

Interactive Institute Newsletter, May 2008

Ten years have now passed since the Interactive Institute was created as an initiative from the Swedish Foundation for Strategic Research. The idea was to combine different perspectives in IT research to create new research fields, experiences and innovations. Our research studios have evolved around themes that have proven to be of great current interest.

Through years of collaborative work we have helped established research fields like smart textiles, sustainable design, acoustic design and pervasive gaming. This development is not only important to the future research in Sweden – our work continuously inspires companies to think differently and students to explore the possibilities of art, design and technology in their education.

Currently, we are starting to plan our 10-year anniversary that will take place in the fall. Keep a lookout for more information in the near future on our website!

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The first FabLab in Sweden

Interactive Institute Växjö, in collaboration with Stapelbäddsparken, Blekinge Institute of Technology and the Chaos Pilotes are aiming to start the first FabLab in Sweden early spring 2009. The location for the lab will be Stapelbäddsparken in the city of Malmö.

The FabLab will be a new creative venue for innovation and personal fabrication, equipping the public with technology with the goal to reduce the existing digital and technical divide. A FabLab in Malmö will also work as an important contact point for the public, the municipality, the industry, organizations and different seats of education.

For more information visit www.fablab.se!

Sustainable video technologies for public spaces

In February 2008, Performing Pictures arranged Rag-Tag video and movie sites – a seminar as well as a 4-day workshop. Bringing together 25 experts; designers, artists, scientists, technologists, professionals and enthusiastic 'do-it-yourselfers', the workshop was a valuable opportunity to share knowledge and experience with a selected group of international experts in an informal and hands-on lab.

The event brought experts from Australia, Slovenia, Spain, Austria, Italy, Holland, Finland and Canada to Stockholm and forged new partnerships as well as enforcing existing initiatives

from multiple perspectives. The workshop was designed around Open Space principles, and focused on skills and knowledge sharing, collaboration and creativity.

The online documentation, including speaker's notes and images can be found here: <http://www.tii.se/performingpictures/ragtag-website/rt-documentation.html>

Integrating acoustic design in architecture and city planning

The vision of integrating acoustic design in architecture and city planning recently received strong support through three research funding decisions for the group Soundspace. The project, consisting of Soundspace, Konstfack, Stockholm University, as well as other public and private partners; has received funding from Vinnova, Vetenskapsrådet, KK-stiftelsen, Vårdalstiftelsen, Stiftelsen för strategisk forskning and Invest in Sweden Agency, because of the project's heavy visualization call.

The work of the Soundspace group merges the field of acoustic simulation/auralisation and acoustic design in an urban context.

Centre for innovation within IT related sound and music design

Sonic Studio has been approved funding for the project; Centre for innovation within IT related sound and music design. Funders are EU Structural funds, the County of Norrbotten and the municipal of Piteå. The project will go on for a 3-year period, and was started in November 2007 with a total budget of 13,650,000 SEK. (About 2,273,802.00 USD).

One of the important goals with the project is to strengthen Sonic Studio as an innovative centre for research and development within the field of IT, sound and music design. The project also aims to lead the development of innovative prototypes with a commercial potential and strengthen the region, Sweden and Europe. Areas to be covered throughout the project, are Audio Game Design, Sound Design for Information and Sound for Physicality and Health. The project will collaborate with research partners as well as partners within interactive media and information technology, traditional industry, health sector and the educational sector.

The game Interference premiered in January in Kista and re-staged in Düsseldorf

The pervasive game Interference was premiered in January in Kista, Stockholm and re-staged in Düsseldorf in February. Interference is a game experience that merges digital gameplay with reality on the streets. Starting as an exciting hunt along invisible networks, it evolves into a dark story about power and control where your actions decide the ending. The game mixes techniques from computer games, live action roleplay, drama and interactive art with wearable technical solutions. Interference is the final production in the European research project IPerG in which scientists, artists and game designers together explore the next generation of games.

For more information about interference, see: www.interference.nu and www.pervasive-gaming.org.

New book release: Occupying Time: Design, Technology, and the Form of Interaction

The book, written by Ramia Mazé, is the result of a PhD thesis in collaboration with Malmö University, Blekinge Institute of Technology and Interactive Institute. Ramia, who has a background in architecture, aims to study how an object is used and perceived, rather than focusing on the object itself.

The thesis supervisor was Pelle Ehn PhD and senior researcher Johan Redström, opponent was Anthony Dunne PhD (Royal College of Art, UK). The Book is published and distributed by Axl Books. For further reading: <http://www.tii.se/node/2407>

Participation at The Swedish National Energy Convention 2008

Carin Torstensson and Christina Öhman, Interactive Institute in Eskilstuna, moderated individual sessions under the topic Energy, IT and Design at The Swedish National Energy Convention 2008. The convention is an annual meeting point for the Energy Sector gathering about 2200 delegates. The Energy Convention 2008, held March 12-13th, was the 10th in order and is mainly sponsored by the National Swedish Energy Agency.

They presented the following projects: Visual Wattch, AWARE, Young Energy and Power Explorer. Prototypes from their science projects was also displayed at the energy convention's exhibition. For further reading: <http://www.sverigesenergiting.se>

Man Machine 2 at The National Museum of Science and Technology

The exhibition Man Machine 2 is the result of the collaboration between Interactive Institute and the National Museum of Science and Technology. The project involves the three artists Matti Kallioinen, Ebba Matz and Christian Partos, in association with Björn Norberg, curator and Ingvar Sjöberg from Interactive Institute.

By using the Museum's objects and by accessing its object database the artists aim to position the technological cultural heritage in relation to their own artistic expression. The final result will be an exhibition at the National Museum of Science and Technology displaying installation art by each of the three artists. For further reading: <http://www.tii.se/node/2680>

Cultural Infrastructure Kista

The Art Productions studio is delighted to announce the launch of Cultural Infrastructure Kista (CIK).

After many months of negotiations with land owners, companies, Kista Science City and the Electrum foundation, the studio has secured base funding for the project and the go ahead for the CIK cultural road map.

The studio has already started a number of projects and is actively promoting initiatives in Kista. To date, these range from a large scale public art project with an unrevealed client, to a number of events and projects with KSC, Electrum and the restaurant Street. There is a busy timetable for the year ahead!

The aim for the coming year will be to expand and promote the cultural development of Kista, finding new opportunities, catalyzing new partnerships and collaborating with interested parties. We welcome discussions on new projects and ideas that relate to digital technology in the public and semi-public arena. <http://ap.tii.se>

We hope that you have enjoyed reading our latest news. Please visit <http://www.tii.se> for continuous news from us. If you have any questions regarding our research, do not hesitate to contact us at info@tii.se