

**Interactivity/Intervention**  
**Installation Art: arts 360**  
**Prof. Claudia Esslinger**

For this project you will design and create an installation that engages the community, inviting them to *interact* with it. The presence of the elements you design will *intervene* in the daily life of those who come in contact with it.

*Community* in this case means the Kenyon/ Gambier community, partly because it is logistically possible. Your main audience will be students, faculty and employees of Kenyon as well as local residents, so consider how each of them will react. This doesn't necessarily mean making them "feel good" or "bad"...*but posing questions that might make them consider something they wouldn't have otherwise.*

As a *art* project, the piece will be well designed both formally and conceptually. Consider the difference between an art installation and a children's or science museum interactive feature or a sociological or psychological experiment. The target audience is both a gallery going adult public and a broader community.

Current *trends* in installation art in public places include using electronic sensors to control elements in the piece, an awareness of social concerns that lead to social action, use of local data (site specific history, geology, meteorology, etc) and for some artists, huge costs and production times (we won't be doing that last one!)

***Process***

*Identify your connection to the community:* (how does *your* data connect to *this* area?) You can use a larger group than those that will actually interact with the piece...(Ohio, Mid-West, colleges, rural towns, farms, etc) What is the character of your audience? (age/ethnic/class/particular experiences.) What is the culture of the place you are working in? Are there events that the culture shares that you could "comment" on? Are there elements that you could play with that would develop curiosity/ thought/ concern/ expression in the audience? Are there particular elements of this culture that strike you as odd/ humorous/ appropriate?

*Gather Data:* Use all available means to find out more about the community and the elements that you want to raise questions about. (college archives, maps of area, courses that address issues you are interested in) What are the physical characteristics of a space that you could work in/ on? (Indoor/ outdoor/ What else is it used for?/ Electricity/ Wall structure/ Safety/ Care

*Artists:* How have other artists approach issues like this? What are the issues they have encountered?

*Plan:* Use sketches, brainstorming, mind maps, photos to develop a plan. Present this plan at our critique. Refine the plan and make a drawing or maquette to explain the work to the class.

*Propose:* Work up your proposal including answering the questions on the Public Art Committee Approval Form. Get approval from Claudia, maintenance, people in charge of the location you want to use, etc.

*Make it!* Gather materials, follow the schedule and install September 28.

***New Media Possibilities:***

You are encouraged to use electronic sensors but if your idea is better without them, then make your project without them and develop a prototype for a type of interaction you might use in the future. That prototype will be part of your grade for this piece. We have the opportunity to learn about sensors from visiting artists who will come to do a weekend workshop. You are required to attend this workshop and make one working prototype.

OPTION: although ideally interaction means the viewer must act in order to experience the piece, I will allow some leeway if your piece draws the viewer in or has them trigger something inadvertently with a sensor. (that is for the sake of learning about new media, not merely observing an object of traditional media)

Ideas:

Video projection on objects/ buildings  
Audio triggered by proximity  
Morse code puzzle  
sensor controls video or audio.  
Making a piano from fruit  
turn a small motor with something attached

light sensing photo  
InfraRed  
motion  
pulse  
moisture (soil, etc)  
temperature/ humidity  
capacitive Touch (touch a banana)  
rangefinder (distance) (proximity)  
sound  
liquid level  
muscle sensor  
potentiometer,  
Motion and Tilt (triple axis accelerometer)

Useful elements:

Mini-camera  
Mini-speakers  
Piezo/ Contact mic  
Joystick

Platforms:

Arduino  
*Beagle Bone*  
*Museduino*  
*Lilypad/Flora/ wearable*  
*Raspberry Pi*

sensors:

Touch,  
Turn,  
Breathe,  
pressure,  
bend

\* Developing Content