



Inner Landscapes Martina Dal Brollo

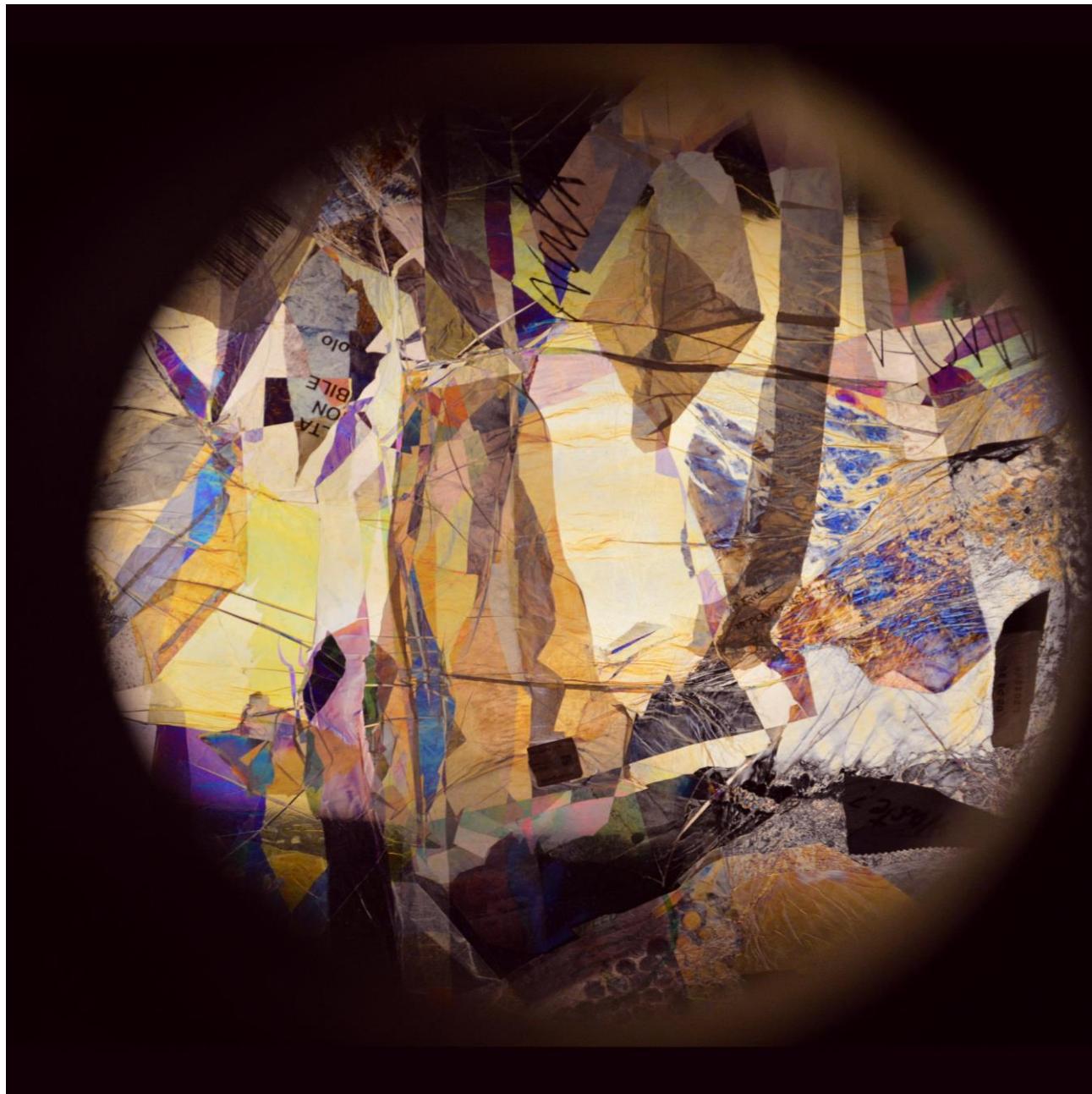
"Inner landscapes" is part of a series of works that use plastic waste as a raw material to create visual compositions. The rotation of the polarizing filter reveals the imperfections of a material rippled by time. They transform folds and cracks into inlets, traces and paths that belong to the Mind's universe.

Five days of walking on the Pieterpad route that involved almost 100 people on a trash-picking expedition. A collective action through the landscape of the Groningen province which is a collage of stories, places and garbage. By selecting part of the 87 kg of the collected material, the artist creates a light installation that is a collection of fragments. A homage to the "Stille Krachten", the walkers who followed her on her pilgrimage. The plastics collected become the material used by the artist to interpret the journey's experience. Sedimented in the ground but never digested by the environment, the plastic also layers in this work constituting a new, unexpected landscape.

The public is invited to look through the three "eyepieces sculptures" placed in front of the installation; to touch them and turn them. The filters placed inside them reveal the imperfections of a material rippled by time. They transform folds and cracks into inlets, traces and paths that belong to the Mind's universe. Inner landscape.

Plastic is so much a part of our daily lives that we often do not realize how much it has changed our habits and how much we could do to reduce its consumption. Plastic producers are addicted to disposable plastic and thus stimulate a disposable economy, the cause of global plastic pollution. It is estimated that, on average, only 14% of the global plastic is being recycled¹ and the biggest problem is its dispersion in the environment. How do I position myself regarding this statement? I think that the combination of art and sustainability must be urgently addressed by artists. The materials chosen are for me the message. With my work, I collect plastic waste from the street and I re-use part of them to create a light installation.

