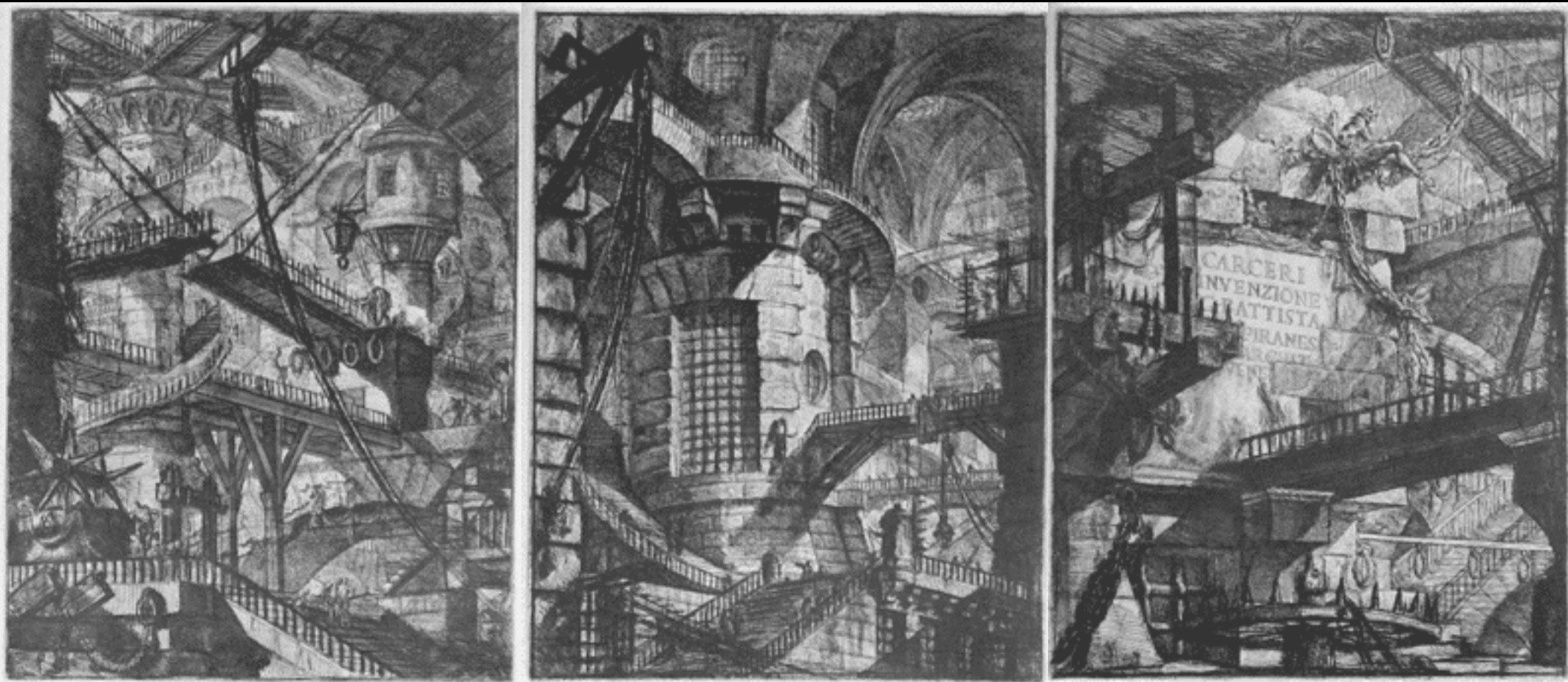




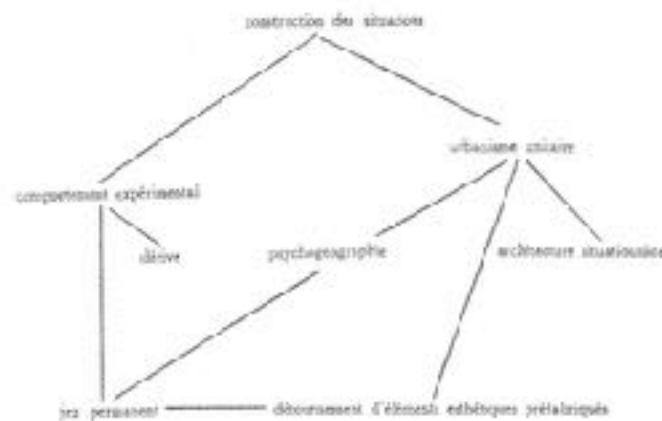
Piero della Francesca, Citta ideale, 1480



