



M. Nabil Oktanuryansyah, M.Ds.
Universitas Multimedia Nusantara
Indonesia

Alpha & Luminance 2024



Alpha and Luminance, 2024

An interactive projection mapping artwork showing four stages of Sufism: Sharia, Haqiqa, Tarqa, Ma'rifa. This installation using light projection, sound, and sensors. So it creates an immersive spiritual experience.

The Waterfall

Represents Sharia, a spiritual teachings that flow and guide the journey.

The Tree

Symbolizes Haqiqa: Strength, growth, and a firm foundation in faith.

The Mirror

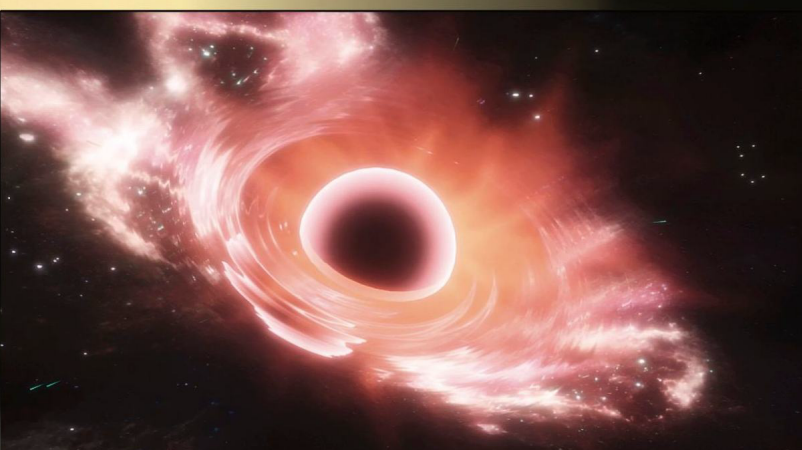
Represents Tariqa: self reflection & Inner truth.

The Space

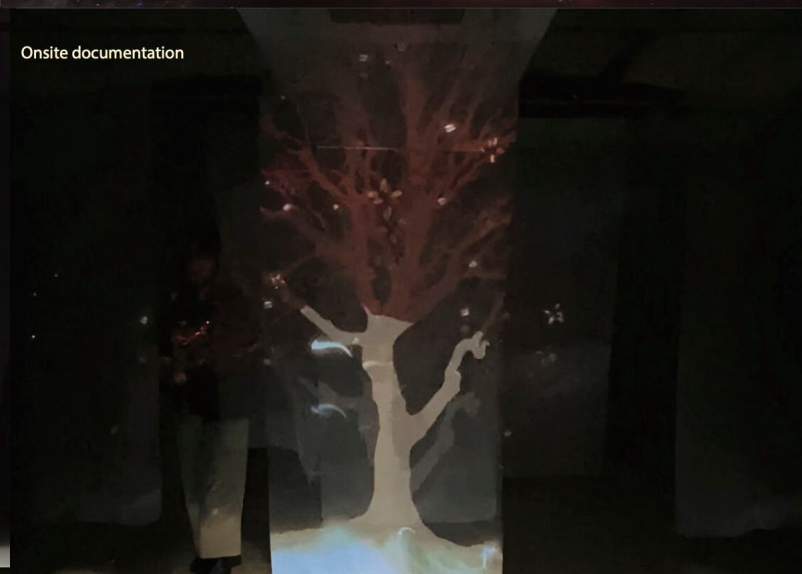
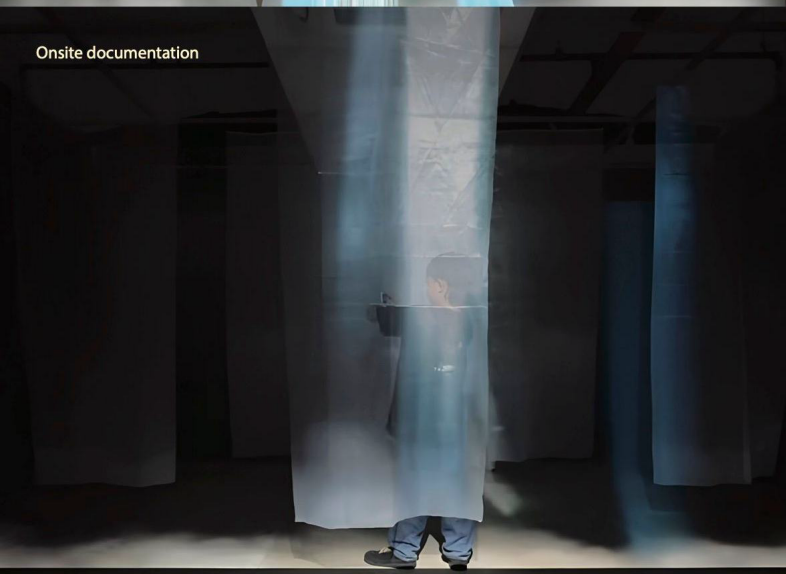
Ma'rifa. The vastness and power of the divine.



