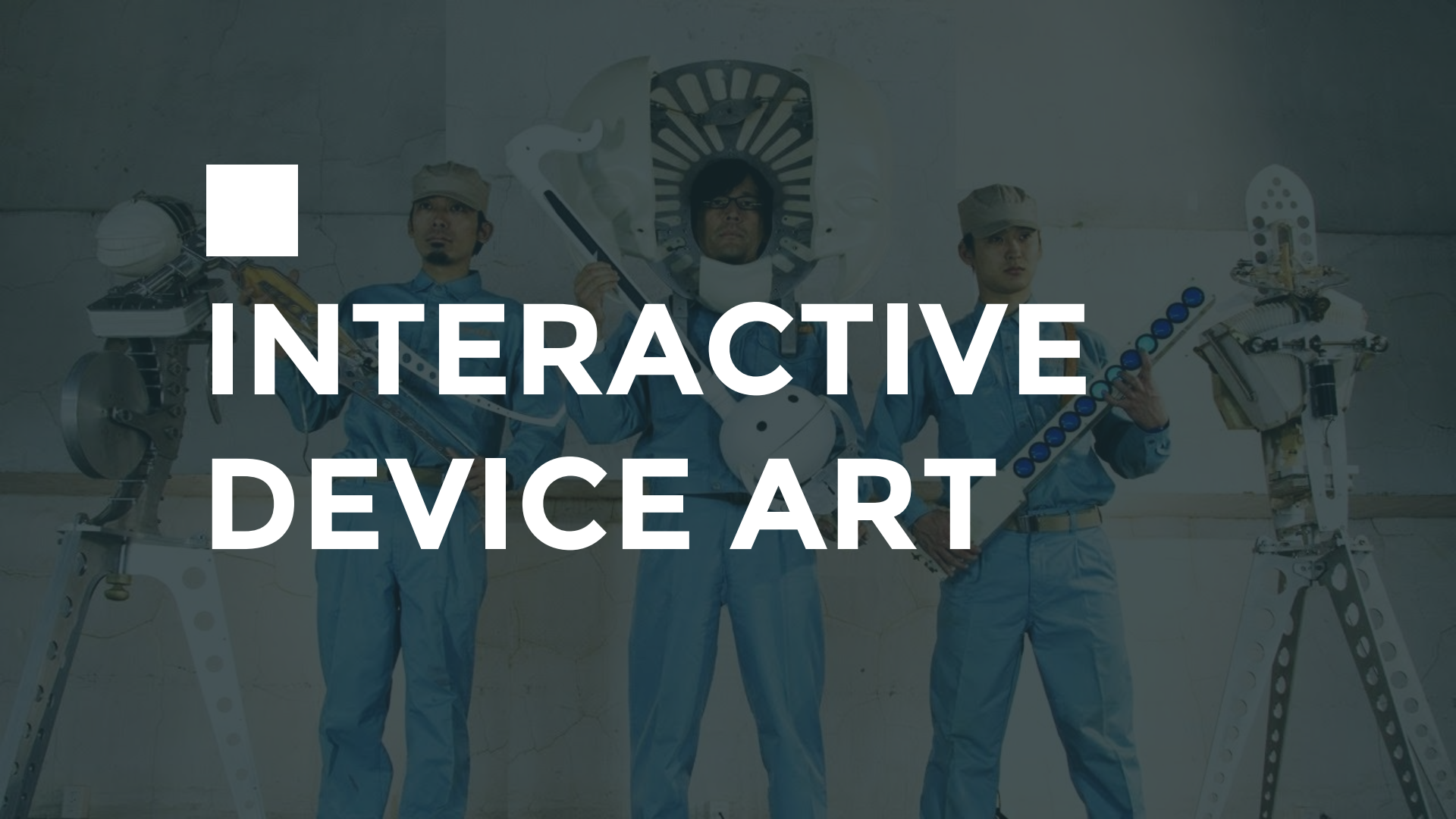


INTERACTIVE DEVICE ART





DEVICE ART

est. 2004, University of Tsukuba, Japan

ENTERTAINMENT?

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DESIGN DEVICE ART TECHNOLOGY

