

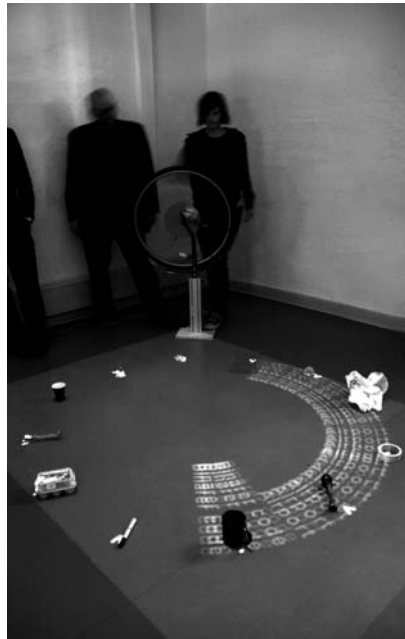
## The Berlin University of the Arts

The Berlin University of the Arts (UdK Berlin) is one of Europe's most versatile and multi-faceted art universities, bringing together more than 30 programs of study in artistic disciplines and related scholarly fields in a single institution. The current situation is characterized by highly diverse initiatives aimed at yielding the synergetic benefits of interdisciplinary networking.

In response to an invitation from HyperWerk Basel, four programs in the Department of Design are working jointly within the framework of an interdisciplinary project to produce their contributions to *acar2* and to explore the neanalog theme. Participants are from product & process design, fashion design, visual communication and experimental media design.



Universität der Künste Berlin



UdK Berlin

### Fish and Chips

A two-week kick-off workshop served as a way to generate fresh new ideas and inspiration for the exploration of digital's reentry into the physical world. The permutation of everyday objects and digital contexts triggered a series of exemplary mock-up scenarios. As an initial constellation, familiar objects used in everyday life were married to randomly chosen digital buzzwords. To get them to settle down and start procreating, they were turned over to a design team charged with scrutinizing and developing the potential inherent in their neanalog offspring.

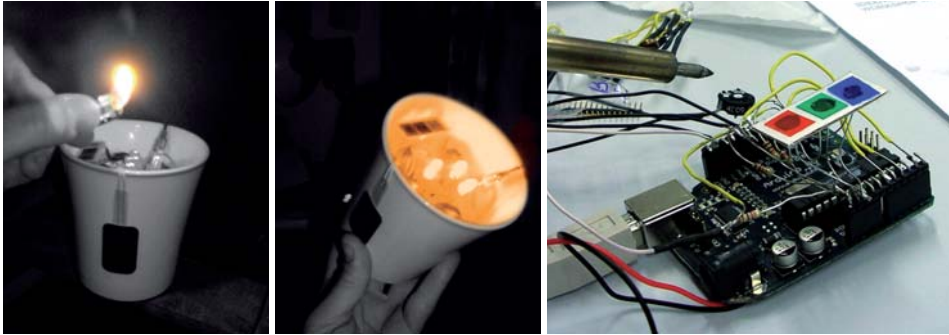
<http://www.design.udk-berlin.de/ID2>

<http://www.design.udk-berlin.de/ID5>

<http://www.design.udk-berlin.de/IDK>

<http://www.digital.udk-berlin.de/de/projects>

Supervision—*Fish and Chips*: Prof. Axel Kufus, Guest Prof. Frank Fietzek, Dipl.-Des. Hermann Wolfram Klöckner, Dipl.-Des. Frank Spenling, Dipl.-Des. Konrad Süßkow



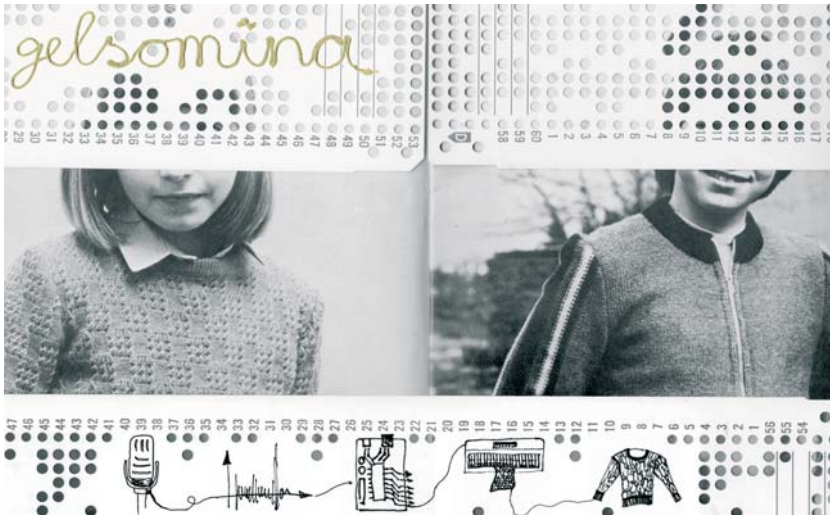
Noa Lerner  
**The Capture/Release Cup**

Cup that captures sunlight to save it for later use.

