

Life is Mystery

—Reconstructing Everyday Life Where Mystery Reincarnates—

Shuri Ikeno

Mysteries have long fascinated people through their inherent uncertainty and ambiguity, often presented in media such as books and games as puzzles solved for satisfaction upon resolution. In the field of Human-Computer Interaction (HCI), there's a shift toward embracing mysteries as experiences that celebrate the incomprehensible, aligning with anti-solutionist strategies that promote thought and curiosity without direct solutions, and resonating with design fiction's critical viewpoints on social issues.

Life is Mystery is a concept that integrates inexplicable phenomena into daily life to enrich experiences and foster continuous curiosity. This research aims to reconceptualize everyday spaces as canvases for emergent 'mystery experiences,' where context-aware interventions encourage perpetual reinterpretation. By embedding inexplicable elements into ordinary environments, we transform mundane spaces into sites of playful ambiguity and communal interaction. This approach expands discourse on anti-solutionist and design-fiction methodologies, providing tangible evidence of their impact. Demonstrating how integrating mysteries into daily life promotes sustained curiosity and enhances well-being clarifies how this practice reframes the relationship between humans, technology, and the material world. It highlights mysteries' potential to challenge conventional perceptions and encourage deeper engagement with our surroundings.

To efficiently implement "Life is Mystery" (LiM) without excessive human effort, we developed the Mystery Creation System (MCS), a voice-based tool leveraging Large Language Models (LLMs) to generate and embed mysteries, significantly reducing idea generation time. In this system, the roles are divided between mystery creators and recipients—the designated creators use the MCS to generate mystery ideas and incorporate them into the recipients' daily environments. In a 14-day experiment, participants living with these mysteries began perceiving familiar objects differently and engaged more actively with their environments. While the MCS effectively streamlined the creation, our findings indicate that to maximize their effectiveness and ensure they resonate deeply with individuals, it is crucial to improve the design and presentation of these mysteries from the recipients' perspectives through personalization and thoughtful tailoring. Collaborating with computers to generate mysteries brings sustained surprise and emotional richness to daily life. "Life is Mystery" offers a novel way to enrich life by transforming mundane environments into spaces of wonder. Future research will focus on validating these findings in diverse settings and among varied participant groups to assess the generalizability of the results. We aim to optimize the level of automation within the MCS to balance efficiency with the need for personalization.

(指導教員 Yoichi Ochiai)