The project was supported by "Groningen Schoon Dakzij Mij", Gemeente Groningen

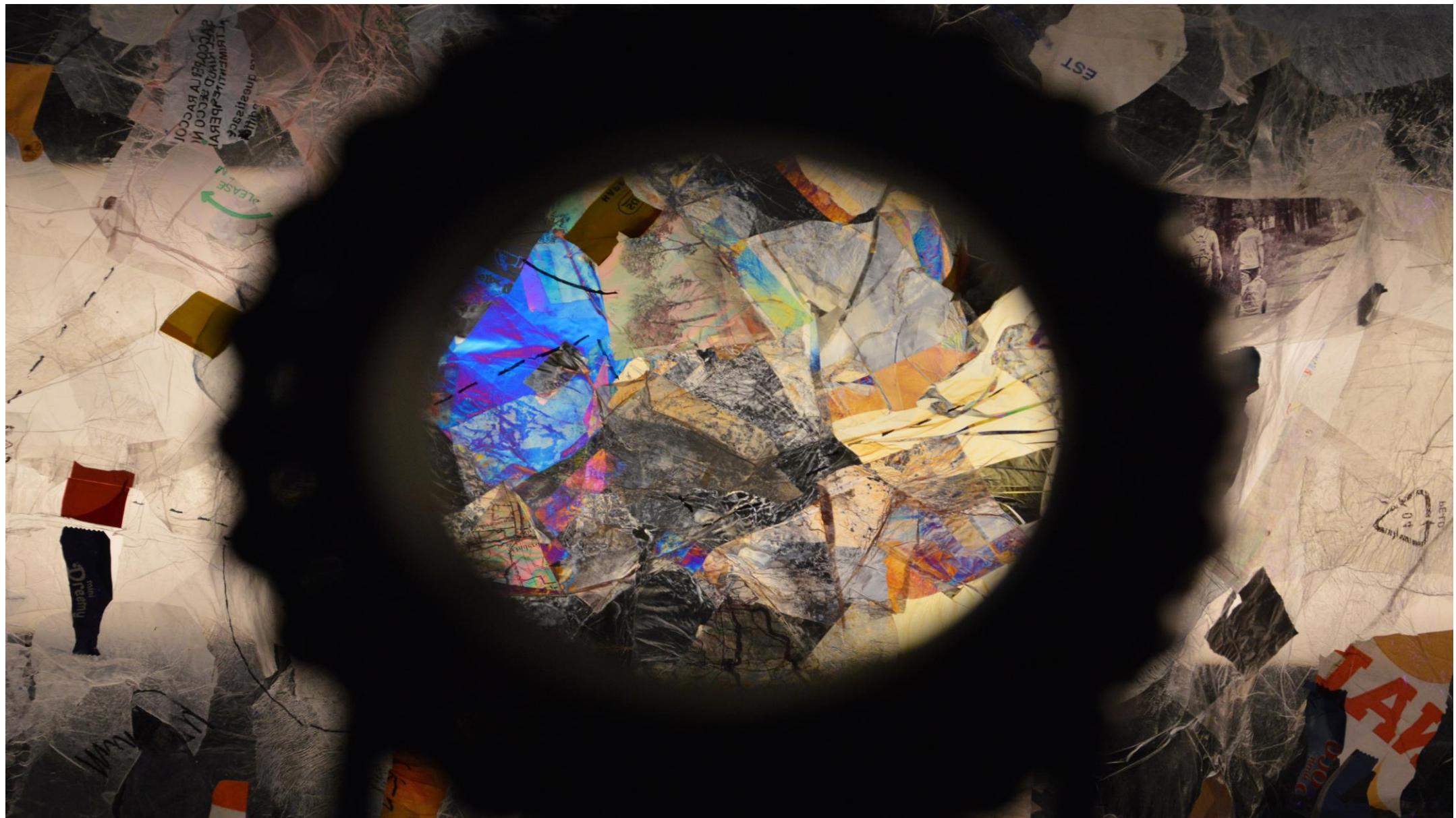


Martina Dal Brollo

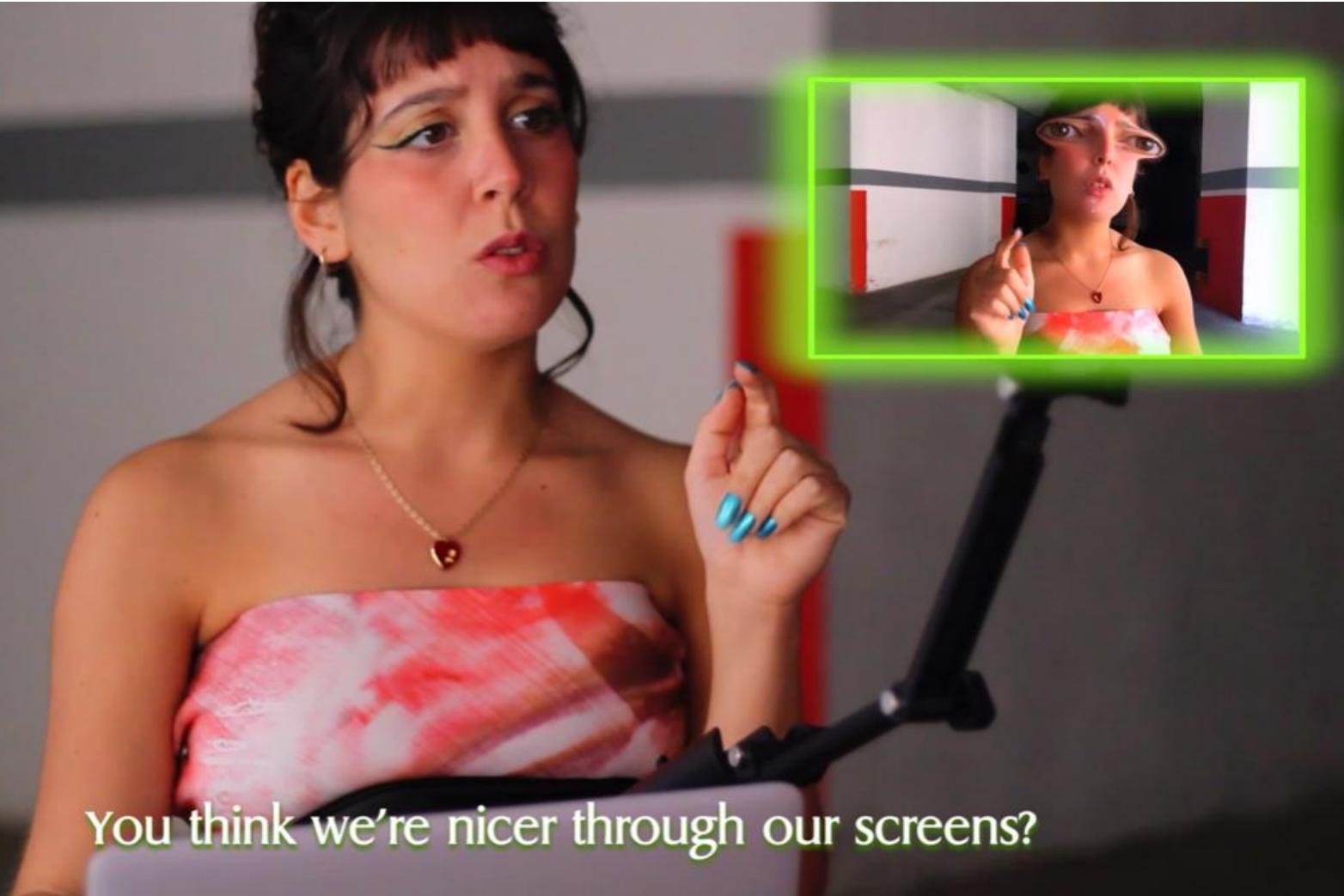


Martina Dal Brollo

<https://vimeo.com/465120994>



Martina Dal Brollo



You think we're nicer through our screens?



Novel

Carmen Roca Igual

Carmen is a lens-based artist working between the arts and the film world. Her work resurfaces the meaning of getting to know oneself by trying on different personas. Embracing change as a personal dialogue to have within. Her research on masks, face filters, plastic surgery and augmented reality in her thesis '(M)ask me out' delineates the narrative of her projects.

Graduate Interactive Media Design @ KABK Den Haag.

Novel is a dramatic musing on the external and internal masks we choose to put on. The video takes place at the beginning of the lockdown in Spain. The characters (Lola, Rosa, Carmen and her Mother) are stuck at home, struggling with inner dramas. Before long they question their own self image out loud as they begin to talk to and even gossip with their selfies and inanimate objects. The girls go through an introspective journey, in a quarantine, accompanied by their phones and devices. New media invents new gestures — like the flickering of a Face Filter with a slight tilt of the head to put our masks back on.

The selfie mount device presented in the movie is an elongation of the body able to record everything you do and able to augment our reality. The mount modifies their living experience by centering themselves to their surroundings and the face filters give them the possibility of expressing themselves non-verbally, just as their gestures and costumes do too.

It's a visual intake, parodic at times, on using dialogue and gossip to digest their thoughts. Gossip is the precursor of language, but, has been confirmed unreliable since the 18th-century men said women made it so. These girls gossip to find meaning; trees, jobs and animals fill their words. Carmen is continuously worried about the reaction people have towards change. She talks into the frontal camera because she thinks it sees something other cameras can't.





Biophilia Adinda de Kousemaeker



How can we connect better with our earth and with those aspects of nature that sometimes appear so far removed from ourselves?

Biophilia is a series of works in which Adinda examines our understanding of nature. How can we connect better with our earth and with those aspects of nature that sometimes appear so far removed from ourselves?

