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People visit "You Underwater" room inside Youseum, in Solna, near Stockholm.



People visit the "Laundry room" inside Youseum.— AFP photos



The "Riviera Beach" room inside the Youseum, in Solna, near Stockholm.

'So cute!': Swedish selfie 'museum' gets super liked



People visit "You are Live" room inside the Youseum.



People visit "You are the Moon" room inside the Youseum.



People visit "You in the Clouds" room inside the Youseum.

A new selfie "museum" in Sweden is flipping the script by making visitors both the artist and the exhibit. The "Youseum" in Stockholm has no works of art on its walls. Instead its brightly-decorated rooms are meant to serve as fun backgrounds for visitors' selfies or videos. "You can take cool pictures and create cool content for your Instagram... This is the perfect place to do Tiktoks," manager Sofia Makiniemi told AFP as she showed off the "Emoji Room" filled with blue and yellow balls with smiley and frowning faces.

Other rooms let you bury yourself in candy-colored foam sticks, strike a pose under neon lights, or sit on a giant pink swing for your next profile picture. "You have the lighting, you have the Tiktok music, you have snacks, you have all the things that we like," said 18-year-old Zeneb Elmani, who was visiting with a group of friends. She loved its "2020s era" vibe.



Children play with blue and yellow balls in the "Youseum".

'Too late to worry'

For Makiniemi, the Youseum, which is in a shopping mall, lets visitors be the artists themselves, even though the typical influencer may not consider their pictures to be art. "It's an interactive museum where you can create the art you want to see," she said. The Youseum concept began in the Netherlands, where they are already two. With social media ever more ubiquitous, concerns have grown about its dangers, especially its impact on the mental health of

young people, in particular girls.

"It is a big part of our society today, so why not try to make it more creative," Makiniemi argued. The group of young women visiting when AFP dropped in were even less concerned about a darker side or rampant narcissism. "I think this place is cute for people who love to take pictures, like my friends...Oh my god it's so cute," said 18-year-old Chaymae Ouahchi. Though older generations may scoff at the

idea of a museum dedicated to the seemingly self-indulgent practice of photographing yourself, 70-year-old professor Bill Burgwinkle who was visiting with his teenage niece, said we should embrace it. "I think it's too late to worry. It's the way the world is now," he said, adding that the unorthodox museum seems to "serve its purpose".— AFP



A picture shows the "Neon room" inside the Youseum, in Solna, near Stockholm.

Squid Game season 2 not before late 2024

Fans of "Squid Game" had better not be holding their breath: creator Hwang Dong-hyuk has yet to write the script for season two and said Monday it would likely not be released before late 2024. "I have to work on season two. Hopefully I can show it to the fans by the end of 2024," the South Korean writer-director said at the MIPTV festival in Cannes in the south of France.

A day earlier at the adjoining Canneseries festival, he had admitted to writing only three pages of the script for the follow-up to the violent mega-hit. "Squid Game" features contestants from marginalized parts of society competing in traditional South Korean children's games for money-with the losers put to death. Netflix said in October that 142 million subscribers had watched the show-some two-thirds of its users-a

record that demands a second series. But Hwang originally wrote the show as a feature film in 2009 and was only convinced to make a TV series after Netflix arrived in South Korea in 2016. He said reworking the script for seven months was not pleasant. "It was hell. Maybe season two will be my last series," he said with a laugh.

There were plenty of benefits to success, however, with Hwang getting a chance to meet his "idol", Steven Spielberg, who told him he had binged

the whole show in three days. "He said he wanted to steal my brain," Hwang said. Hwang is also working on a film that sounds not too far removed from his hit show. "KO Club" is a film about killing old people, based on a book by Italian author Umberto Eco. Hwang said it was "even more violent than Squid Game". "I will need to steer clear of elderly people after its release," he added.— AFP



'Fortnite' maker raises \$144m for Ukraine

Video game maker Epic Games said Monday that \$144 million made from its popular "Fortnite" battle game will go to help the people of war-ravaged Ukraine. Epic committed the "Fortnite" proceeds from the past two weeks to humanitarian efforts in Ukraine and said that the Xbox gaming unit of Microsoft is doing the same. "Really incredible to see how the gaming com-

munity can have impact beyond the playing of games," Xbox head Phil Spencer responded to Epic's announcement about the donation on Twitter.

Battle royale game "Fortnite" boasts more than 350 million players worldwide, releasing a new season late in March. The game is free to download and play, with the company making money from optional transactions such as digital costumes for characters, dance moves for avatars and tournaments. Spencer thanked Epic for organizing the fundraising effort. The money raised is being routed to aid groups including UNICEF, the United Nations Refugee Agency and the World Food Program, according to Epic.—AFP