

Poster Presentations

Otakaari 1X, 2nd Floor

Inge Römgens:

Exploring research practices in between the arts and academia: an example of how artistic research is done in theatre

I am presenting a poster on my ongoing study on artistic research practices in theatre. The case study deals with a specific example of 'research-methodology-in-the-making'. It explores practices and assumptions of artistic research in theatre. The study, in which I conduct ethnographic research (including participant observation and interviews) at two theatre companies in the Netherlands and Belgium, is part of my PhD project. In the PhD project, I study the (possible) role(s) of the arts in contemporary research universities. Under the working title 'Why the modern research university needs the arts', the overall project complicates boundaries between artistic and academic practices, asking why and how the arts have a place at the modern research university, contributing to research, research valorisation and education. The case study I propose to present contributes to the first topic: how artistic practices contribute to research. The study addresses the complexities of boundaries between the academic and artistic in interesting ways, as different (institutional) players have a stake in the project. The project is issued and funded by an academic research institution of Maastricht University. Theatre artists carry it out. Hence, in its set-up and process, the case reveals many interesting assumptions, questions and complexities of such 'in-between' boundary work. Examples are how the artists perceive their task of conducting research; how their research is different from or similar to their artistic practice; and to academic research. Moreover, issues such as autonomy, publishability of results and replicability of methods are at stake.

Keywords: artistic research, boundary work, methodology-in-the-making

Frances Joseph and Miranda Smitheram:

Making With: Hybrid Practices in the development of new forms of intra-active dress

The project *Phenomenal Dress* explores posthuman notions of dress as particular, dynamic surfaces and forms that enfold with different situations through physical and metaphysical forces. The project draws on perspectives and methods from fashion, art, science, technology, ecology and indigenous frameworks, to develop intra-active forms of dress that engage with and are activated through localised phenomena including human, biological and material agents.

This hybridisation of dress as a nexus of technological, physiological, material, and cultural perspectives recognises matter as history and narrative, and place as having both physical and metaphysical dimensions. The different modes of working through these complex relationships, engaging a team of collaborators from diverse disciplinary and cultural positions, foreground the project, shifting it beyond a response to material properties or location as site, to an engagement with matter, media, place and forms of being, and the agential and aesthetic potential of these entanglements.

The first iteration of this project is based in Karekare, a west coast black sand beach in the Waitakere Ranges Regional Park, fifty kilometres from Auckland, New Zealand.

Keywords: ess, intra-action, collaboration, materiality, Karekare Beach

Klaus Förger, Tommi Himberg, Julien Laroche and Asaf Bachrach:
FSenSync – A software for enabling collaboration between art and science

We present a software family called FSenSync that aims to support designing and running installations and experiments that combine both artistic and scientific requirements. The need for this software arose from a collaboration in an ongoing project where human behavior and psychology is studied in context of improvisation and dance. Our use case required wireless data collection from large groups of people while maintaining precise temporal sync between different data sources. This we solved by synchronizing the clocks of the Android devices used in the streaming and recording of data, and timestamping the data locally instead of relying on centralized timestamping on a server. In practice, this allows precise measurement of synchrony between data sources, automated production of synced visualizations combining data such as accelerations, videos from multiple points of view, and annotations made with screen touches. Also, making use of the popularity of the Android OS we have been able to integrate data from external sensors measuring for example EEG, EDA, and breathing rate. The ability to visualize data quickly can speed up the dialogue between artists and scientists. The clock synchronization does not require a constantly working wireless network, therefore the system allows robust recording of data outside laboratories for example in dance studios or parks. The system also opens new possibilities for artistic work by allowing real-time fusion of data from different modalities and artistic fields for example movement, dance and visual art.

Keywords: software, synchronization, sensors, data recording, data streaming, movement science

Viktor Klimenko, Elena Pavlovskaya and Aleksandr Uvarov:
Design in Siberia: on the edge of cultural legacy and innovation

Siberian Design Centre, founded on Tomsk State University (which is in the top 5 russian universities list) basis in 2017, is a unique scientific, educational, design and experimental structure for Russia, implementing its programs in the field of design. In its activities, the Centre draws on the historical experience and traditions of formation of design culture, founded by Vhutemas (Higher Art and Technical Studios) and VNIITE (All-Union Scientific Research Institute of Industrial Design). The article will consider examples of conceptual projects of the Centre, based on the synthesis of the scientific potential of TSU and modern artistic practices: the project of the Botanical garden - "Creative garden", the project to promote the unique wooden architecture of Tomsk - summer project seminar "Living architecture" and a plenty of others.

Keywords: design, legacy, innovation
