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Art on the Move

Interface Cultures at Ars Electronica 2008

This year's presentation of the Interface Cultures master and doctoral student projects focuses on aspects of mobility and performative interactions in public spaces. As interface technology starts to intrude more and more in our daily lives¹ it has also become easier to handle for apprentices. Students are now free to experiment with do-it-yourself style interaction design and increasingly bring artistic and experimental content to it without being entangled in too many technological issues. Wearable interfaces, as we have already presented them in the past two years of Ars Electronica^{2,3}, have now been combined with more performative and environmental interactions and the aspect of gaming has been enhanced. After consuming a variety of guest lectures and courses during the past years⁴ students are also increasingly interested in investigating the value of information and its cultural implication. They anecdotically deal with social behavior in public space by creatively analyzing the multitude of social signals. As interface technologies rapidly develop and seamlessly merge into our daily products and commodities, artists and creators must remain critical and investigate and question their societal and creative implications as well as issues of control and agency.

- 1 Sommerer, C, Jain, L. C., Mignonneau, L. (Eds.): *The Art and Science of Interface and Interaction Design*, Springer Verlag, 2008.
- 2 Sommerer, C, Mignonneau, L. and Gestrich, D.: "Hybrid Interfaces and Physical Computing" In: *Goodbye Privacy*, Ars Electronica 2007, Ed. G. Stocker and C. Schöpf, Hantje Cantz Verlag, pp. 385–391.
- 3 Sommerer, C. and Mignonneau, L. "Tangible, Audible, Playable, Wearable—Interface Culture student Works at Ars Electronica 2006", in: *Simplicity—the Art of Complexity*, Ars Electronica 2006, Eds. G. Stocker and C. Schöpf, Hantje Cantz Verlag, 2006, pp. 234–243.
- 4 *Interface Cultures—Cultural Aspects of Interaction*, Editors: C. Sommerer, L. Mignonneau, D. King, Transcript Verlag, 2008.