Piranesi, Imaginary Prisons, 1749-1750



Boulle, 1728-1799

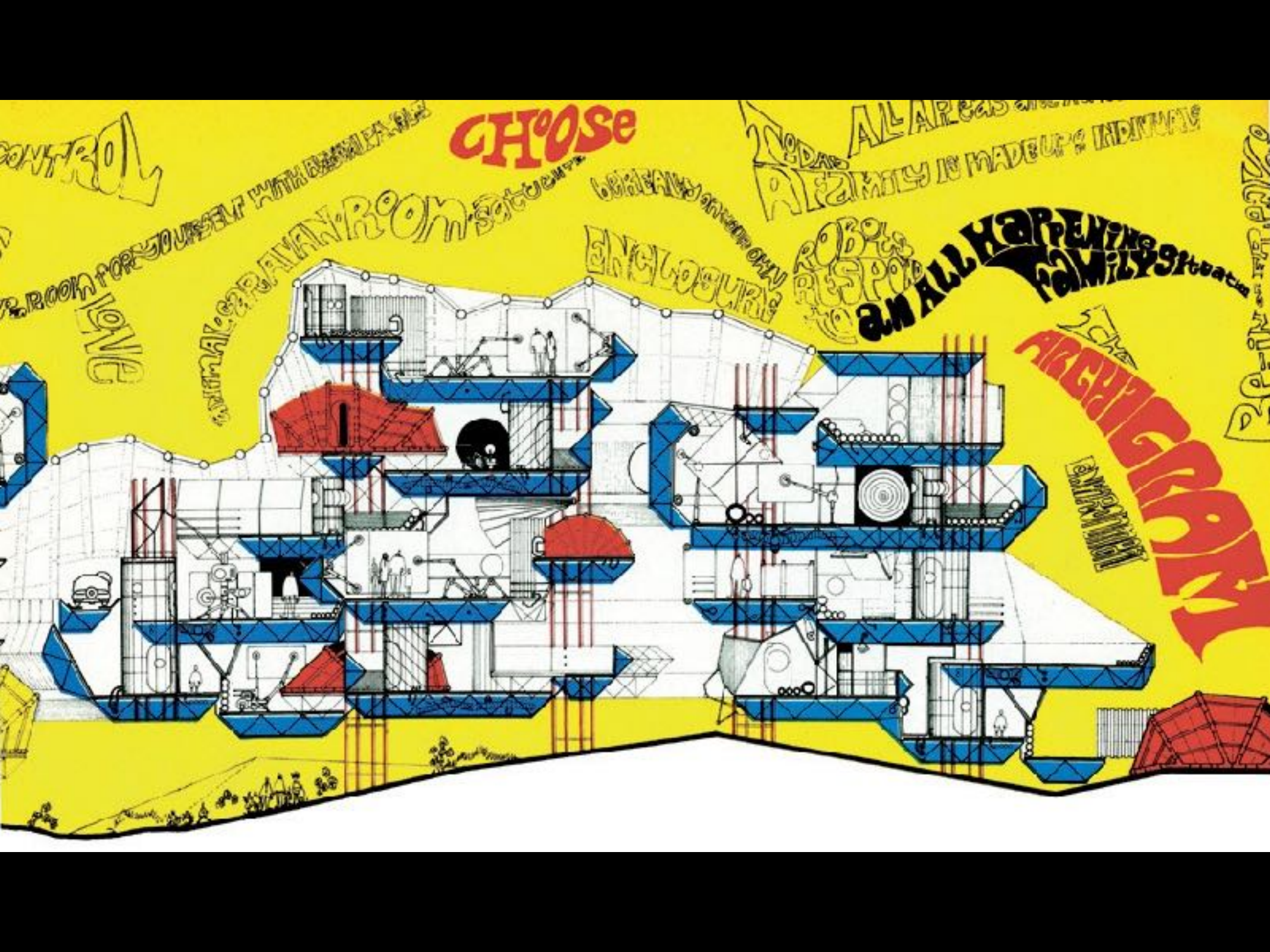


LA DISSOLUTION DES IDEES ANCIENNES VA DE PAIR AVEC LA DISSOLUTION DES ANCIENNES
CONCEPTIONS D'EXISTENCE :

INTERNATIONALE SITUATIONNISTE

The future cities we envisage will offer an original variety of sensations ... and unforeseen games will become possible through the inventive use of material conditions, like the conditioning of air, sound and light.