- 09:20 morning, in hurry. ray of light. I want it.
- 09:21 I capture it.
- 20:55 coming home. I release it.

Hannah Lisette Wiesener and Magdalena Kohler  
**GELSOMINA— The Voice Knitting Machine**

How does it feel when your sweater becomes a medium with which to record your own voice? *GELSOMINA—The Voice Knitting Machine* makes it possible to transfer individual vocal melodies to a piece of clothing so that they become visible in the different varieties of knitted patterns.



Campus 2.0

Willy Sengewald  
**The Jammer Horn**

The *Jammer Horn* is the inversion of the horn's functionality in the digital domain. An airflow sensor triggers a high-range cell phone jammer giving the blower supremacy over the communication within the immediate vicinity.

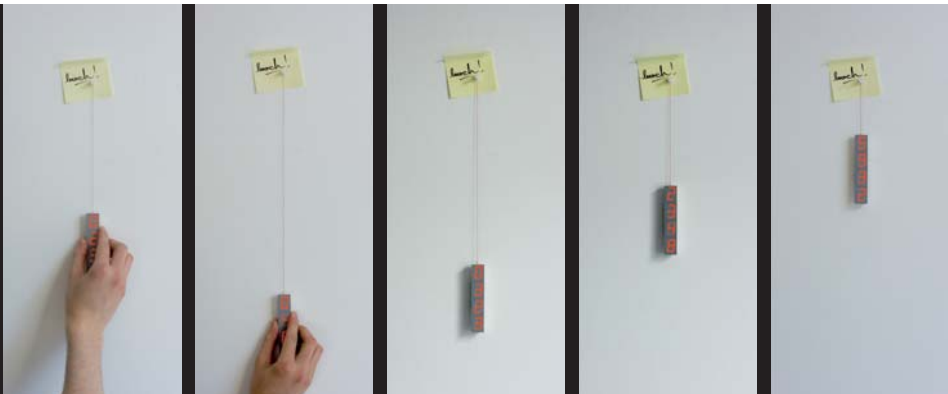


Karsten Eichstedt  
**Mercado Music**

Barcodes provide an inexhaustible supply of digitally encoded samples. A barcode reader with sound engine supermarket turns your local supermarket into a lo-fi rave. On your search for new tracks, you can rummage through aisle after aisle of assorted wares. Scan and jam!

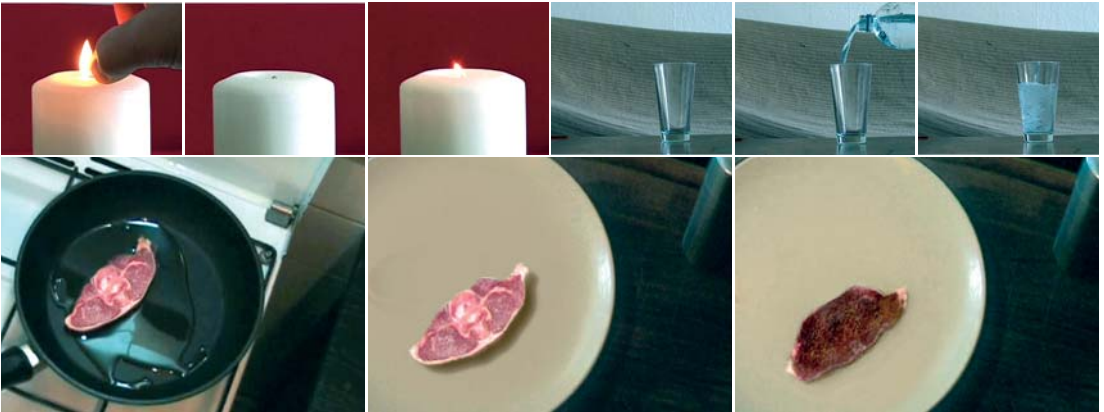
Frédéric Eyl  
**Mount N Count**

*Mount N Count* is a timer. To start the countdown, you pull it down. It then moves steadily upward and thus displays how much time is remaining. Analogously to its position, the precision of the time display changes from days all the way to milliseconds.



Nils Kreter  
Nachgucken

Double click and ... and ... nothing happens. OK, now it's working. Typically digital. In this video, familiar phenomena of the delayed reaction of digital technology are applied to the analog world.



Janja Maidl  
TeeZe

*TeeZe* is a medially enhanced form of the Japanese tea ceremony. The glowing graphic elements display the positions and actions of the elements involved and thus provide sensory guidance through the ceremony.



## ID5—Interactive Systems Class

The work of our project group is an outgrowth of product design and industrial design. In going about this, the design of objects has been replaced by the design of interactions. Even if the ways in which people deal with products and use them has always played an important role in design, it was not until the emergence of computers and computerized products that it became possible to observe the interface and the dramaturgy of interaction in isolation.

