

Anglicise Me | Official User Manual & Terms of Service

“Redefine who you are, find the perfect match.”

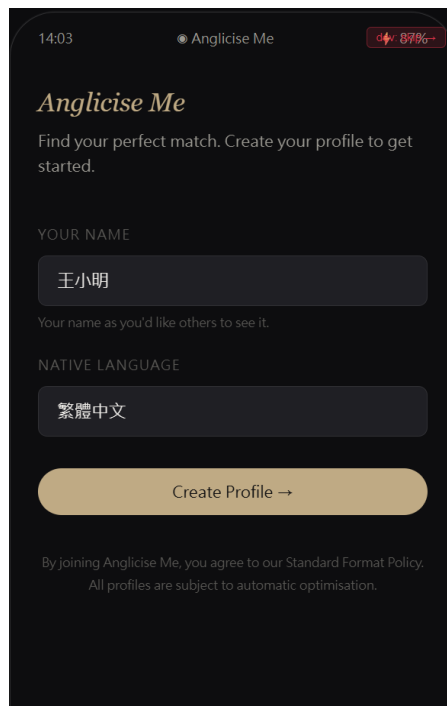
Welcome to *Anglicise Me*, a fictional interactive matching application designed to bridge cultural, linguistic, and historical divides. This manual will guide you through our powerful “Global Standardisation Algorithm” as you embark on a journey of self-reconstruction.

⬇️ Click here to explore the anglicised world with us: ⬇️
<https://willowy-pithivier-18849c.netlify.app/>

STEP 1: Onboarding & Profile Creation

1. Enter your actual name during registration
2. Enter your mother language

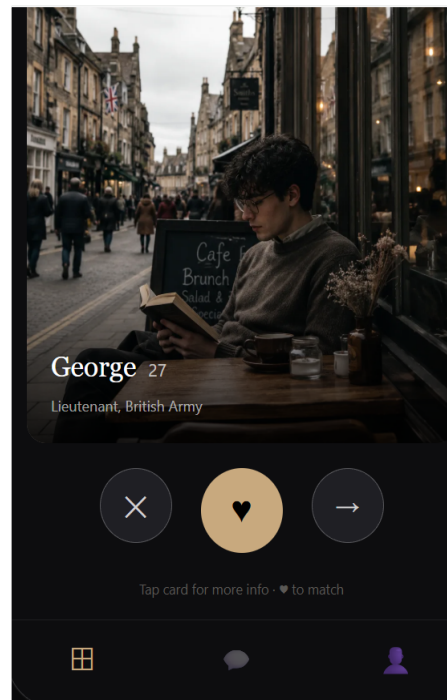
Example:

A screenshot of the Anglicise Me app's onboarding screen. The screen has a dark background. At the top, it shows the time 14:03, the app name 'Anglicise Me', and a battery level of 87%. The main heading is 'Anglicise Me' in a gold-colored serif font. Below it, the text reads 'Find your perfect match. Create your profile to get started.' There are two input fields: 'YOUR NAME' with the text '王小明' and 'NATIVE LANGUAGE' with the text '繁體中文'. Below these fields is a gold button labeled 'Create Profile →'. At the bottom, there is a small disclaimer: 'By joining Anglicise Me, you agree to our Standard Format Policy. All profiles are subject to automatic optimisation.'

STEP 2: Pick your match

1. Scroll through the candidates by pressing the 🔄 mark, and pick the one that you're most interested in.
2. Press the ❤️ mark to start the conversation.

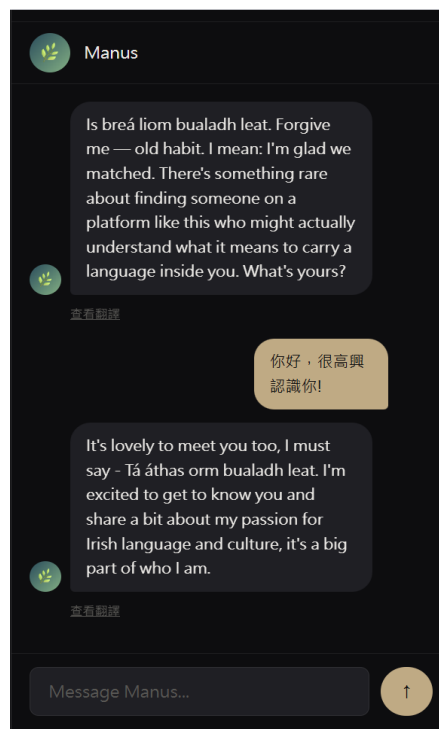
Example:



STEP 3: Start Experiencing!