Exhale and Breathe are part of this series. This meditative project attempts to evoke emotion through interaction. The work is a reaction on the tempo with which speed through our lives and the lack of opportunity to take a moment for the small and awe-inspiring.

Through interplay of proximity and movement of the spectator Breathe illustrates how nature influences the experience of humanity and how mankind influences the form of nature in turn. By using air pressures the mechanical aspect is set aside – its place taken by a tender, subtle, hypnotic movement. Object becomes organism.



<https://youtu.be/hh-TKWNnUul>



Adinda de Kousemaeker



Interference Tom Dolmans

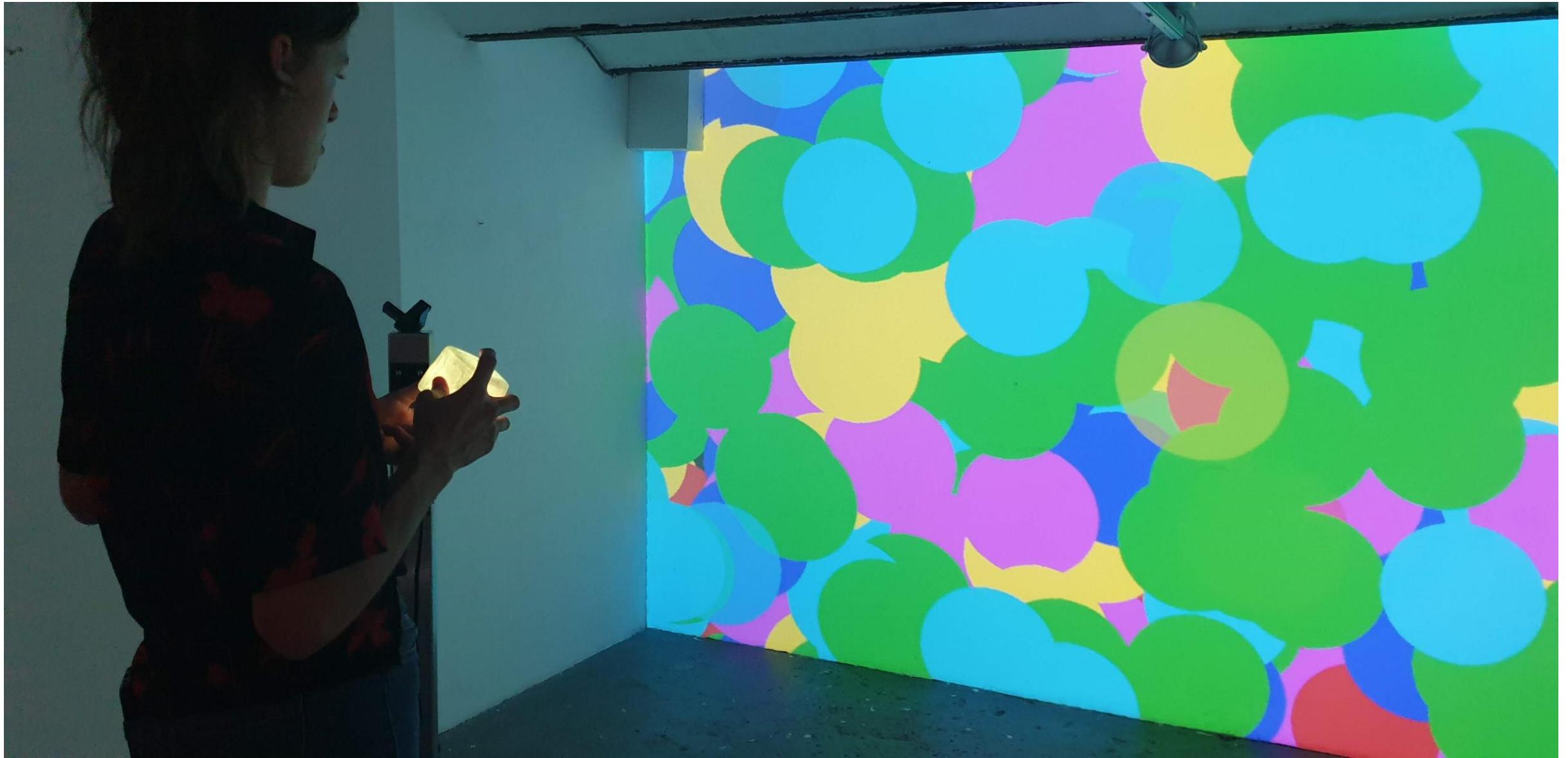
Driven with love for time and color studio-capslock tries to capture atmospheric colors in one object. By printing on glass it is possible to let colors have an interference with each other, like nature would do.

Het project is gebaseerd op interactie tussen de biologische klok en de mens. We leven in een samenleving waarin alles op tijd is gebaseerd. Dat is logisch maar zorgt in sommige situaties voor onnodige spanning. Het overgrote deel van de mensen ziet tegenwoordig de tijd op een horloge of mobiel. Daarom heb ik een interactief object (het onderdeel) bedacht dat door de dag heen verandert van kleur.

Met .MONOCHROMA N1 zoek ik de grenzen op tussen functionaliteit en autonoom. Zo kun je niet precies zien hoe laat het is, maar is het object bedoeld om onze biologische klok op een visuele manier uit te beelden. Het object draait rond en refereert aan de vicieuze cirkel die we bewandelen in het leven. Het idee is om de biologische klok weer aan het werk te zetten, met als doel dat je met dit object meer rust vindt dan met een tikkende klok die je tot op de seconde vertelt hoe laat het is.



Wait, what? Jorien Aberkrom



Jorien Aberkrom

wait, what? is een interactieve installatie die bewustmaakt over onderwerpen als aandacht en privacy op het internet. Ik heb een versie gebouwd die 'offline' te ervaren is op bijvoorbeeld festivals en een versie waarmee je 'online' kunt interacteren. Samen vormen ze 'wait, what?'. Ze kunnen samen maar ook los van elkaar worden gebruikt. Ze werken ieder op een andere manier om bewustwording te creëren, het is dus geen letterlijke vertaling maar zijn broertjes van elkaar. Ik benoem de verschillende installaties hier onder als eerste (offline versie) en tweede (online versie)

De bezoeker kan bij de eerste installatie een spelletje spelen door op een platformje te gaan staan en op de knopjes van een lichtgevend kubusje in hun hand te drukken. In het begin worden er geen regels uitgelegd en het doel wordt ook niet bekendgemaakt. Door gebruik te maken van fel gekleurde stippen en geluiden wordt de bezoeker uitgedaagd om alsmaar te blijven drukken op de knoppen. Uiteindelijk kan de bezoeker nooit winnen. Als hij/zij van het platform afstapt wordt er een bonnetje geprint met informatie die ik van ze heb verzameld terwijl ze spelen. In een gesprek met de bezoeker maak ik de bezoeker duidelijk dat hij/zij het spel nooit had kunnen winnen, maar dat ik wel heb gewonnen; Ik heb je aandacht voor een paar minuten gehad, je tijd verspild, tegelijk heb ik allerlei gegevens van je heb verzameld en daar conclusies over jou uit gehaald. Mijn installatie doet eigenlijk precies hetzelfde als websites en apps als Facebook en Instagram doen. Door de bezoeker er op deze manier mee te confronteren hoop ik mensen te stimuleren om bewuster met hun telefoon om te gaan en af en toe de cookies van een website niet te accepteren. Ik wil uiteindelijk zo veel mogelijk mensen met deze boodschap bereiken om zo samen te kunnen streven naar een veilige online wereld.

BABY BUILDER

002 SEXUAL ORIENTATION

Sexual orientation is only partly determined by genetics. By making a choice below, you increase the chance of the chosen sexuality. If you decide not to modify, your child is most likely to become heterosexual.