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DEVICE ART

**Tangible, physical
devices**

**Electromechanical
systems**



INTERACTIVE DEVICE ART

Key concepts

Playfulness

Social

Altered way of seeing



DEVICE IS THE ARTWORK

Not a means to an end

Form, function, content,
mechanism and experience
are no longer separate



Amagatana

Yuichiro Katsumoto
2006



Appropriates ordinary umbrella form into a sword

Effectively uses common, relatable behaviour as the basis of the interaction

Physicality of the object is very important





tapTap

Andy Huntington
2004



Usually self-contained and portable

May be used as part of a larger installation

Simple forms

Intuitive and user-friendly =
easy to interact with



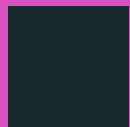


**INTERACTIVE DEVICE ART HAS AN
UNDERLYING ELEMENT OF**

PLAY

Simple, intuitive and user-friendly forms

Unexpected and whimsical ideas



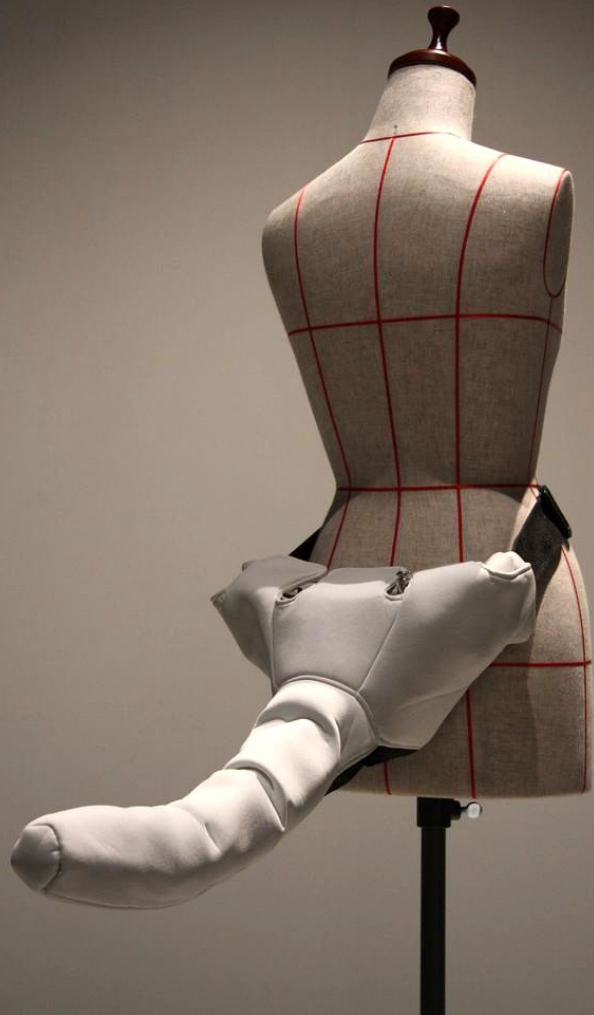
SiliFulin

しりふる

Ryota Kawakubo

2009

Sili (butt); Fulin (swing/shake)



Interactive robotic tail worn
around the waist

Reacts to hip movements

Reverses the evolutionary
process where we humans lost
our tails





Otamatone

Maywa Denki

(Nobumichi and Masamichi Tosa)



OTAMATONE.COM

MITATE

Traditional Japanese concept of using playful
metaphors, associations and double entendres

Shape of a quaver note



OTAMATONE.COM

Notes are played along the stem like a recorder

Head of the note is literally a head with a mouth and eyes

Control the sound by pressing the cheeks

Metaphor is seamlessly integrated into the form





PERFORMANCE

明和電機



Live music performances
called 'product
demonstrations'

Art extends from the device
into a full persona

Consistency and continuity
in their act





POTENTIAL FOR COMMERCIALIZATION & MASS-PRODUCTION

Brings art into the sphere of
commercial products

Art is no longer confined to
classical venues
e.g. museums and galleries

Maywa Denki's different approaches of presenting art to the public are not limited to the art gallery format

e.g. fictitious product catalogues, live performances, videos etc.





INTERACTIVE DEVICE ART AS **DEMOCRATIC & ACCESSIBLE**

Emphasis on play allows many people to enjoy and understand it

Can be mass-produced to potentially reach a wider audience



INTERACTIVE DEVICE ART
**PROMOTES INTERACTION
BETWEEN USERS &
CONNECTS PEOPLE**



TOUCHY

Eric Siu

2011



Helmet-shaped; resembles a camera and blocks the user's eyes

Contact = shutters open for an instant
Contact maintained for 10 seconds =
snapshot of that instant (captures the
moment of togetherness)

**User becomes an extension of the
machine; no longer interacts directly
with the device**

**Interactivity occurs when the user
interacts with other people**





Promotes interaction
between the wearer and
people around

Highlights issues such as
social anxiety and isolation
in an increasingly modern
and connected world



Wearable tech typically serves
the user e.g. monitors heart
rate, provides data

Touchy does the opposite i.e.
impairs the user to encourage
interaction with other people



INTERACTIVE DEVICE ART CAN ACT AS
SOCIAL COMMENTARY
TO HIGHLIGHT CONTEMPORARY ISSUES



BEGGAR ROBOT

Sašo Sedlaček
2006 - present



Both an artwork and social experiment

Sedlacek has taken this piece of device art out of the museum into the streets

Offers a global perspective on universal issues i.e. poverty and social inequality

Social commentary and activism



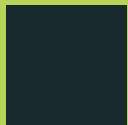


ALTERED WAY OF SEEING

Interactive device
art questions the
boundaries between
art, design, play,
technology and
commercial
products which are
traditionally distinct

Takes art off its
pedestal and gives
it “real world”
application

Challenges the
exclusiveness and
high status of art
by commodifying it



CONCLUSION

Interactive device art comes in diverse forms.

More than just gadgets, interactive device art can engender meaningful human interaction and offer new perspectives on important contemporary issues.

These works are also manifestations of play, creating a democratic and accessible new media art.

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**THANK YOU
FOR LISTENING**

A presentation by Sng Yi Xian Issa