Constant, *Another City for Another Life*, 1959



CHOSE

an all happy family situation

ARCHITECTURE

ENCLOSURE

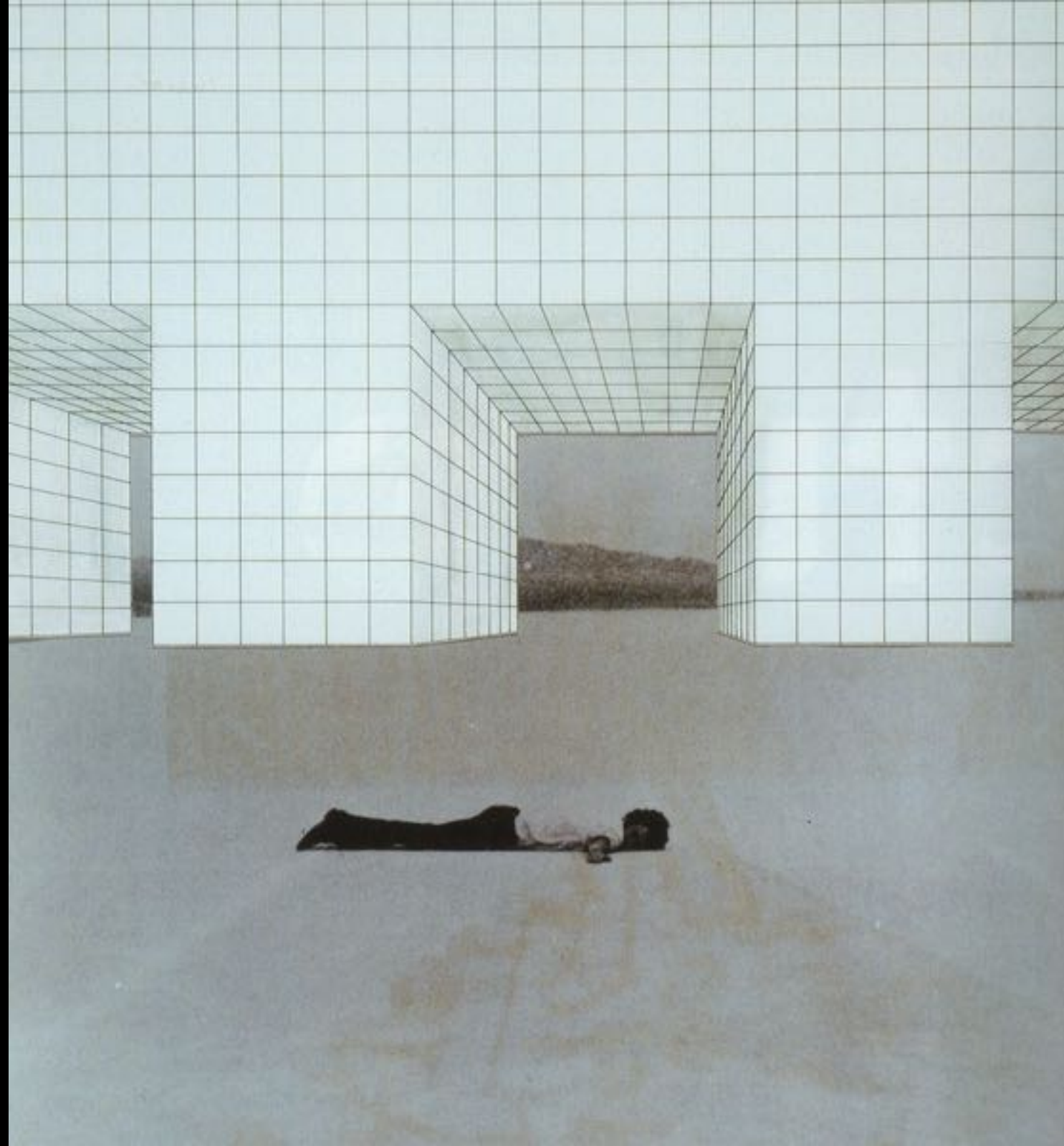
ROOM FOR YOURSELF WITH ROOM FOR ME



Continued 1964

EACH WALKING UNIT HOUSES NOT ONLY A KEY ELEMENT OF THE CAPITAL, BUT ALSO A LARGE POPULATION OF WORLD TRAVELLER-WORKERS.

A WALKING CITY

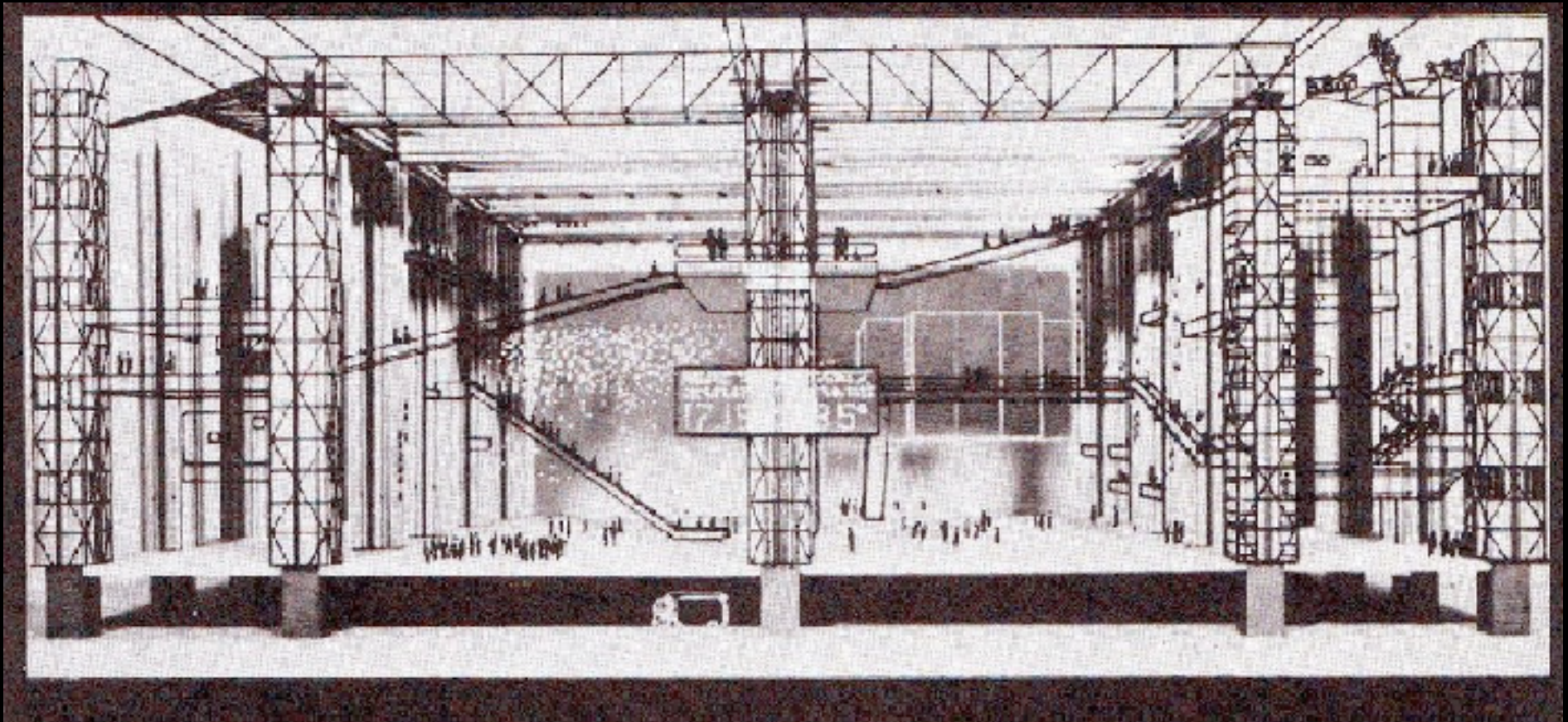












Fun Palace (Littlewood, Price, Pask 1968)

DESIGNING RESPONSIVE ENVIRONMENTS

COMPOSITION OF

MATERIAL/MEDIA

+

FEEDBACK

short

medium

long term

RESPONSIVE ENVIRONMENTS METAPHORES

INSTRUMENT (VNS)

ROBOT (Ada, robot inside out)

PHENOMENA (Gravicells)

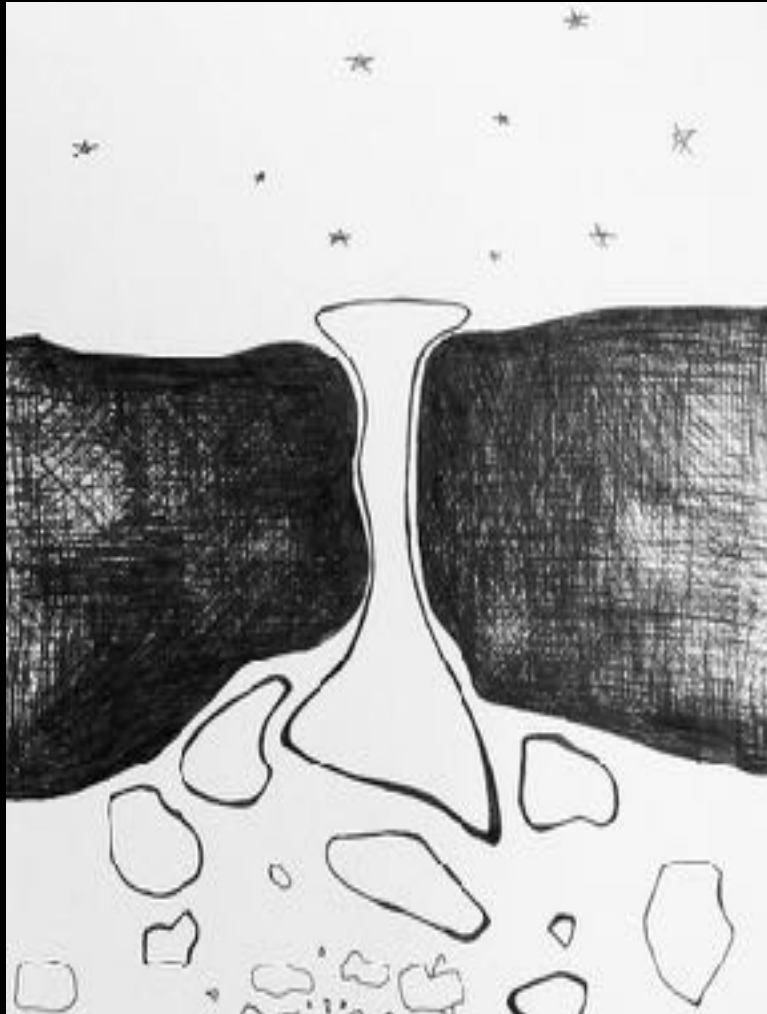
ANOTHER ENVIRONMENT (TXOOM, foam)

PLAYGROUND (Sensory Circus, TimesUp)

ANIMAL...

Composition through Materiality

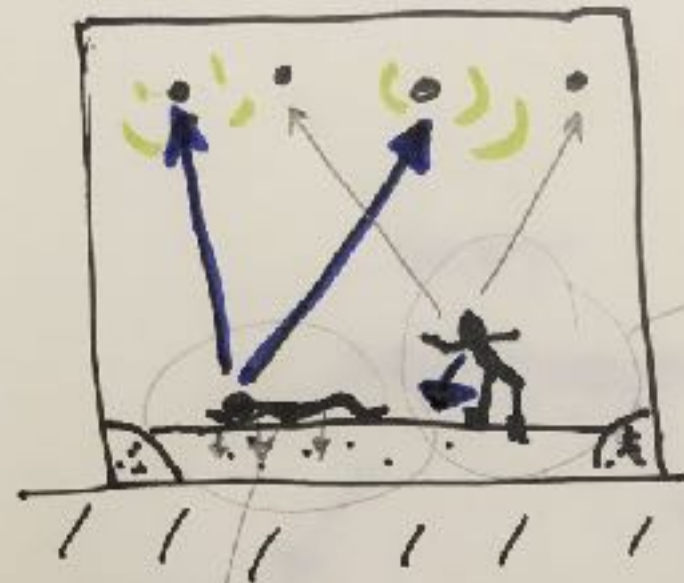




Syncoptic Structure, 2003

more info <https://web.archive.org/web/20081123085930/http://www.zero-th.org/SyncopticKarmen.html>

