

Crab Burrow

What is my project about?

My project is a VR installation that will visualise information on fiddler crabs.

Why did I choose it?

I decided to do the project on fiddler crabs because I was immediately inspired by the conversation I had with Daniela. I was fascinated by the material she presented to us during our visit to Konstanz. Until now I had no contact with crabs, for this reason the animals were particularly interesting for me.

Idea/Concept

My idea is to create a "walk-in" burrow where an *uca pugilator* lives in. The burrow provides access to the beach where the mating behaviour of the crab is shown. Within the cave, the viewer experiences the living conditions of the female crab after she has retreated for the reproductive process. On the whole, my project should serve to make information visible and understandable. My project is based primarily on a paper by John H. Christy on *Burrow Structure and use in the sand fiddler crab, uca pugilator*. In my opinion, the information from the text cannot be better visualized in any place than in a crab burrow itself. With the help of a VR headset, viewers at the exhibition can explore the cave in larger-than-life size and navigate with the help of controllers. Depending on the tracking space available at the exhibition site, the visitor can walk through the burrow to visit the various virtual stations. These include stations on the species of *uca pugilator* in general, their mating behaviour, habitat and burrow construction, distinguishing between breeding burrows and temporary burrows. If the visitor enters a station, he can learn more about the topic through audio commentary. The individual stations only gradually become visible in the burrow and are activated by entering a certain area. In this way, the viewer is guided through the cave along a common thread.

Until the exhibition on site in Konstanz, I would like to add a few points to my project. For example, I will model the crabs in a bit more detail and incorporate more scientific material into the different stations.

