

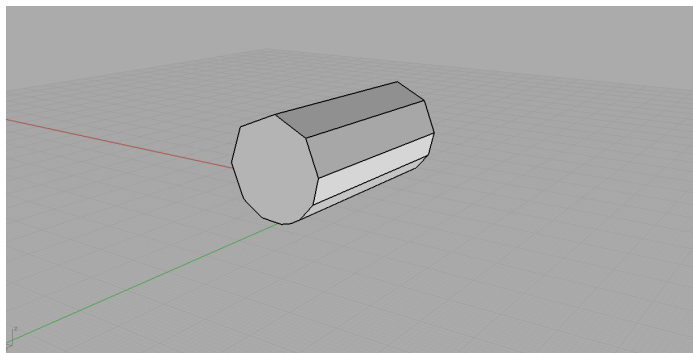
PPI 4-6 Cylinder_RollingStairs_Seesaw

My installations explore the relation a person has with his/her own body. My work seeks manners to transcend the natural borders of the body through physical interaction with sensory devices. Often the body itself becomes a kind of interface. Through interaction with the objects, the visitor is invited to alternate the position of performer and spectator enabling them to unveil, sense and discuss actual emerging body concepts.

I propose four individual but connected physical interfaces to be exhibited: the Physical Phenomenological Interfaces' (PPI's). They were created during an artist-in-residency at Waag Society - in cooperation with Kennisnet¹ - as a result of the assignment to develop a new interactive installation for educational purposes. The work should enhance embodied learning of 16-18 year old youngsters with the focus on '21th Century Skills'. These skills include collaboration, personal involvement, focus and creativity².

The PPI's evoke bodily awareness, 'corporal literacy'³, which can be diagnosed and personalised by the 'performer'. The interaction emphasizes the natural functionality of our bodies, like standing up, climbing, stretching and balancing, questioning 'regular' human computer interaction. All objects aim to be silenced by the performer(s), as I take silence as the ideal state-of-mind to focus on the embodied self.

1. PPI _CYLINDER 2013, Okoume Multiplex, Milling machine, 25 x 50 cm
Accelerometer, light sensors, audio device, speakers, Kinectcamera, videobeamer, Macmini



¹ January – July 2013

<http://www.kennisnet.nl/over-ons/international-visitors/about-kennisnet/>

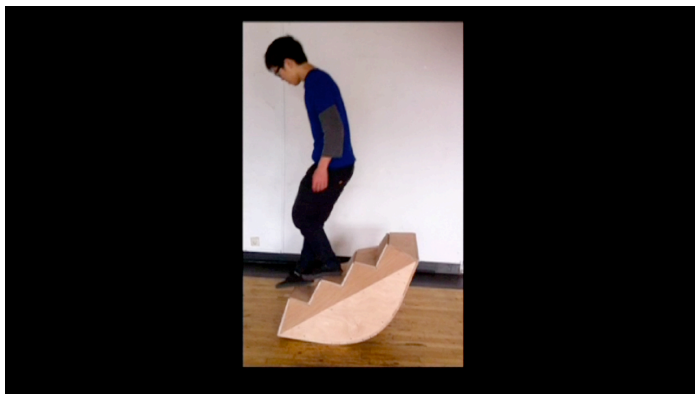
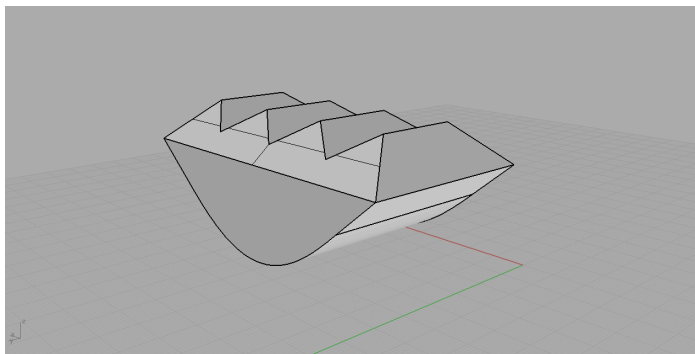
² The focus in contemporary education is mainly on cognitive skills. There is an increasing need to pay more attention to soft skills, an open learning attitude and awareness of learning.

³ Corporal literacy describes these abilities of the body to perceive, critically read and make sense. "It does not simply mean the transposition of a language related concept to the realm of the body, but rather a rethinking of the notion of literacy from a position beyond oppositions like language and the body." (Maaïke Bleeker)



GOAL: Empowering Tool⁴. Interaction is focused on finding balance, making a power pose and stretching up, holding this posture for 2 minutes. The purpose is to 'quiet down' both physical interfaces (body and object). Cylinder and kinect camera are programmed to trigger loud mumbling noises when 'the performer' is not standing in the desired position on the object. When standing in the right position it quiets down and real time videoimages of the performer is projected in front of him / her, mirroring the performativity of perception⁵, imprinting the images in the flesh.

2. PPI_ROLLING STAIRS (2X), 2013, Okoume Multiplex, Milling machine, 48 x 100 cm, Accelerometer, Mac Mini, speakers



⁴http://www.ted.com/talks/amy_cuddy_your_body_language_shapes_who_you_are.html

⁵how perception actually produces what appears as the object of our perception



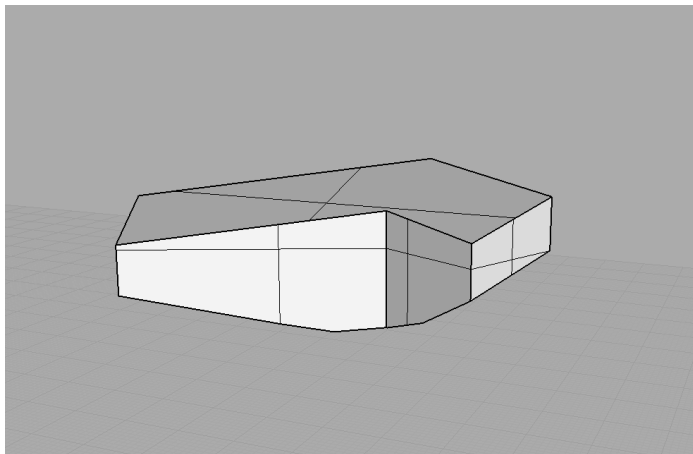
GOAL: Exploration of collaboration. Interaction is focused on 'balancing' between three phases in / types of collaboration;

1. Helping each other
2. Leader – follower
3. Working together

The Rolling Stairs are programmed to trigger single notes or parts of melodies. Collaboration may lead to melodic lines, rhythms, musical compositions and finally silence as the ultimate composition ('4'33', silent piece by John Cage).

3. PPI_SEESAW, 2013, Okoume Multiplex, Milling machine, 89,7 x 32,4 cm

Accelerometer, light





GOAL: Exploration of disbalance. Interaction is focused on disbalance by exploring asymmetrical movement, acceleration and / or extreme slowing down. The SEESAW is covered with light sensors. By closing one sensor, it's audiosample will stop. Every turn, new combinations of sensors need to be closed using different bodyparts or even another body. During each spell of silence, a photo is taken showing unpredictable physical statuses of oneself.

BIO

Marloeke van der Vlugt is a Dutch artist and researcher, based in the Netherlands. She graduated from the Faculty of Theatre in the University of Amsterdam and Dasarts, the Amsterdam School of the Arts, receiving training in media and performance art. She worked as a choreographer, director and scenographer for various (inter)national theatre performances. Since 2006 she develops performative interactive installations in which the visitor replaces the performer.

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