I do not want to modify the DNA of my unborn child for this category →

Girl

BABY BUILDER

003 MORAL LEVELS

Scan and analysis... successfully completed

The moral levels of your child are: LOWER THAN AVERAGE

What does this mean?

Low moral levels increases the risk of criminal activities, acts of racism, homophobia and psychopathy.

Increasing moral levels

Do you want us to modify the genes of the embryo to increase the moral levels?

Yes, increase the moral values of my child

No, I am willing to take the risk

Girl
Hetero
Tan
Immune to some diseases
Greatly improved health
Above-average intelligence
Average looks
Personality unaltered

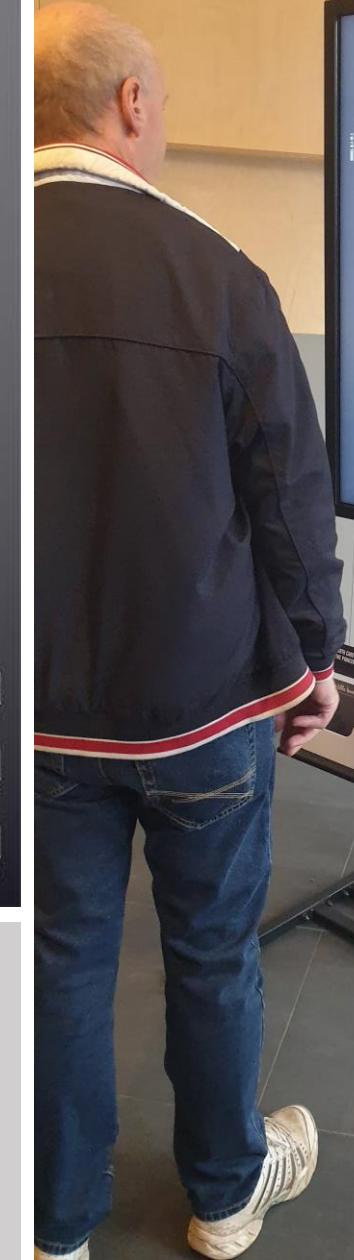
YOU GENETICALLY MODIFIED
YOUR BABY BY:

46%

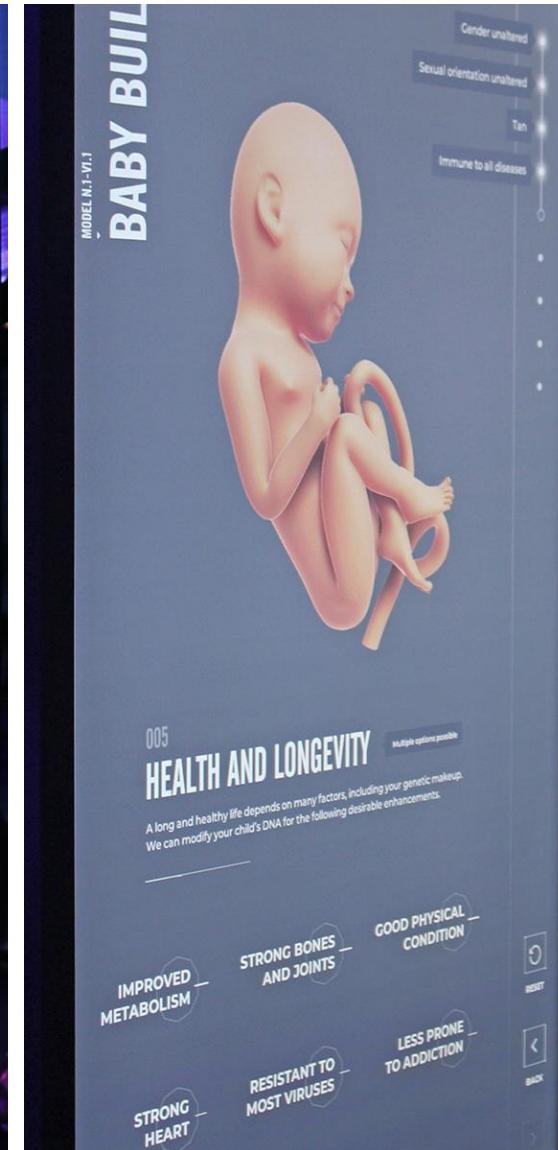
YOU ARE...
A CRITICAL REALIST

THE CRITICAL REALIST

You are the 'yeah new technologies are cool and all, but let's be careful' type of person. Taking things surely but slowly and always on the lookout. Open to new technologies, but at the same time critical about its potential risks. You're neither an optimist nor a pessimist, just a critical realist.



Baby Builder Bertrand Burgers



<https://youtu.be/HtT2TPZJG68>

Bertrand Burgers

A playful exploration of genetic engineering. The Baby Builder is an interactive installation in which you can design your own child through genetic engineering. It challenges the audience to question their own beliefs. Is this a future you want and where do you draw the line?

The impact of technology on our lives is increasing. Artificial intelligence, genetic engineering and nanotechnology are examples of emerging technologies predicted to drastically change our lives. This offers great opportunities, but also entails challenges.

For me, art and design are powerful tools to bring technologies alive that do not exist today and to make them concrete and tangible so you can really feel and experience the impact of them. I believe that we as a society should talk more often about the implications of technology. We should strive for a technology-critical society.

The Baby Builder aims to provoke, raise awareness and spark debate about the implications of emerging technologies, in particular genetic engineering, before these become part of our reality. I think this is important in order to aim for the most humane and desirable outcome.

The Baby Builder is an interactive installation in which you can design your own child through genetic engineering. Prevent nasty genetic diseases, increase intelligence and while you're at it, make your child extra social and empathetic right away. And how about modifying the skin tone or the sexual preferences? Some people might like this speculative scenario, others might not. Whatever your point of view may be, the Baby Builder challenges the audience to confront the ethical, societal and moral questions raised by the development of genetic engineering.



Speedqueen

Nazli Inci



By considering the religious clothing as a piece of equipment, a comparison is made between a professional race car driver and the Muslim woman.

More and more, Muslims have been the subject of stereotyping, stigmatising, racism and discrimination. Not only by random citizens in public places, but also by politicians, media, security officials and other groups.

According to other road users, a hijab or a niqab would be a danger in traffic. The women would not be able to hear and see properly. And because their identities are not visible, they are considered a terrorist.

A driving license stands for more than just taking a driving test, it also plays emotionally a role for most covered women in different cultures and religions.

Speed Queen symbolises the most elementary human right: freedom. By considering the religious clothing as a piece of equipment, a comparison is made between a professional race car driver and the Muslim woman.

Dit concept is voortgekomen uit de frustraties van mijn moeder. Zij draagt een hoofddoek, dus mijn muse. We hebben het pak ook samen gemaakt. Wellicht was dit ook haar emancipatie.