In the following projects, we have attempted to work out a linguistic and design terminology for the description and development of interactive systems, whereby the projects themselves reflect the interaction with products—regardless of whether these are examples of hardware or software.

<http://www.design.udk-berlin.de/ID5>

Professor Burkhard Schmitz, Guest Professor Frank Fietzek, Dipl.-Des. Hermann Wolfram Klöckner, Dipl.-Des. Robert Laux, Dipl.-Des. Sandra Wagenstetter



### Dominik von Stillfried Amore

Strangely connected, energy-laden,  
the cable writes *amore*.

### Yvonne Weber Campillow

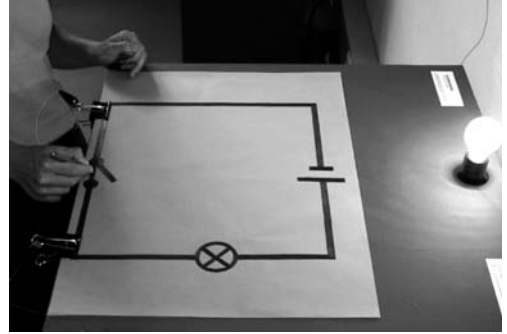
With a pillow as magnifying glass in their hands, visitors navigate across a map of the world and zoom themselves into the scenery. This map made up of webcam feeds makes it possible to explore the course of the sun and happenings in public places worldwide. Around the globe via pillow.

<http://www.campillow.com>



**Eisuke Kobayashi**  
**Stromzeichen**

A new way to turn on a light bulb! A circuit diagram is drawn by pencil on a sheet of paper. The graphite thus applied conducts electricity. When the circuit is closed by drawing in a switch, the bulb gently illuminates. And when the closed circuit is interrupted via erasure, the light is extinguished.



**Hermann Wolfram Klöckner**  
**TransForm**

*TransForm* is a new medium for the concrete depiction of three-dimensional content. To accomplish this, the form of an elastic geodetic dome is adaptively modified by memory metal actuators and specially developed control software. The micromechanical interplay of 8,000 individual components for the production of the geometry and the dynamic texturing with virtual light sources that project images onto the structure's exterior surface are what endow *TransForm* with its depiction capabilities.



**Parametric Cutlery**  
**Generative Workshop at ID5**

What actually happens when the Platonic world of ideas is confronted by a three-axis CNC cutter? In three one-day workshops, the standard tools of object-oriented programming produced full-parametric families of disposable cutlery—solely via code and imagination: product design through genetic manipulation.



## Campus 2.0

### Noa Lerner Ein Tropfen Musik

One single soft drop containing one single song which can only be played one time. Emphasizing the value of the moment and the meaning of giving.



## Adorable Design— design for worship:

The class „Design with Digital Media” from the University of Arts Berlin presents creations worth worshipping: For the world's major religions, sacral objects come in a huge variety of functions and specifications, evolved and invested with meaning over millennia. Nevertheless, for the last few decades designers have skirted this issue. With this in mind, Profs. Sauter and Ängeslevä instigated their students to rethink religious objects with a contemporary twist, using conceptual approaches, materials and new media.

<http://www.digital.udk-berlin.de>

### Jens Wunderling Way of the Cross

A contemporary symbolic reconstruction of the Passion of Christ in the form of a sound installation: When approaching one of the fourteen stations of the traditional way of the cross, contemporary audio files are played back through an MP3-Player hidden in the wooden cross.





**iRosary**  
Tino Dobra

*iRosary* uses the advantages of the iPod to make the rosary more attractive and flexible for younger believers. Simultaneously, it uses the significance of both objects as practical commodities on the one side and symbolic signs on the other reciprocally.

**Markus Kison**  
**Ticker Cross**

*Ticker Cross* displays the unabridged version of the "INRI" label (Jesus Nazarenus ex Iudaeorum) and as a bonus the Vatican owned stock ratings as a signifier of its secular influence.



**Markus Kison**  
**Crucifixion**

The cross has become an abstract symbol, the events at the place of the crucifixion tend to be forgotten. The installation *Crucifixion* intended for the side altar of a church, tells these stories.



## Campus 2.0

### Felix Hardmood Beck **iRauch**

The *iRauch* (“iSmoke” or “iNcense”) is a media device that facilitates access to the Christian liturgy for believers. The *iRauch* is connected to a computer via the USB port. When a church service is broadcast, the incense begins to burn.



### Ivonne Dippmann and Marion Wagner **Anhelus**

*Anhelus* gathers the holy water for the baptismal font from the congregation’s breathing (lungs convert oxygen into water and carbon dioxide)—condensing water on the cool brass point which then drips into the suspended basin.

### Jan Lindenberg **Living Torah**

The digital membrane combines the forgotten tradition of the so-called “Meturgeman”, a simultaneous translator of the Torah, and supports the rabbi’s guiding function: a translation is shown in conjunction with the indicated text passage and the vowel and cantillation marks are displayed.