

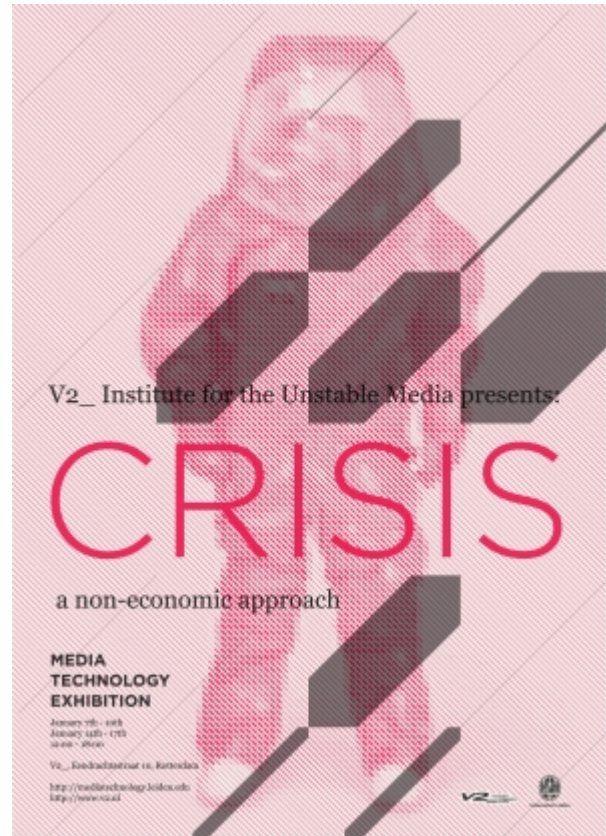
Crisis: a non-economic approach MSc Media Technology Exhibition

January 7th - 10th
January 14th - 17th
12:00 - 18:00

V2_
Eendrachtsstraat 10
Rotterdam

The Media Technology MSc programme is a place where students are encouraged to formulate their own scientific questions, and to translate personal inspiration and curiosity into their own research projects. To answer these questions, students are stimulated to create actual installations because we are convinced that by creating and doing, new scientific insights into the underlying questions are encountered.

We have taken crisis as the global theme for this year's semester project exhibition. Our intent was to approach crisis in the broadest sense (social, mathematical, philosophical, etc.) and have associated it with terms like control, projection and collision. The students have been collaborating in groups of 2 or 3 students where each group has been asked to choose one of the sub-themes. The semester project has three phases. First of all the students are asked to explore their themes as broadly as possible. After gaining insight in the theme they are asked to formulate compelling statements relating to the theme. Once this is done they are asked to translate their statement in a work that can be exhibited in a group exhibition. We try to keep a rather strict separation between the three phases of the project and encourage students to freely research their theme and formulate their statement without thinking about the practical consequences of the exhibition yet. It is surprising to see that the resulting works all question our personal position and role in daily life. The exhibited works question for example our behaviour in an over crowded world, the ethics of the waste of data we create and whether we have control over control.



Media Technology website: www.mediатеchnology.leiden.edu/
V2 website: www.V2.nl

NEXUS

Maarten van der Mark
Roberto Ramadhin
Alwin de Rooij

Nexus is an interactive multiplayer gaming experience inspired by the work of Robert H. Frank. Everyone is an active participant in an abstract virtual world where you can work together, sneak in between and sabotage your neighbours, all for the win! Simultaneously we venture into game theory and create a gaming situation to uncover decision strategies. Considering self-interest we ask ourselves the question, do we really need each other? With your participation we want to gather the necessary information. In this way you're not only playing a game and experiencing a work of art, you're also taking part in an actual scientific experiment!

THE HURRYCATOR

Thijs de Boer
Vincent Vijn
Thijs Waardenburg

A fast increasing amount of people is populating this world. Personal space shrinks and the risk of personal spaces colliding is getting higher. Places like train stations, shopping malls and exhibitions are overcrowded. Everyone has his or her personal plan containing how we would like to get from A to B. Although the overcrowded places are mostly an important and necessary node in a lot of people's plans, these places are still an obstacle between A and B. We seem to have adapted our behaviour so we can deal with the crowds. Depending on the individual state of mind, this behaviour changes. Do you need everybody to clear the path to your destination or wouldn't you mind some small talk with the people surrounding you?

CONTROL CONTROL

Mois Moshev
Berend Nordeman
Robbert Winkel

You wait for your turn, you close the door when you go to the toilet and you do not take the last piece of candy. You do not stare at people, you hold the door for people behind you and you do not pee in someone's garden. But is this what you want, what you need, or what you have learned? Do you control control?

SOCIAL TELEVISION

Joey van der Bie
Maarten Melenhorst

When we enrich our lives with technology, we introduce new opportunities. But which boundaries do we introduce with these new technologies? The living room for example has been transformed from a social gathering room to a home cinema, where the TV is often more important than the persons in the room. Do we really think the TV is so important that it can rule above people? "Social Television" discusses the transformation of the living room and adapts the TV to support the social happening.

FORMAMAT

Zane Kripe
Hanna Schraffenberger
Arnout Terpstra

How valuable is the information you carry along on your mobile storage devices? The value of things used to be related to their finite quantities. This has changed with the digital age. Digital data is now in abundance and can be easily replicated and distributed. Do we still need to save bits and pieces of information on our computers hoping that they might be useful one day? Or can we apply the arising norms of the throwaway society to the digital world and enjoy deletion with good conscience? With "Formamat" we encourage people to think about the personal value attached to data, redundancy vs. uniqueness and the process of digital deletion.

GET REAL!

Frank de Boer
Jeroen Jillissen
Marie de Vos

Our daily environment is full of projections; on the television, pictures, films and many more... Because these projections can contain a lot of information, one may be tempted to think they are

representative of reality. This thought is wrong. In a projection, the maker decides what he will and will not show. In other words, projections are subjective and are missing parts of information. "Get Real" will let you experience this. In this interactive installation YOU decide: how you want to see, what you want to see and when you want to see. You will then realise, nothing is as it seems...

Graduation presentations

JANUARY 9TH

THE HAPPINESS CUBE

15:00 - 15:45

Promoting relaxation and eliciting emotion of happiness through video, sound, light and smell

Stelios Giannoulis

The Happiness Cube is an installation for (re)search of multi-sensory happiness. A 21 minute video containing pictures rated high in valence, and a group of pictures rated high in valence and arousal, were projected in a 2m x 2m X 2m cube. The goal was to make people more relaxed in the first 7 minutes and happier in the following 14 minutes. Multicolor lights switching from blue to green color were also used, while smell was also emitted inside the cube in order to promote relaxation and elicitation of happiness.

UNHEARD

15:45 - 16:30

Quick visual assessment of sounds in ad hoc musical software environments

Maarten Wesselius

Possible correspondences between the realms of the auditive and the visual have been an inspiration for artists throughout history. This research takes a practical approach to the visualization of sound: expanding the classical waveform figure with textures, lines and colours results in an approximating and compact representation of audio samples within a musical context. Acoustic properties can thus be 'read' to a certain extent, an approach that will be demonstrated in a small performance.

More info

Annebeth Simonsz

Program coordinator Master Media Technology

LIACS (Leiden Institute of Advanced Computer Science)

Leiden University room 106, Niels Bohrweg 1, 2333 CA Leiden

Phone number: 071-527 6994

E-mail: asimonsz@liacs.nl