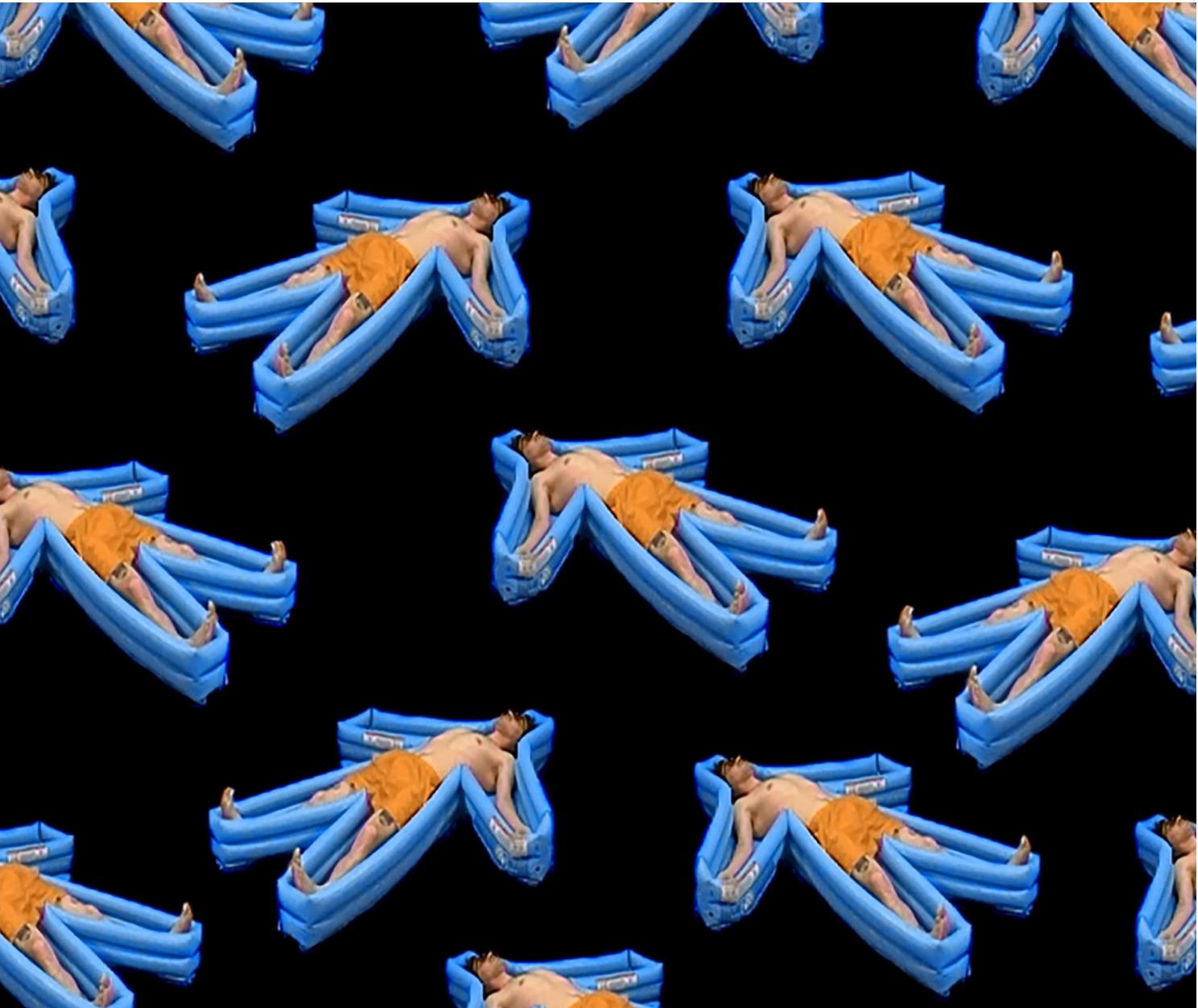
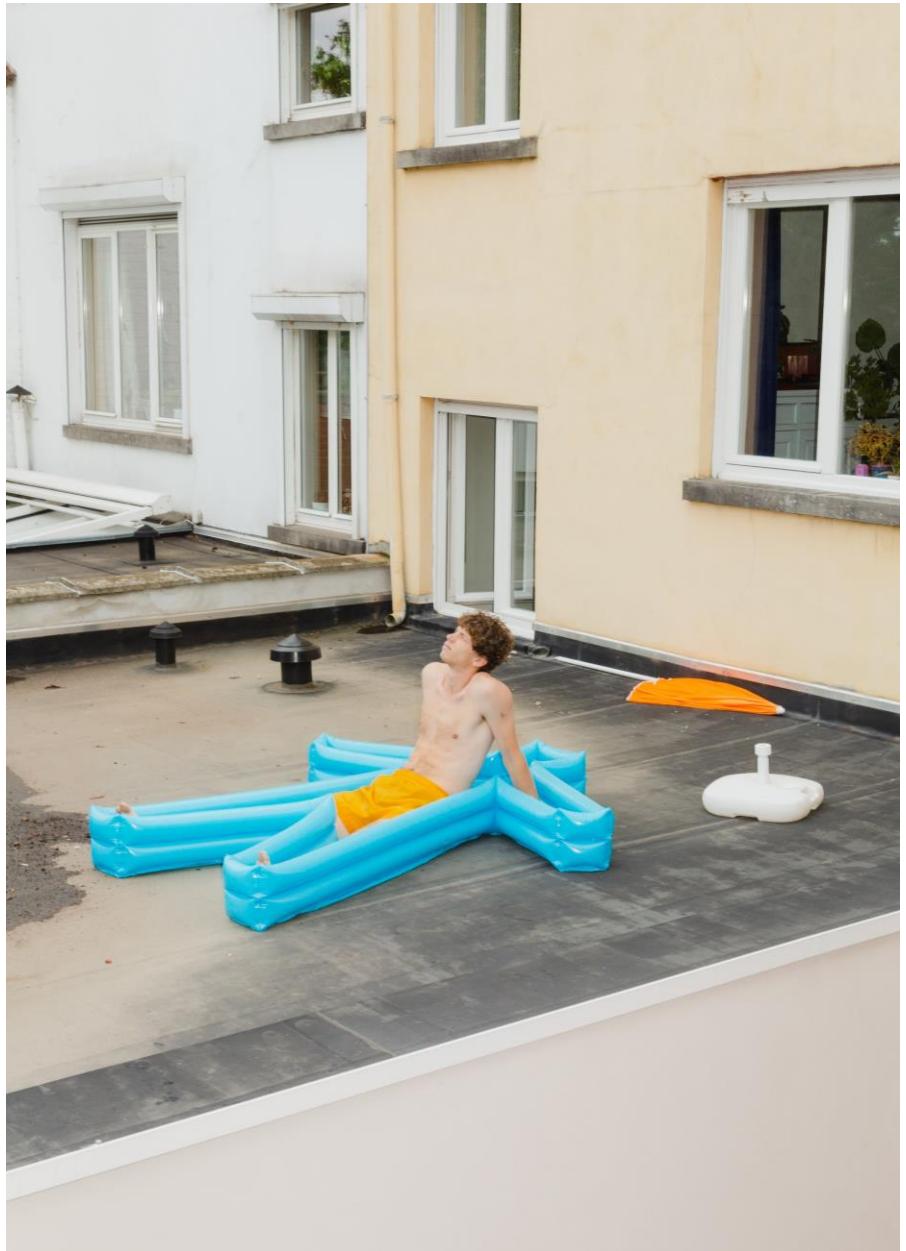
Lonely Pool People

Anouk Lemm

A customized pool, targeted to people who suffer from a “poolless” social circle.

When temperatures starts reaching the 25°C mark, I noticed the rise of a specific kind of tweet. People expressing their frustrations and discomfort of not having access to a pool, through tweets. I found that the main themes of these tweets are jealousy and loneliness, which stem from not having friends with pools.

I designed a pool for these 'lonely pool people' made in a specific shape and material, to cater loneliness. After researching loneliness, I got inspired by the infamous “blow-up sex doll”. The shape of these dolls was the starting point for the design of the pool. The cheap plastic material in combination with the odd shape, result in a lonely looking pool. Never has this project been more relevant as in these times of isolation.





GoDigital Babywear

Saskia Verleg

The behaviour of today's society has changed significantly in recent years with the arrival of the internet. Bit by Bit we shift our boundaries and the virtual world seems to become valued over our physical reality. Are we aware of the possible consequences?

