Visitor's Guide:

It is like any other regular park where we can find unexplored durational 'mundane' perspectives- it would be inclusive if we intervene the initiative is just to browse the platform without any specific hetero-normative expectation. Inside, we will find multiple coordinates for public streaming along with the essential cross-narratives.

- Cyber Park is a combination of plural flexible spaces for the post-conceptual intellectual/creative resources.
- Around the cyber park, we have evolving pointers for mutual interaction and of course interconnecting pathways that will guide us towards the various trans-disciplinary corners.
- This is conceptually designed in the mode of open-source mapping. We consider it is one of the transparent ways to develop a new set of knowledge by connecting fragmented information from the diverse cultural cluster.
- While exploring the data we have realized that new knowledge is easier to understand and to remember when they are interdependent with each other with plural attributes(interest/curiosity/ tendency) so that we have created a complex algorithm during our concept mapping by applying 20perpective along with 100 unique keywords.
- Eventually, we embedded arrows between the ideas that are related. You can also find numerous hotspots with curatorial concerns where we proposed to arise questions regarding this so-called embedded new-normal humxn culture.

The Key Characteristics of a cyber park
- **Nodes:** Nodes are the oval(text in the red color) that represent the artist/practitioner's perspective. All the nodes are hyperlinked with a dedicated room*. Inside the room, we can find a set of perspectives in a combination of audio/visual data. Consider this set of data as a nucleus proposition by the artist/practitioner.

  Example: [Islands of Our Bodies]

  ***Room:** Inside the park, we have 6 dedicated rooms - every single room is dedicated to a few artists/practitioners. We have distributed all the work into different rooms as per the nature of the perspective. All the room is dedicated to one mundane human quality/feelings/approach from the pre-new normal era. The Rooms are - '**Room for Solidarity, Room for Empathy, Room for Resistance, Room for Amnesia, Room for Reminense, Room for De-framing'.**

- **Cross-Links:** Every perspective is connected with a unique number with [+] sign (it is closely attached with Nodes) - it will lead us to the larger conceptual backdrop of the subject. The assigned number is crucial for the visitor because this number will assist the visitor to follow the individual artist's perspective at different points within the cyber park.

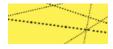 Example: +13 [Queen of Heaven]

- **Index:** Index is the group of eclipses(text in the black color) that represents the prereferral key areas that will help us to explore the artist/practitioner ideas from the plural tangent.

Example:

- **Propositional line:** It is a conceptual line & arrows that are connected with different nodes and other indexes - they are important in terms of relationship development between the subject and attributes.

Example:

- **Key Sphere:** Key Sphere is 3 meta-key frames (text in the white color on top of black eclipse) that hold the entire conceptual framework of a cyber park, the 3 meta-key frames are space, time, movement.

Example:

- **Curious Junction:** We can find several black hotspots that represent curatorial open-ended curiosity.

Example: