

senseSpace

‘senseSpace’ is an open field between movement and machine, where presence becomes data and data becomes experience.

It is a distributed, living environment that senses, interprets, and responds - transforming gesture, sound, and word into spatial expression.

Through body tracking, real-time analysis, and AI-driven interaction, we will build installations where human motion, voice, and thought merge into shared digital choreographies.

‘senseSpace’ invites you to design not only with code, but with perception itself.

Time Table

- Week 1: Introduction
- Week 2: Skills / Prototyping
- Week 3-4: Prototyping
- Week 5: Prepare Installation

Methodology

- Learning through experiments and experience
- This course is an experiment in co-creating and collaborating within a shared space, exploring it both as a theme and as a lived practice.

- Real-Time Interactions
- Installations Setups
- Programming in Python with supportive Coding AI and/or Vibe Coding

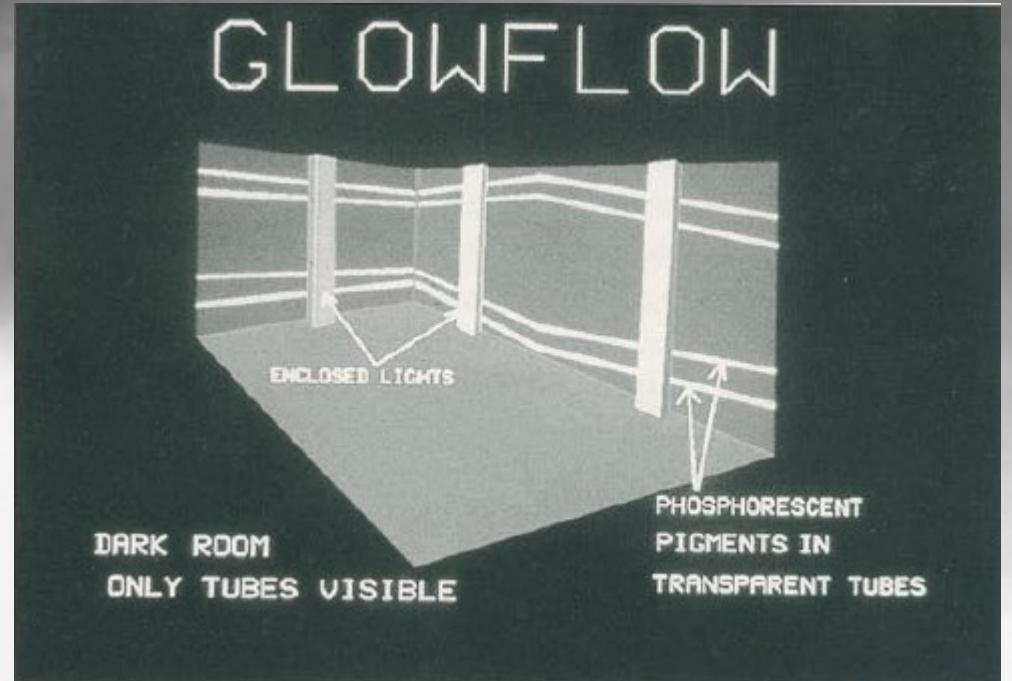
Background

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Myron W.Krueger

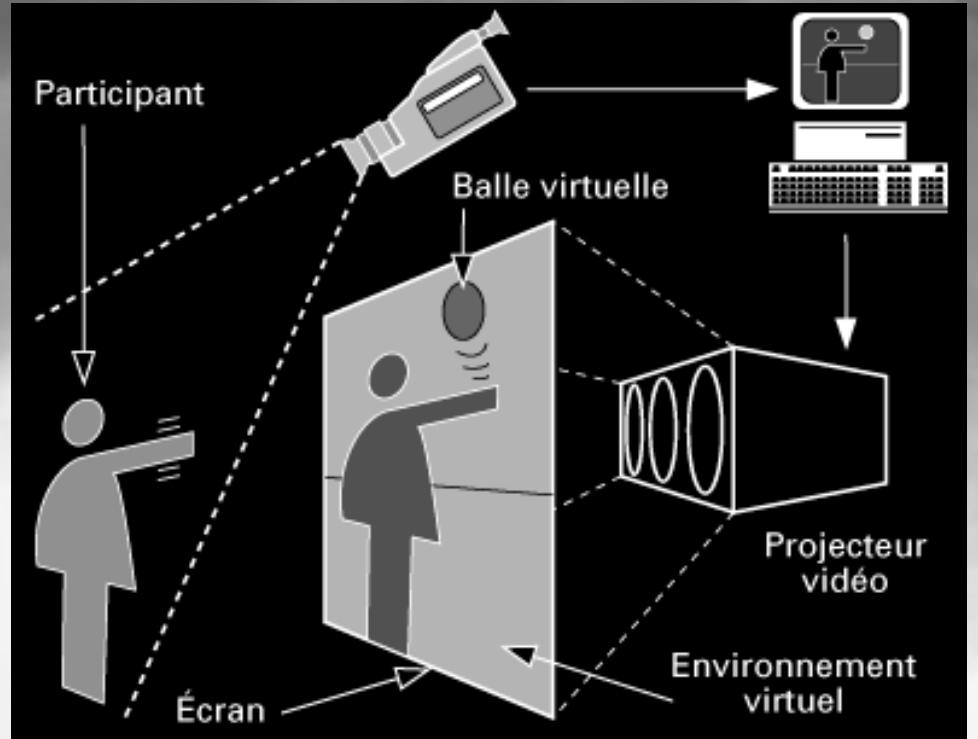
GLOWFLOW (1969)

Visually, Krueger considered "Glowflow" a success, but felt that it fell short of a true interactive environment because the participants were unaware of what specifically they were doing to generate each reaction.



Myron W.Krueger

Videoplace (1975)



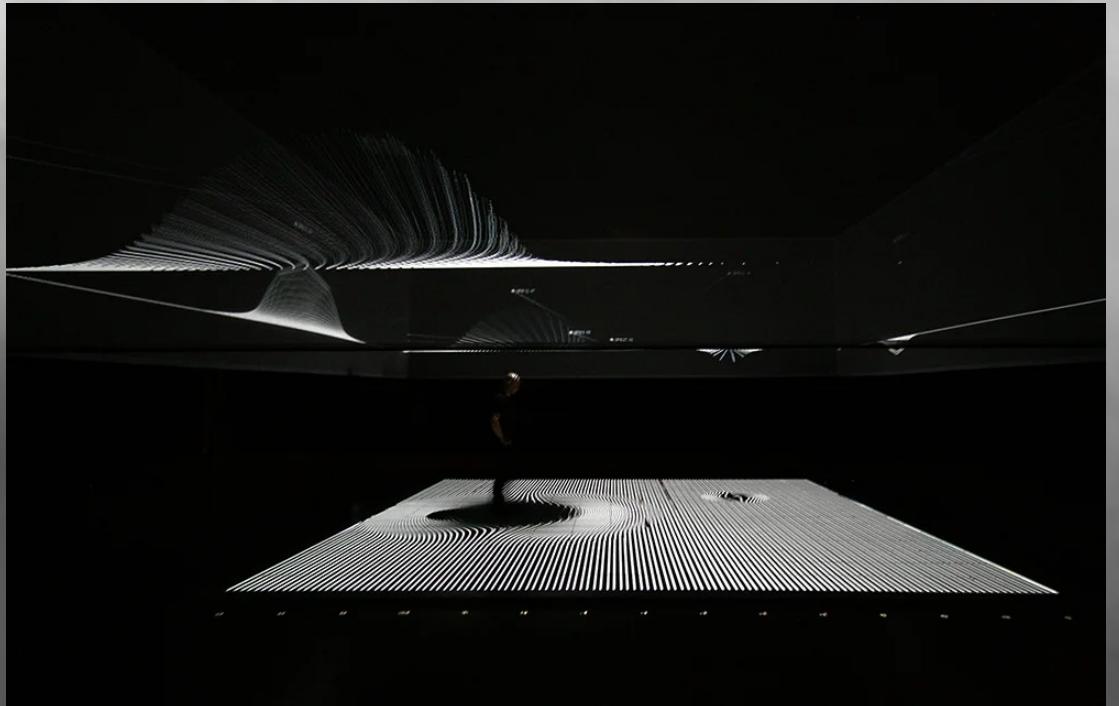
David Rokeby

“Very nervous System” (1986-1990)

“Because the computer is purely logical, the language of interaction should strive to be intuitive. Because the computer removes you from your body, the body should be strongly engaged...”