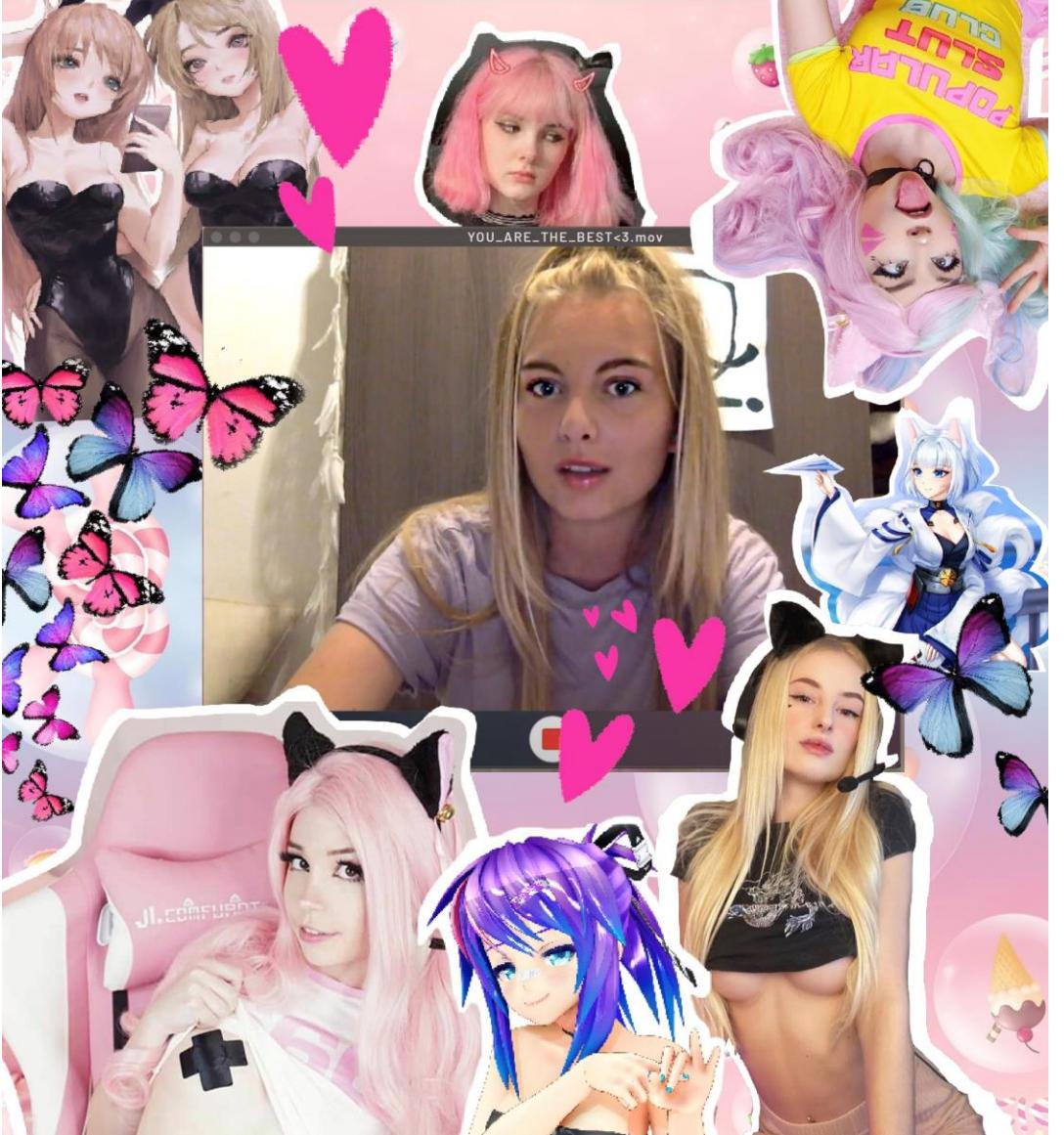
Nowadays everyone wants to keep up with their online social life and status, even when becoming a parent, right? GoDi (Go Digital) Babywear is a future brand which has a small screen in the baby's outfit and by using the grey areas you can navigate through the screen. The baby will feel like getting all the attention and will not even realise that your focus is on the web. A win-win situation, right?



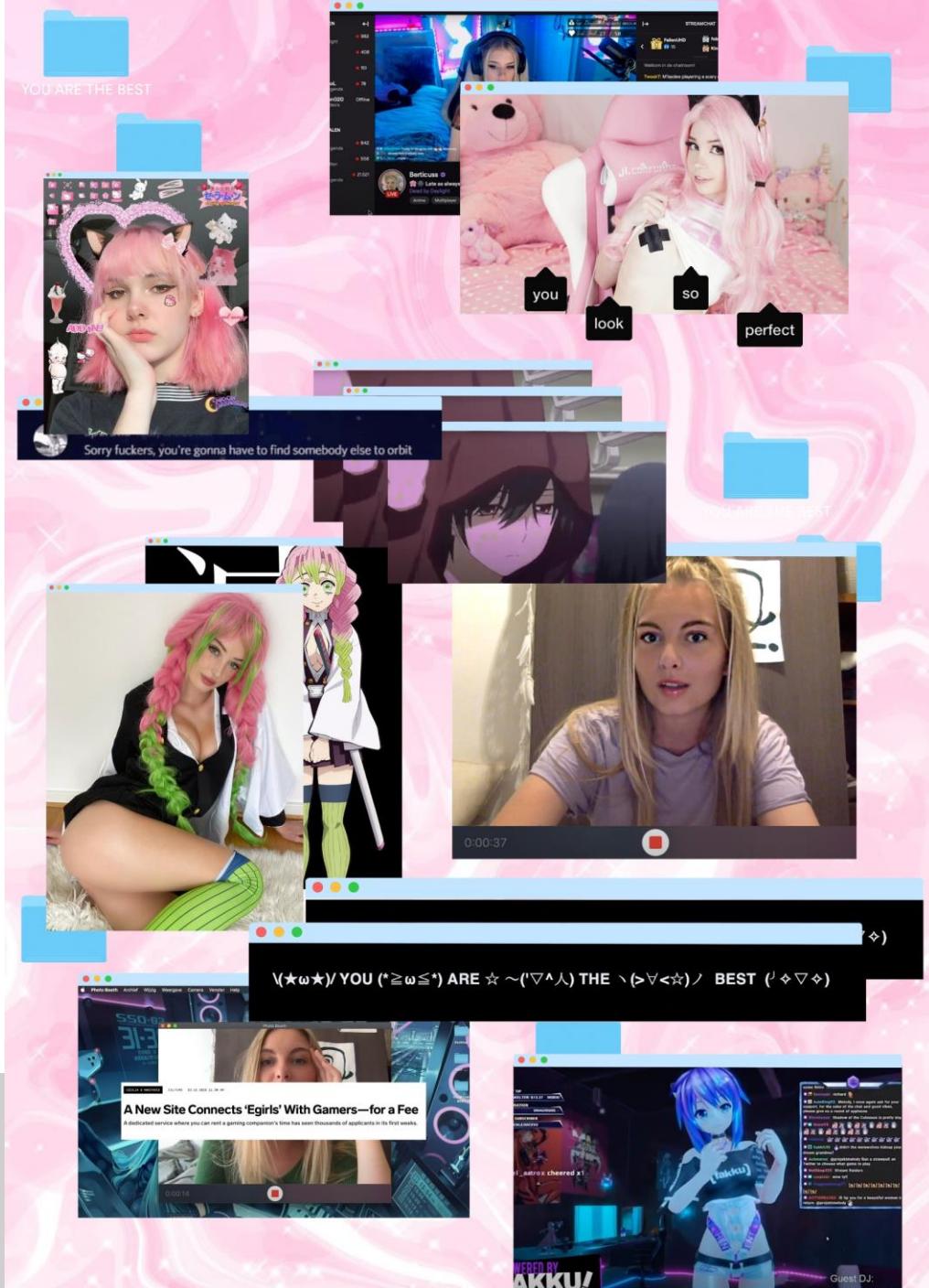
<https://vimeo.com/464692115>

Saskia Verleg

<https://youtu.be/ift9GGAu3Nc>



eGirls Mariska Stapel



Binnen mijn documentaire laat ik zien hoe ik zelf verdwaald ben geraakt binnen de roze wolken van de online e-girl wereld. Hierbij neem ik de kijkers mee en ontdekken we samen de levens van deze schattige en sexy meisjes. Laat je verleiden door hun charmes, maar pas op! Aan hun donkere kant vind je schaamte, duistere transacties en ongezonde obsessies.

