

Theme Exhibition

Associate Assistant of Departmental Operations (USA)
 ./logicaland v0.1 (AT)
 Beijing Boom Tower (NL)
 Bitcrusher (AT)
 Body Movies (CND, MEX)
 Can You See me Now (UK)
 Defile (AU)
 exonemo (J)
 Feathery Dresses (CND)
 Field-Works (J)
 Floating Territories (AU)
 Floral Alphabet (CND)
 Focusing (H)
 Haptic Glove (USA)
 Hole in the Earth (NL/J)
 HorizonZero (CND)
 Hungry Ghosts (CND)
 I love my time, I don't like my time (AT)
 Imaging Indians.net; Cyberpow (CND)
 In the Line of Flight_ By Train (DE)
 In-ten-sity, Hungry Ghosts, The Five Energies and (CND)
 Intimate Memory Shirt and Skirt (CND)
 Let's Puff (CN)
 Life as Game Board (CN)
 Luukkaakangaas - updated, revisited (AT)
 On perspective and motion (AU)
 Pentimento (AU)
 Pin Cushion (AU)
 Place-Urbanity (AU)
 Popey, The Rope Climber (USA)
 random machine / pattern machine
 RMR - Run Motherfucker Run (NL)
 Shimmering Flower/Krakow (CND)
 Sleep Walking (CN)
 Spotty Dress (CND)
 Stalkshow (NL)
 Sweet Stalking (CA)
 Switch Enlightenment (AT)
 Terrorism II (AT)
 The Panoptic Society or Immortally in Love with Death (AT)
 Transformers (AU)
 Up, Up (CN)
 Wonderwall (INTL.)

Academic Exhibition

More to follow

Haptic Glove (USA)



Description:

Responsive/ interactive musical weareble, 2004. Curated by Zhang Ga

A simple gesture as a hand wave or a handshake is universal. It's a way to greet and communicate in any social environments. Deriving from this basic human behavior, the Haptic Glove creates a situation where the hand gesture holds or creates another meaning. Through the usage of sensors and sound, the Haptic Glove provides music as another language for the users to interact with.

Music is a form of communication. Music transcends language barriers, creating opportunities for people to communicate even if they do not understand each other's spoken words. The users who wear our gloves can create musical compositions by linking hands together. With this simple physical gesture, the users are able to make a connection with others and feel as if their body is producing the sound.

The handholding is important for the Haptic Interface attempts to physically bring people together. Due to the simple understanding of a hand gesture, the users will not feel intimidated to try this technology, in result creating an environment that is comfortable and natural. Since the hand gesture is universal, the Haptic Glove hopes to entice people to interact and create an environment that is fun and barrier-free.

Artists:

Jung Sin, Kaho Abe

Jung Sin is currently studying interaction design, specifically in social context. Her interests consist of graphic and multimedia design, physical computing and mobile computing. Through her studies, Jung strives to educate people of their environments through technology.

Kaho Abe is a fashion designer experimenting with technology in the areas of wearable technology and game design. Her goal is to utilize technology as means of creating opportunities for real-life human-to-human interaction.

Sound Design: Jenks Whittenburg