



Submission form for the **Demo Hour** department

Project Name
Beyond Convergence: TEI'18 Arts Exhibition and Performance
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Twitter handle and hashtags for the project (optional) (We use this to promote your work online)
Blog Post: Interested in contributing a blog post to promote your work?
Publication(s) – up to 2 publications on the project
[1] Steve Gibson. 2018. Opto-Phono-Kinesia (OPK): Designing Motion-Based Interaction for Expert Performers. In Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18). ACM, New York, NY, USA, 487-492. DOI: https://doi.org/10.1145/3173225.3173295
[2] Leif Handberg, Ludvig Elblaus, Chris Chafe, and Elliot Kermit Canfield-Dafilou. 2018. Op 1254: Music for Neutrons, Networks and Solenoids using a Restored Organ in a Nuclear Reactor. In Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18). ACM, New York, NY, USA, 537-541. DOI: https://doi.org/10.1145/3173225.3173304
Project web site url
https://tei.acm.org/2018/arts-exhibition/

Project Description (Max 100 words)

The TEI'18 Arts Track exhibition, "Beyond Convergence", reflects the notion of the post-digital in relation to tangible interactive settings. We interrogate the digital beyond simply contrasting it with the analogue or physical, but also by exploring how digital qualities manifest in our everyday world, finding countable and discrete units in our environments and behaviours to form a so-called interpretative digitality. A post-digital perspective re-examines traditional views and practices on building interactive experiences, embracing a process of design that equalizes the digital and the analogue through a multiplicity of formats, encompassing the electronic, mechanical and tactile. We received a record number of 77 high quality artwork submissions. The large number of excellent and diverse submissions made curating a cohesive exhibition a challenging and rewarding task. As a team, we selected 25 installations and live performances based on their relevance to the themes of TEI, their artistic merits, and the practical constraints of exhibiting or performing the works. In many contributions, we see how old media and natural materials have risen in prominence, and how traditional practices are being cherished and reinvented as part of interactive experiences. In a dedicated evening of live performance and installation art, we opened the doors to public in Stockholm's renowned House of Culture & City Theatre. We also staged two special events as part of the TEI schedule: an interactive music and dance plenary performance by Steve Gibson[1], and a collaborative artwork between KTH and Stanford University[2], held at KTH's unique Reactor Hall venue - a disused nuclear reactor site.

Word count

236

Images (captions for 1-3 images submitted separately – JPEG or TIFF at least 300 DPI, 4800 pixels wide)

<https://www.flickr.com/photos/139248080@N08/sets/72157694054331904>

Video link to the project (*Youtube or Vimeo link*)

[1] <https://vimeo.com/262398826>