Ik heb een nieuwe manier van ‘technologische’ liefde gevonden. De egirl wereld is er een die puur bestaat uit technologie. Er worden verschillende themas binnen YOU ARE THE BEST besproken die allemaal zijn ontstaan door technologie: vriendschappen, liefdes, geld, schaamte, maar ook obsessies en een moord.

YOU ARE THE BEST laat een nieuwe online wereld zien. Het is een wereld waar iedereen zomaar in kan komen maar waar bijna niemand echt het achterste van zijn tong laat zien. Er is nog niemand die deze wereld op mijn manier heeft laten zien.

Door de manier van editten lijkt het bijna dat je zelf via jouw eigen computer in deze wereld bent gestapt.



The Mental X-Ray

PASKA.

THE MENTAL X-RAY | PASCALLE ERKELAND | WWW.PASCALLEERKELAND.COM

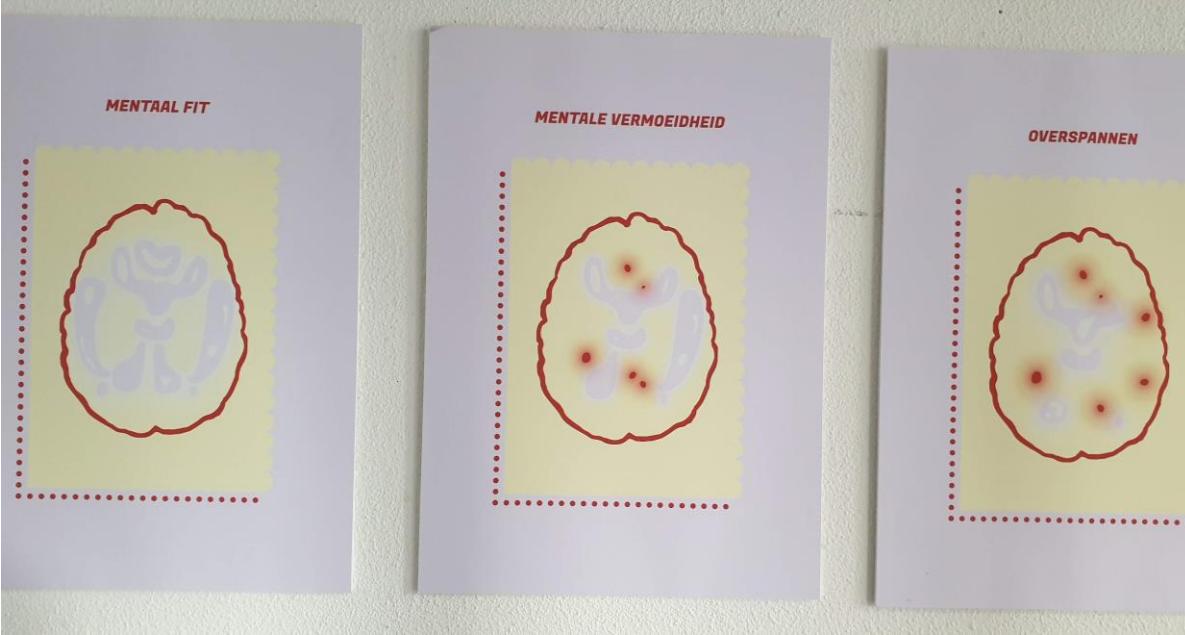


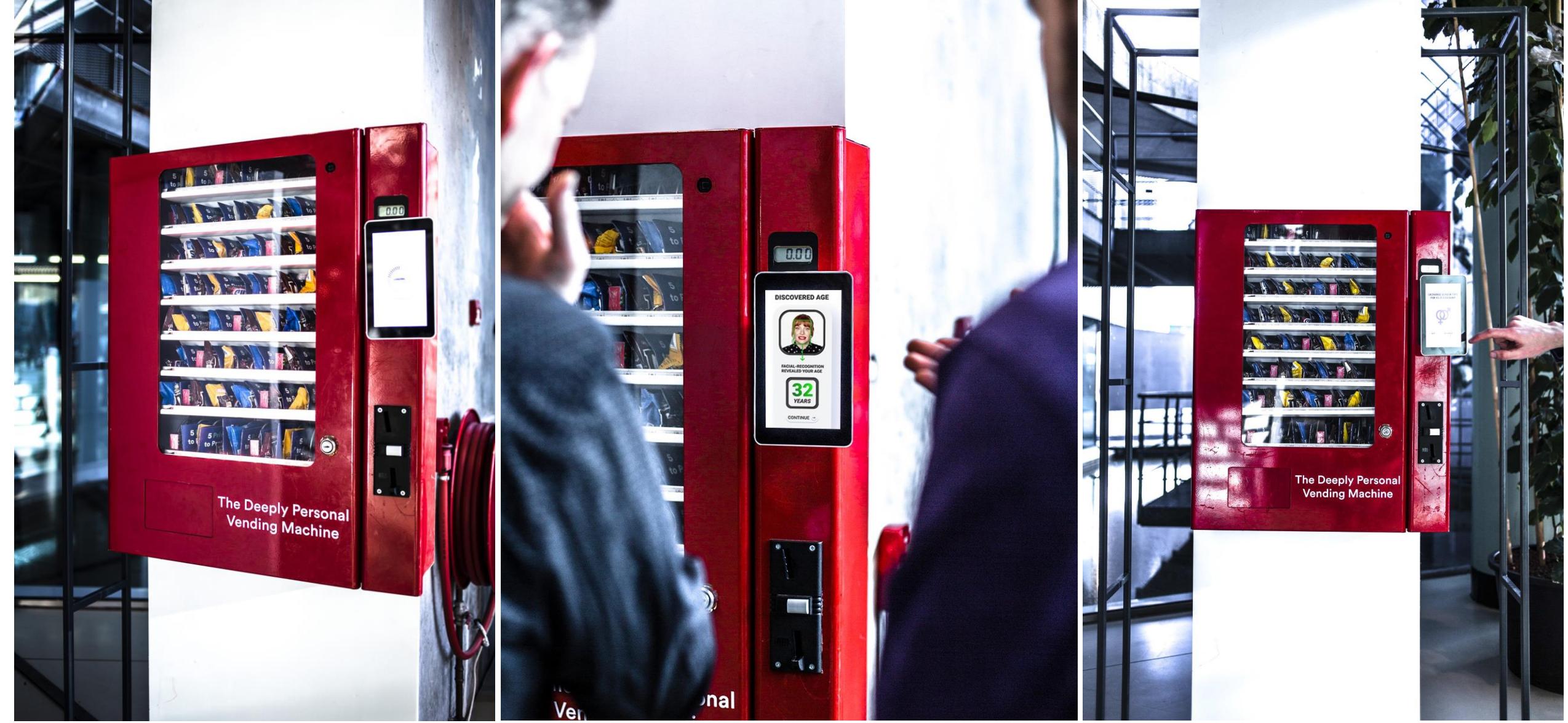
Pascalle Erkeland

A broken leg? Everyone can see it, and with an X-ray you can see the details. But what if something is not quite right in your head? That diagnosis is currently a lot less easy to make, even for a professional. In that case, get to know the Mental X-ray!