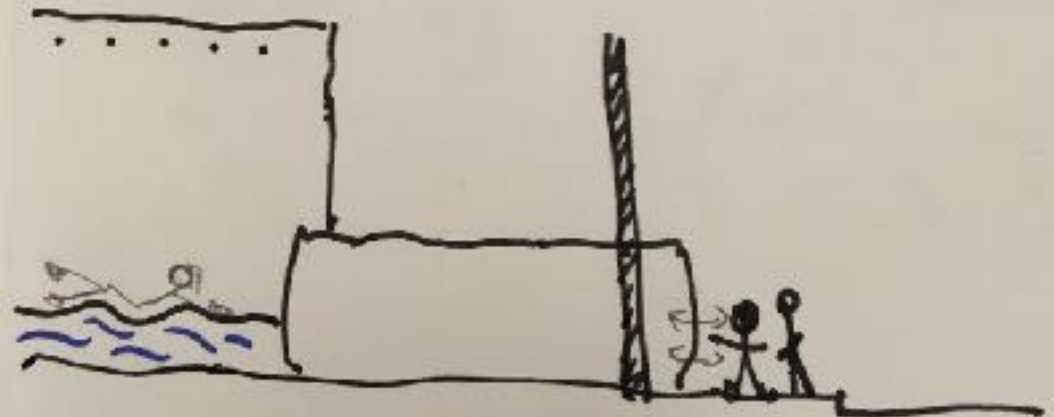
ontrol



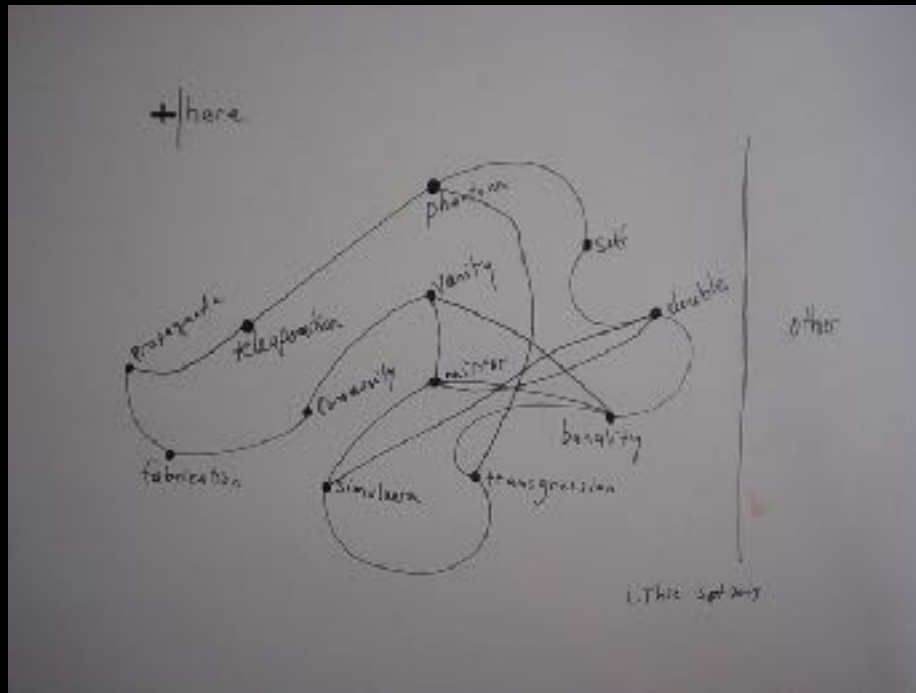
controlled by
water floor

controlling lights
but not noticing

controlling
the lights/sound



Syncoptic responsive environment

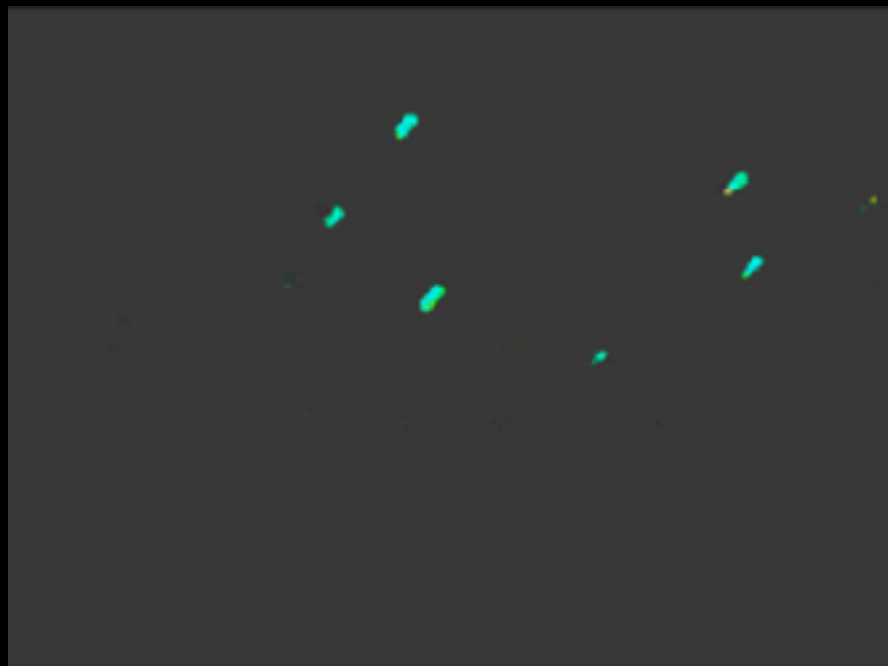


Nervus Avidus











Levels of Interactivity



Hinge Dimension, 2007

<https://web.archive.org/web/20160318180228/http://www.zero-th.org/ProjectsKarmen.html>

STATE: waiting to be activated



STATE: moving, few clusters



Levels of Interactivity



Recycled Soundscapes, 2004

more info <https://web.archive.org/web/20151117074835/http://www.zero-th.org/RecycledSound.html>

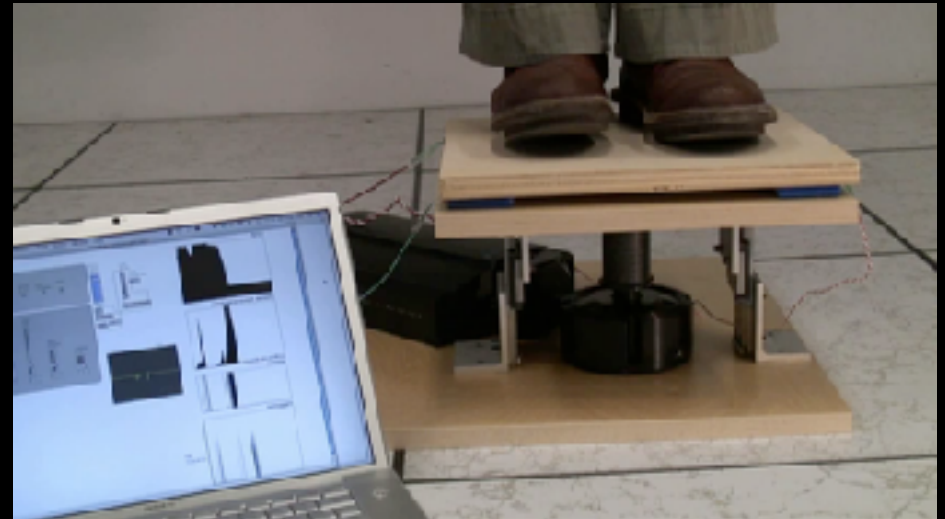
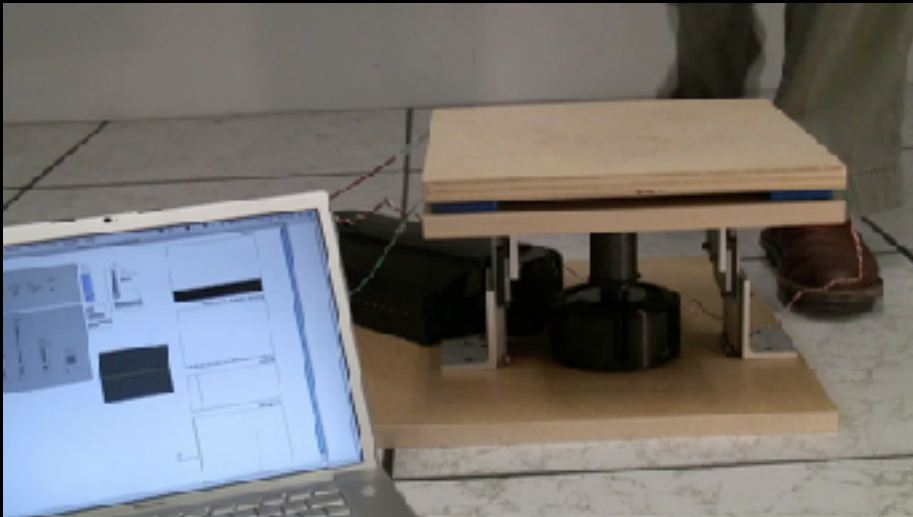
GESTURES are triggered/coupled to material world
(environments or objects)