Onsite documentation



Onsite documentation



Alpha and Luminance Art Installation 2024

Muhammad Nabil Oktanursyansyah, M.Ds.

This study explores the relationship between user immersion and symbolic interpretation in an immersive media art installation titled Alpha and Luminance (2024). Employing an explanatory sequential design, the research combines quantitative analysis using the Presence Questionnaire (PQ) with qualitative content analysis through code mapping of visual and experiential elements. Data were collected from seven respondents who engaged with the virtual environment, followed by thematic coding of their reflective responses. The PQ results revealed a moderate-to-high level of perceived presence, with an average score of 82 out of 133, indicating that the installation effectively facilitated sensory and navigational immersion. The integration of both immersion and symbolic interpretation points to a layered affective experience, where sensory engagement and cognitive reflection are intertwined. The study concludes that a meaningful immersive experience arises not merely from technological presence but from the structured interaction between embodied perception and conceptual depth.

Sustainable Development Goal(s) Relevancy

Goal 11: Cities and Communities

References

- Meijers, M. H. C., Lemmens, J. S., Lu, Y., Newman-Grigg, E. R., Lan, X., Blanken, T., & Hendriks, H. (2024).
Let's talk about climate change: How immersive media experiences stimulate climate conversations. *Journal of Environmental Psychology*, 92, 102163.
<https://doi.org/10.1016/j.jenvp.2024.102163>
- Lin, Q., Qiu, Y., & Liu, W. (2020).
Affective visualization in virtual reality environments: A framework for emotional interaction.
arXiv preprint, arXiv:2012.08849.
<https://arxiv.org/abs/2012.08849>
- Radianti, J., Majchrzak, T. A., Fromm, J., & Wohlgenannt, I. (2020).
A systematic review of immersive virtual reality applications for higher education: Design elements, lessons learned, and research agenda. *Computers & Education*, 147, 103778.
<https://doi.org/10.1016/j.compedu.2019.103778>



Author

Muhammad Nabil Oktanursyansyah, M.Ds.

Author Role

Academic Staff

Author Affiliation

Universitas Multimedia Nusantara

Country

Indonesia

ORCID Number

0009-0006-5112-2739

Short Biography

Nabil is a design practitioner with a strong interest in exploring user-centered design and experience. He is also passionate about producing electronic and experimental music. Currently, he is a lecturer in Visual Communication Design at Universitas Multimedia Nusantara, where he is actively developing the Immersive Design course. His current research focuses on interactive media design, combining creative technology with experiential storytelling.



Title

Alpha and Luminance Art Installation 2024

Production Process Years

2024

Publication Year

2024

Publication Details

Location : Harmoni Istiqlal, Jakarta, Indonesia
Date : November 2024-February 2025

Publication Media

Interactive Projection Mapping on Polyester

Recognition

-

Grants

-

Additional

-