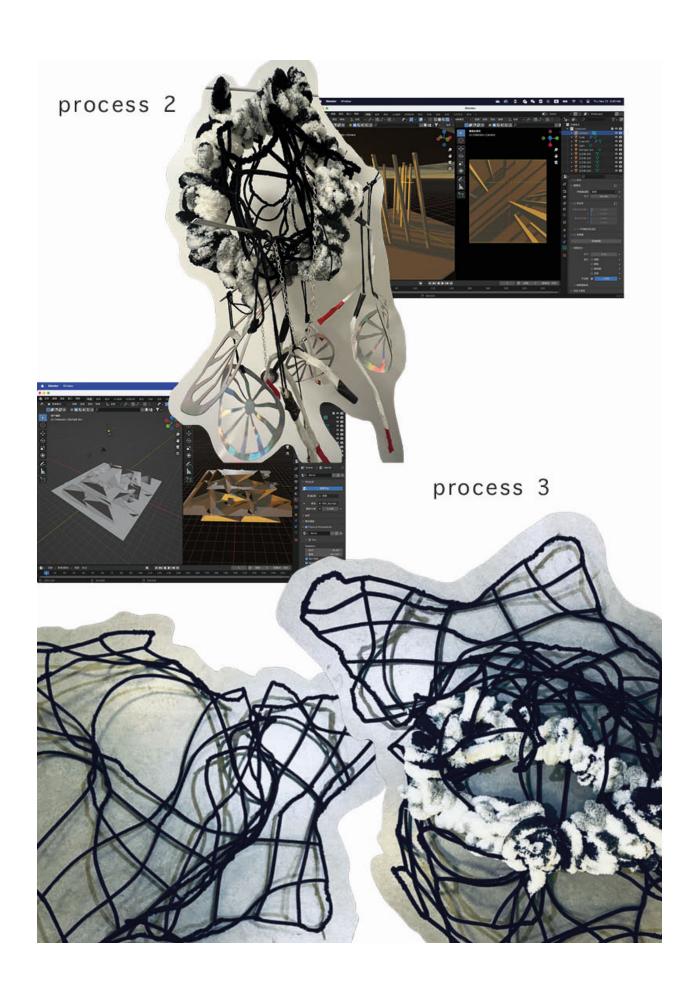


process 1







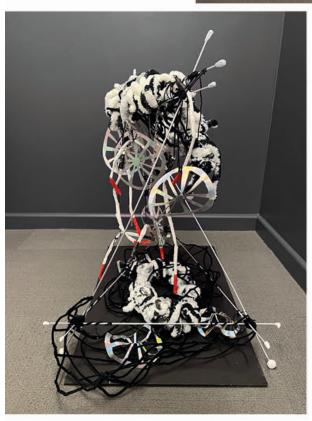


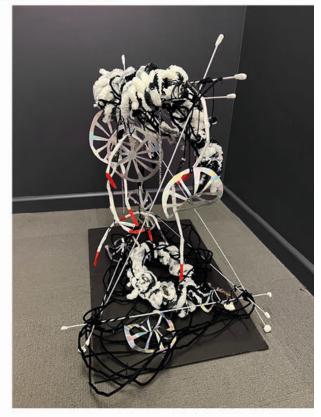
Final Output











Budget

| Installation Art Production: | |
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| <u>Design Costs</u> | |
| Professional graphic designer: | \$3,000 |
| Graphic design software licenses: | \$2,000 |
| <u>Production Expenses</u> | |
| High-quality canvas and paint: | \$4,000 |
| High-quality reinforcement material: | \$7,000 |
| High-quality welding material: | \$3,000 |
| <u>Installation Costs</u> | |
| Technicians for installation: | \$2,000 |
| Equipment rental for lighting and audio effects: | \$5,000 |
| Social Engagement and Partnerships: | |
| Event Organization | |
| Venue rental proposal for Central Park: | \$200 |
| Transportation costs: | \$500 |
| Workshop and Talk Costs | |
| Speaker fees or honorariums: | \$1,500 |
| <u>Collaboration Enhancement</u> | |
| Printing of collaboration agreements: | \$2,000 |
| Promotional items for partners: | \$3,000 |
| Advocacy and Promotion: | |
| Promotion Material Production | |
| Printing of posters, banners, and flyers: | \$4,000 |
| Design and printing of business cards: | \$2,000 |
| Exhibition Brochure Costs | |
| Printing detailed exhibition brochures: | \$2,500 |
| Graphic design services for brochure layout: | \$2,500 |
| Digital Media Content Creation | |
| Videography and editing services: | \$3,000 |
| Social media management tools and software: | \$2,000 |
| Total: | \$49,200 |

Bibliography

- 1.Gething, Lindsay. "Judgements by Health Professionals of Personal Characteristics of People with
 - a Visible Physical Disability." Social Science & Medicine 34, no. 7 (1992): 809-815.

Summary: This study examines judgements and attitudes towards people with physical disabilities by analyzing how health professionals perceive personal characteristics of disabled people. The study found biases exist even among professionals.

Relevance: Providing evidence of stigma and misconceptions about disabled people that awareness campaigns could help address.

2.Maria Larsson Lund and Lexell, Jan. "Relationships between Participation in Life Situations and Life Satisfaction in Persons with Late Effects of Polio." Disability and Rehabilitation 31, no. 19 (2009): 1592-1597

Summary: This study finds level of participation in major life activities is a significant predictor of life satisfaction for polio survivors, emphasizing ensuring community accessibility.

Relevance: Bringing awareness to participation barriers for disabled individuals can elicit public support for reducing restrictions.

3.Scotch, Richard K. "Politics and Policy in the History of the Disability Rights Movement." The Milbank Quarterly 67, no. 2 (1989): 380–400.

Summary: This article provides an overview of the history of disability rights activism in the U.S., analyzing key legislation, social trends, advocates and obstacles related to the movement. Relevance: This history gives important context for understanding the marginalization disabled people have faced and their ongoing fight for equal rights and societal inclusion, which connects directly to my project's theme.

- 1.Carter, Erik W., Diane Austin, and Audrey A. Trainor. "Factors Associated With the Early Work Experiences of Adolescents With Severe Disabilities." Intellectual and Developmental Disabilities 49, no. 4 (2011): 233-247.
- 2.Lindsay, Sally. "Discrimination and Other Barriers to Employment for Teens and Young Adults with Disabilities." Disability and Rehabilitation 33, no. 15-16 (2001): 1340-1350.
- 3.Roulstone, Alan and Thomas, Pam and Balderston, Susie. "Between hate and vulnerability: unpacking the British criminal justice system's construction of disablist hate crime" Disability & Society 26 no.3 (2011): 351-364
- 4.Scior, Katrina. "Public Awareness, Attitudes and Beliefs Regarding Intellectual Disability: A Systematic Review." Research in Developmental Disabilities 32, no. 6 (2011): 2164-2182.