An ever-increasing amount of people are dealing with mental health issues. Often, it is difficult for specialists to accurately pin-point a mental irregularity and make a suitable diagnosis. The Mental X-Ray invites people to become acquainted with the positive impact of neurotechnology on mental health development. Together with a neuroscientist, Pascalle Erkeland made a bridge between the brain-scan and the bigger public.

The light object visualizes brain activity by means of an EEG (electroencephalogram). This enables one to see whether mental fitness, fatigue, stress or depression is present in the brain.





The Deeply Personal Vending Machine

Tom Schouw



<https://vimeo.com/465793142>

In this art installation, Tom explores the relationship people have with their personal data. Using new digital techniques like face detection turned this vending machine into a deeply personal experience.

The machine is able to capture data from the user in various ways. For example, a camera module inside the vending machine scans the participant to calculate a variety of data. Utilizing machine learning.

An interactive UX allows the audience to negotiate step by step, which personal data they want to trade for a discount. The ultimate transaction is a free candy bar, but if made explicit which personal data has to be traded will the user still do so? Would you be able to resist the temptation?



Purity – Wearable Lie Detector

Ana-Sofia Pelejero



<https://youtu.be/ydogJlcUULw>

Purity introduces a wearable lie detector used as a daily fashion item. This tool is needed in a pandemic of lies, living in a post-truth time, with the competition-oriented society as a big cause. We need to bring back the truth. How will relationships be shaped when honesty is the norm?

With the competition being a lot integrated in daily life amongst people, millennials are hiding their true selves. This behaviour is found in multiple physical and online places for example on Instagram, Facebook, at work and in social interactions. Millennials tend to lie more about who they are, what they really think and what their capacities are, as an urge for acceptance and the concealment of rejection. People lie to make themselves feel better. Acting opposite to the actions of who you really are can lead to fear, guilt, shame, aggression, frustration, or irritability. This lying behaviour has a damaging effect on trust between people and on their self concept. Because the gap of the real you and the fake you is getting bigger. Which causes cognitive dissonance.

At Purity we aim for a more transparent society, where showing your vulnerabilities and authenticity is being celebrated and trust between people are being regained. Our philosophy is: Be truthful with your words and actions. Keep your promises. Purity is perspective. Keep an open mind, and reserve judgment. No one is perfect, but we all can be pure.

So how honest are you to yourself and to others?



Analogue Sound Massage Tom Vincent

"Analogue Sound Massage" is een installatie waarop de kijkers worden uitgenodigd om zich onder te dompelen in een zintuiglijke ervaring. In combinatie met elkaar creëren geluiden een melodie die, afhankelijk van de luisteraar, als muziek of ruis kan worden waargenomen. Maar ook trillingen kunnen als melodie worden waargenomen. Gevangen in het hart van de installatie, pulseren de luidsprekers lucht die door het skelet van de structuur resoneert. Met het lichaam verbonden met de installatie wordt de manier waarop de muziek aanvoelt net zo belangrijk als de manier waarop ze klinkt.

Het werk is geïnspireerd op "cross-modaal sensorisch" onderzoek (de onderlinge verbindingen van onze zintuigen) en heeft als doel een link te leggen tussen wetenschap, kunst en design. Het nodigt het publiek uit om de tijd te nemen om de muziek te waarderen, de spieren te ontspannen en nieuwe verbindingen tussen zintuiglijke modaliteiten te voelen. De vorm - ontworpen om het lichaam in meerdere posities uit te nodigen, alleen of als een gedeelde ervaring - fungeert als een gids om verrassende sensaties te verkennen, aangedreven door geluiden. De soundscape die in de installatie wordt gespeeld, is ontworpen door Marius Benguigui-Hersan om het publiek te vervoeren door een gesprek tussen geluiden en trillingen.



Tom Vincent



MULTIPLAYER

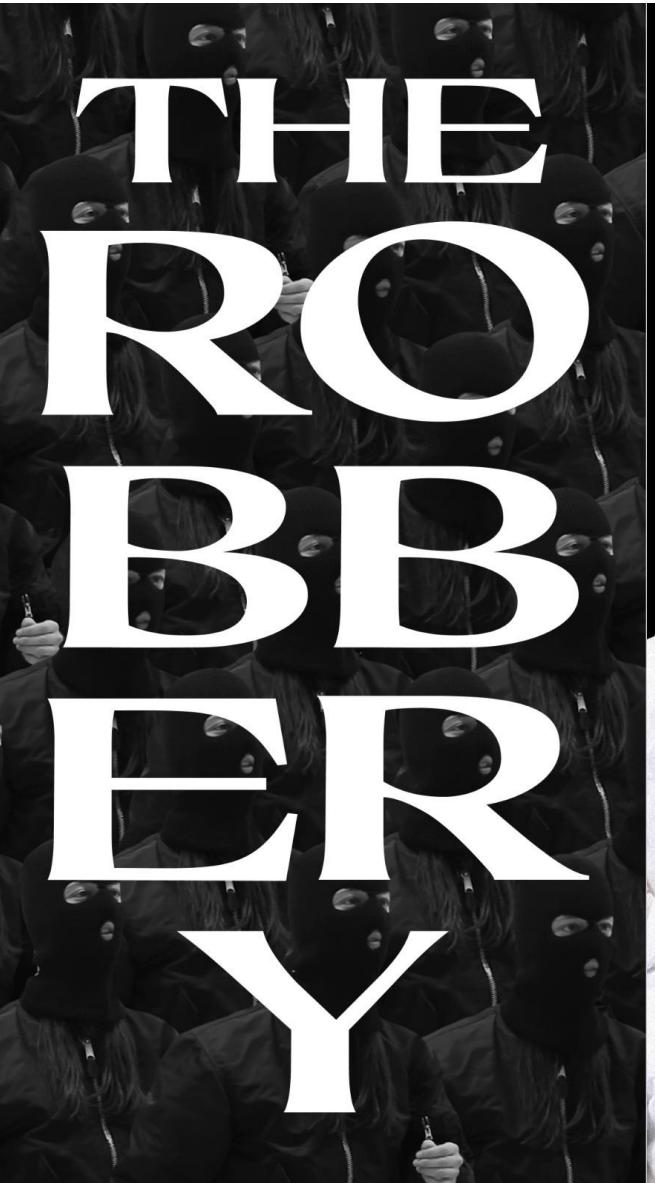
Giulia Fuel

MULTIPLAYER is a series of videos that exploits the aestheticization of violence in desensitized media, such as violent movies and video games.

It is a worrying fact that the less we react to either a violent movie scene or a video game headshot, the more unbearably desensitized we seem to get.

But it is also a fact that we, common moviegoers and gamers, do not care about it: indeed, we demand for the embellishment of violence. We even cheer for contexts and characters that are morally considered aberrant, like a concealed criminal aiming a gun or a hooded teenager hacking into someone else's laptop.

With its gamey loops and filmy aesthetic, MULTIPLAYER series exploits the acknowledgment of desensitization, sometimes by condemning, sometimes by endorsing, the celebration of violence in our favorite desensitized media.



Giulia Fuel