GESTURES are triggered by social behaviour



GESTURES are triggered by feedback



Haptic Tiles, 2005-2015

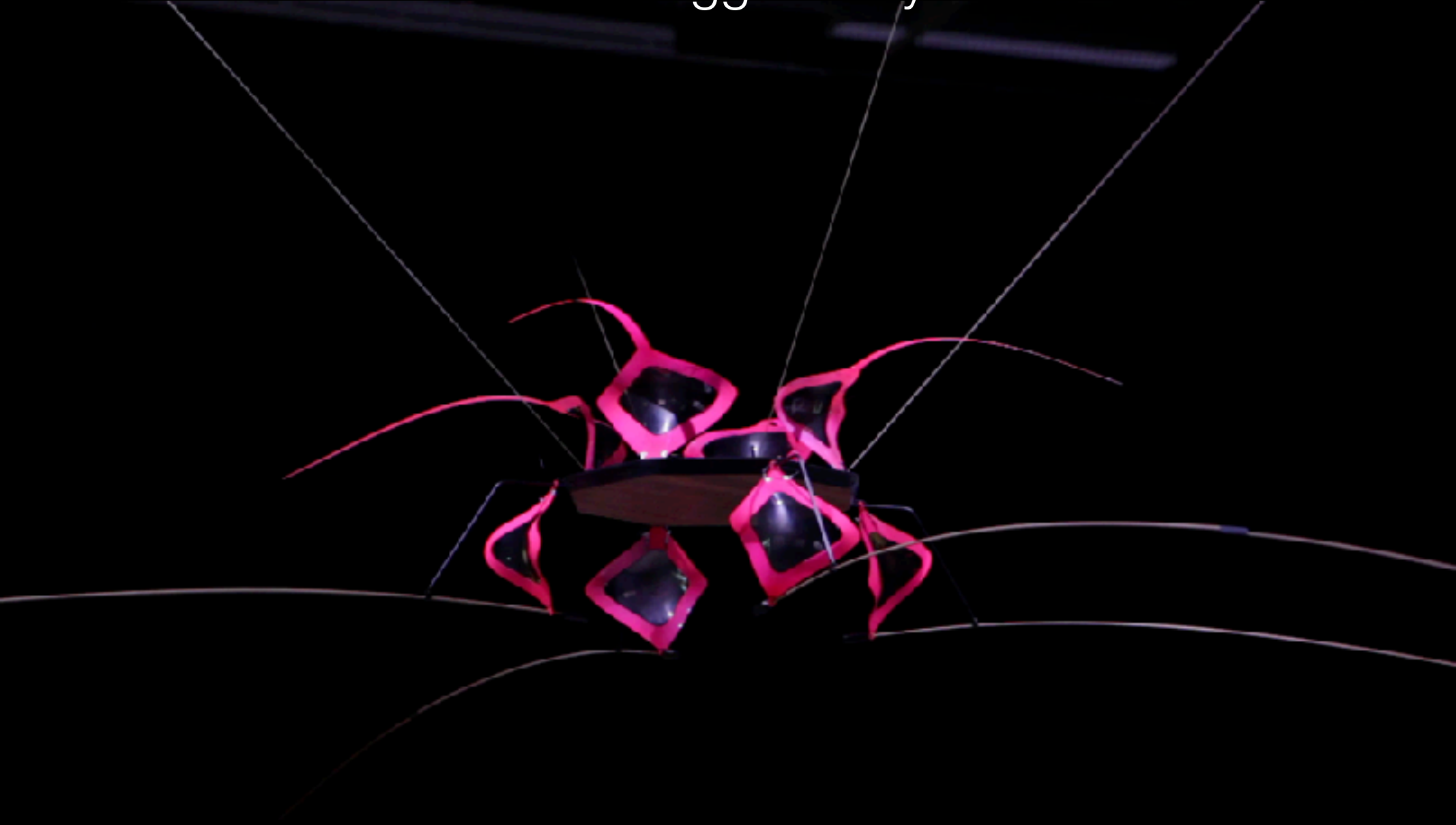
more info <http://www.zero-th.org>

GESTURES are triggered by feedback



K. Franinović, "Vibrant Ground: Floor as an Active Stage Player" in *Staging Space: The Architecture of Performance in the 21st Century*, Eds. J. Huang, A. Rey and S. von Fischer, Park Books, 2018.