1. Feel free to use any language you're comfortable using. Our app features a built-in translation tool to help you communicate more smoothly.

Example:



APP Concept and Inspiration

In Brian Friel's masterpiece *Translations*, the relationship between Maire and Yolland serves as a poignant manifestation of how intimacy is shaped, challenged, and ultimately strained under differing cultural and linguistic backgrounds. Their tragic romance vividly illustrates that language is never just a neutral tool for communication, but the very container of identity, memory, and power.

In today's world, everyone is looking for connection and intimacy. But even though technology connects us instantly, we still struggle with the same old problems: misunderstandings, language barriers, and failing to truly understand each other. We like to think modern technology brings us closer, but it actually creates new, hidden ways to control how we interact.

This irony is the driving inspiration behind *Anglicise Me*. By translating a 20th-century Irish literary text into the framework of a trendy, modern dating app, we aim to recreate the historical and social atmosphere of colonial Ireland through a medium that users engage with every day. Through the interface of swiping, matching, and clinical, automated translations, players do not merely read about cultural hegemony. They experience it first-hand as their own names are altered and their mother tongues are systematically restricted.

Through this APP, we want to provoke a critical reflection on our modern relationships: In our current quest for intimacy, how often do we allow algorithms to standardize our emotions? In our daily communication, do we still encounter the very same cultural and linguistic walls that Maire and Yolland faced centuries ago?

Design Concept 1: First-Person Experience

Unlike traditional interactive narratives, where players simply "watch a character's fate unfold," the first phase of this project uses a "first-person controlled" design logic:

- Players do not just watch Maire's name get changed; they personally experience this process of cultural aggression.
- Players are not just reading an academic paper on systemic exclusion. They are inside the game, experiencing firsthand what it feels like to survive and try to fit in as a minority culture.

To connect the second stage of the APP, we want users to experience Maire's situation in person first. After realizing how cultural and language hegemony in the older days affected

the establishment of intimacy, users can better resonate with the sorrow and helplessness of Maire's story.

Design Concept 2: Translation Framework

1. Linguistic Translation

In *Translations*, the character Maire's name is changed to Mary, and the place name *Baile Beag* becomes *Ballybeg*. Our app embodies this experience during the "Registration" phase: whenever a player enters a name containing non-English characters, the system automatically "optimizes it into a standard format." Moreover, while players can use their native language in the chatroom and rely on translation to communicate, the automated translation function only provides literal translation, stripping away any deeper cultural nuances or subtexts.

2. Identity Translation

In this context, translation is not a neutral act of mediation. It is a form of systemic violence. The app's "automatic corrections" of names, chat languages, linguistic habits, and tones serve as a direct, interactive demonstration of this theoretical concept.

Collaboration with AI tools:

We used ChatGPT to help generate character visuals corresponding to the play, and Claude to help write the basic framework of the program before repeatedly testing and executing it. The following is the record:

1. Claude: <https://claude.ai/share/b779a9a3-b1f5-4269-a569-fdb104d611a4>
2. ChatGPT: <https://chatgpt.com/share/6a3d4c95-6890-83ee-be76-4a484f2977ba>

This project is based on our own understanding and interpretation of the play. We collaborated critically with AI by carefully examining its responses. As demonstrated in the record, we didn't simply accept everything without question. All scripts and plots are designed by us. AI only fills in the skills we don't have, such as programming and drawing.

Division of Labor Chart

黃詩貽 B12102068	Programming + Design ideas
施宜姍 B12102033	Conversation Script + Design ideas
劉珮瑩 B12102018	Proposal + Design ideas