Seiko Mikami and Sota Ichikawa
Gravicells (2004)



Chris Milk

Treachery of Sanctuary
(2014)



Meow Wolf



Punchdrunk

“Sleep No More”



References

Universal Everything

Future You (2019)



teamLab

Body Immersive (2016)



Kurt Hentschläger / Granular Synthesis

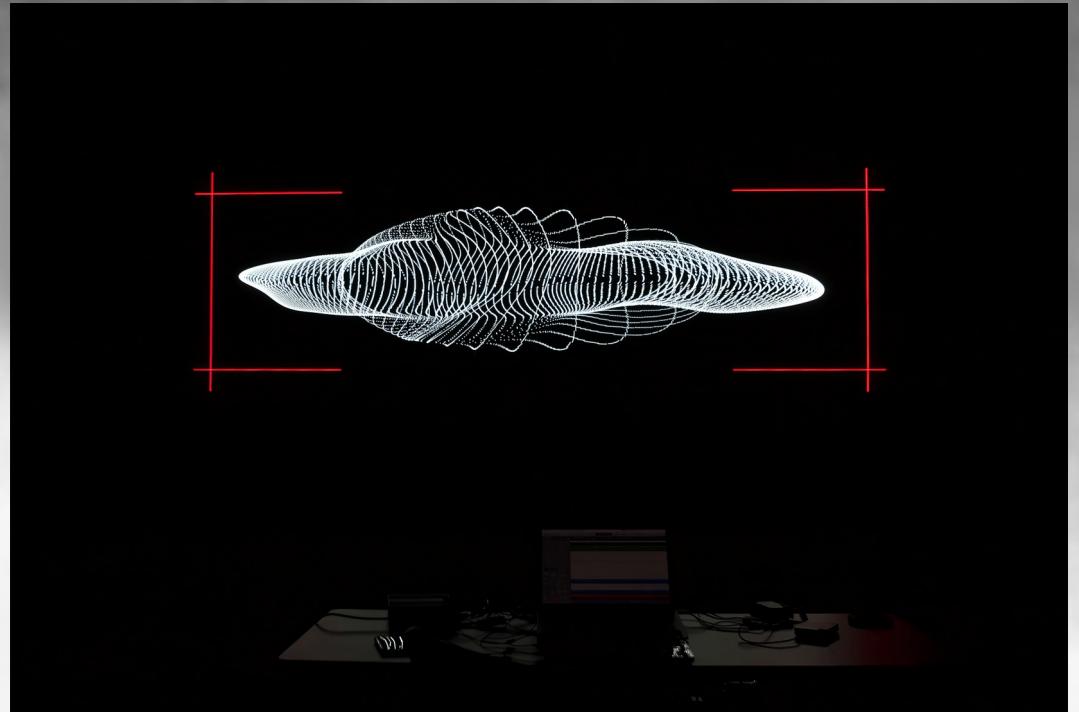
ZEE (2008)



Kurt Hentschläger / Granular Synthesis

EKO (2019-2022)

EKO is performed live in the splendid void of pitch-darkness. Erasing the audience's perceptual boundaries, the absence of light is interrupted for only fractions of seconds with bursts of micro-animated abstract forms. Returning again to darkness, retinal afterimage impressions unravel within each viewer's eyes, slowly diminishing and dissolving into black until the eventual next eruption of light.



Readings

“Teaching AI to Feel: A Collaborative, Full-Body Exploration of Emotive Communication”

<https://www.arxiv.org/abs/2509.22168>

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