GESTURES are triggered by movement



Voice(Body) Gestures

Video Documentation of
Blendie (2004)

Basic Interaction Design > Forms, Feedbacks, Gestures



Closing the Loop of Sound Evaluation and Design, 2006-2009

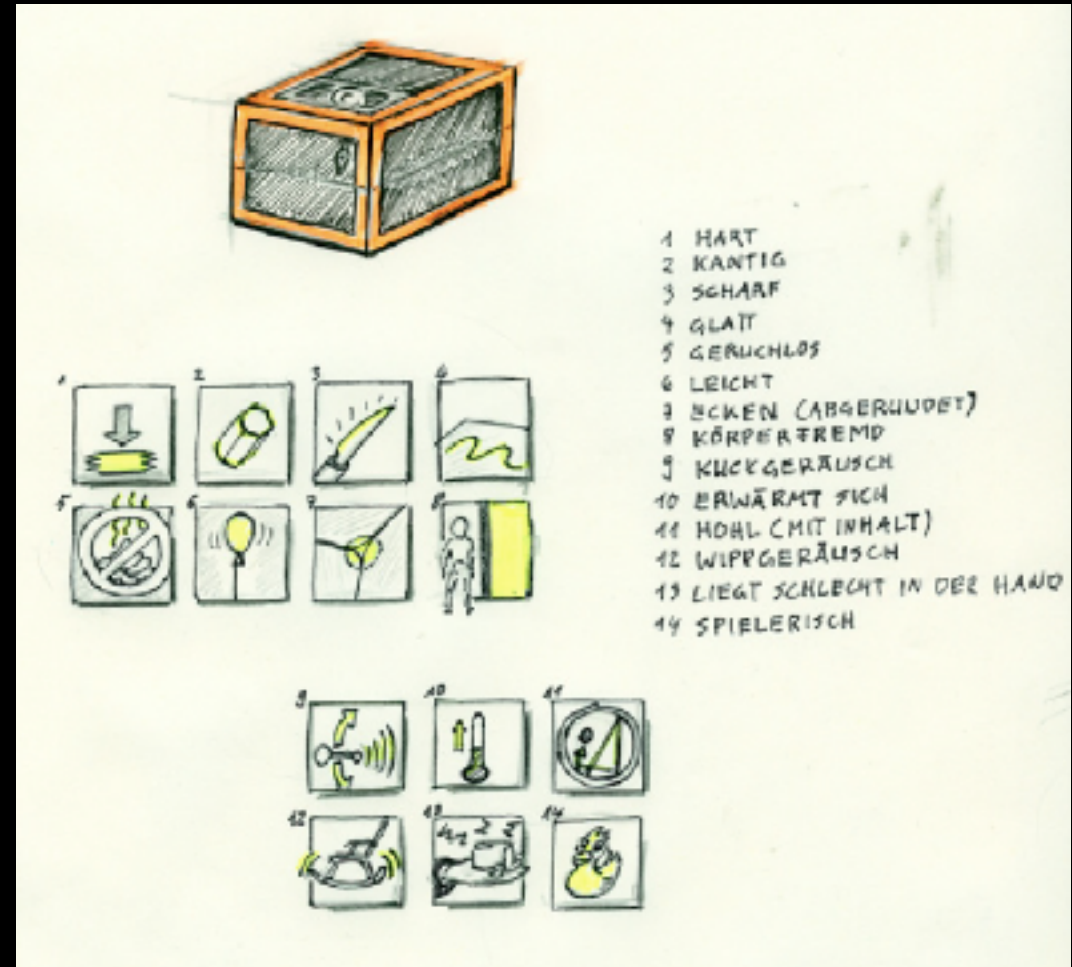
more info: <http://closed.ircam.fr>

Basic Interaction Design > Social Interaction



Flops interactive glasses, Zero-Th, 2007

Basic Interaction Design > Multisensory Methods



Bodystorming > Thinking with Body, Space, Objects



Sonic Interaction Design, COST action, 2007-2011

more info: <https://mitpress.mit.edu/books/sonic-interaction-design>

Situating > Everyday Gestures and Habits



Flops interactive glasses, Zero-Th, 2007

Exercise:

