

Sensorial Rehabilitation

Conditioning creates new instincts --

Look imaginatively at how we can learn and unlearn ways to use our senses practically in current and future contexts, through speculatively designed interactive devices, wearables, and prosthesis inspired by science fiction aesthetics.



Hiroto Ikeuchi, 2018

<https://www.designboom.com/technology/hiroto-ikeuchi-cyberpunk-wearable-technology-04-02-2018/>

Why?

- Critique and study the state of our **perception** and **cognition**
- If our senses are our **interface to the natural world**, how can we **upgrade** it to fit the way we behave now, or in the future?
- Study the **behaviour of learning** and **voluntary conditioning** and applying it to devices that can **improve our lives**

My Approach

- Modify the experience of current-day perception as a form of "rehabilitation" through exaggerations in areas of focus
- Creating interactive devices that provides an immersive experience

Keywords:

Behaviour, instincts, immersion, phantom perception, reality

Primary Inspirations

Susanna Hertrich, Prostheses for Instincts, 2015
<http://www.susannahertrich.com/work/prostheses-for-instincts/>

"Thus, the devices enable people to literally feel data and to obtain a »sixth sense« for the abstract and deferred dangers that occur outside their natural awareness. "

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<https://chriswoebken.com/Animal-Superpowers>

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<https://wccftech.com/brainportv100-helps-blind-people-tongue/>

Hyungkoo Lee, Altering Facial Features with WH5, 2010
<http://hyungkoolee.kr/>

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