1. Find everyday gestures in different contexts
2. Change their feedback and make a video, upload to Miro board



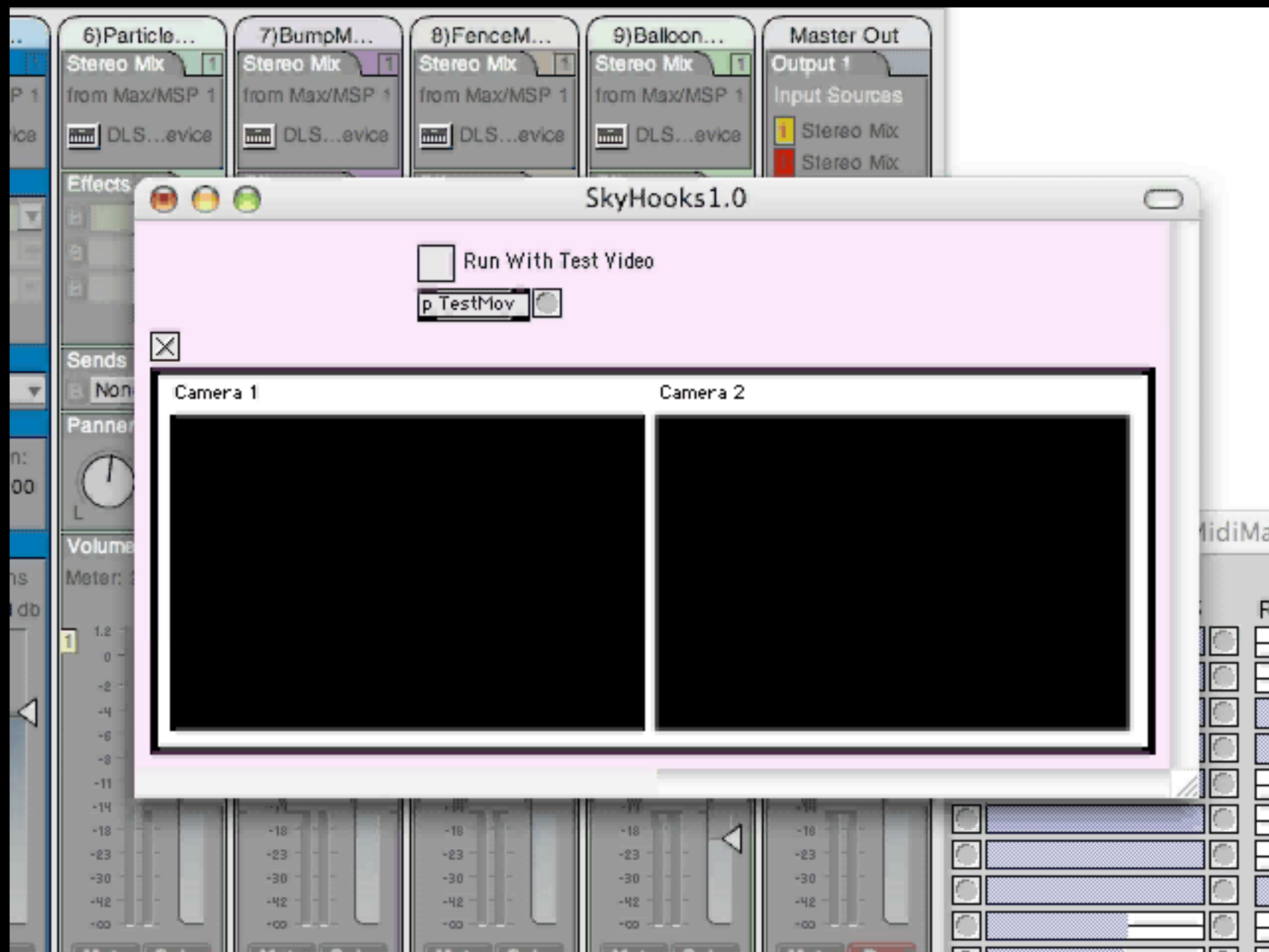




A photograph of four red balloons floating in a blue sky with white clouds. The balloons are positioned at different heights and locations: one in the top left, one in the center, and two in the bottom right. Thin white strings are visible extending from the balloons.

Feedback triggers Gestures





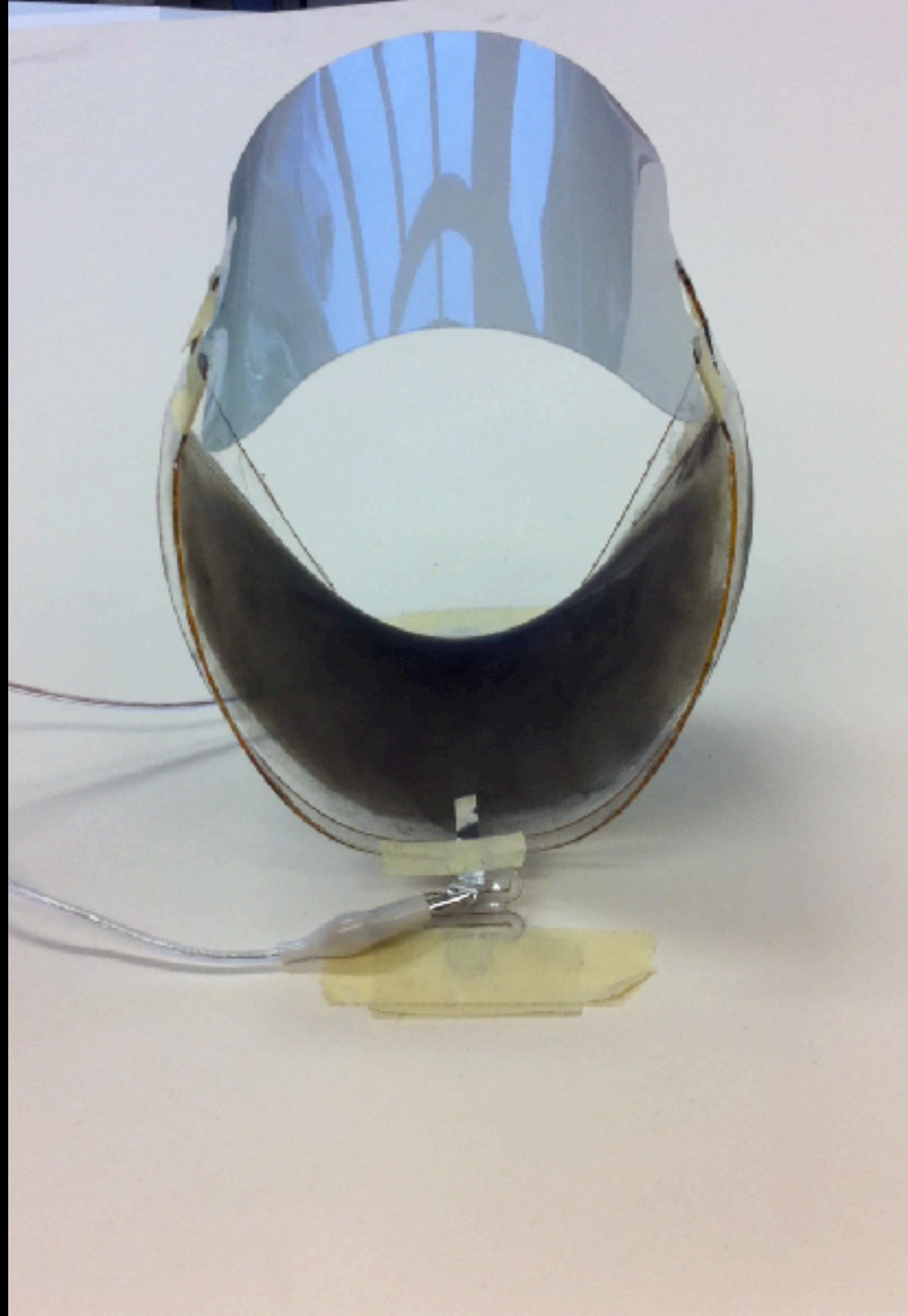






Alive Spaces Workshop











thank you

Thanks to all of my colleagues and researchers involved in presented projects, all workshop participants and my students at the Zurich University of the Arts.

