



# Digital Synesthesia

Exhibition Concept  
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Curatorial Board  
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[www.grafikum.com](http://www.grafikum.com)

Project Coordination  
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## Preface

The three-year arts-based, trans- and interdisciplinary, research project DIGITAL SYNESTHESIA (2013–2016) aimed at the exploration of the synesthetic capabilities of digital artworks. In the center of the research process stood an inter- and transdisciplinary workflow which provided an extraordinary possibility to explore the exciting phenomenon of synesthesia (Ancient Greek *syn* “together” and *aisthēsis* “sensation, perception”) from the perspective of the aesthetics of digital art.

The project has focused on the technological, media, and aesthetic conditions of digital artworks to provoke translational and cross-modal sensory processes and thus provide synesthetic experiences for non-synesthetes. As a result, 14 digital artworks, which 17 internationally renowned artists have produced in cooperation with a team of scholars and scientists, are presented in this exhibition.

Visitors are invited to explore the interactive installations, responsive environments, dynamic projections, performances and their representations, live sonifications and immersive installations with all their senses and thus find out about the fascinating multimodal quality of their perception.

# Projects

**1. At Play**  
kondition pluriel  
(Martin Kusch / Marie-Claude Poulin)

**2. Bestiary for the Minds of  
the 21st Century: Genomic Opera**  
Marcello Mercado

**3. Data Music**  
Peter Weibel

**4. E.E.G. KISS**  
Karen Lancel / Hermen Maat

**5. facades**  
Ruth Schnell

**6. The Flying Umbrella Project**  
Alan Kwan

**7. I am Sound**  
Tamiko Thiel / Christoph Reiserer

**8. IN\_SIDE VIEW**  
Jeffrey Shaw / Sarah Kenderdine

**9. MotU #4–#6**  
Ruth Schnell

**10. Sound Calligraphy**  
Ulla Rauter

**11. Space Time**  
Karl Heinz Jeron

**12. Topography of Movement**  
Ruth Schnell

**13. Transmission+Interference**  
David Strang / Vincent Van Uffelen

**14. VERTICALE 2**  
Anke Eckardt

# 1.

## At Play – build your own worlds!

At Play is a responsive audio-visual environment that invites visitors to create their own sculptural combinations with plastic storage bins to build the architectural landscape of the installation.

Miniature versions of containers that carry goods to world markets, these everyday plastic bins are there to be playfully moved around by visitors to the exhibition, like pieces of a puzzle.

The boxes are integrated into a pattern recognition system that matches each sculptural composition with a particular visual and sonic atmosphere. Both image and sound undergo a series of transformations in real time that imbues the grey boxes with a mysterious expressive power that has political undertones.

The “construction blocks” of At Play are symbolic objects of both childhood and the adult world, in a globalized world waiting to be reinvented. The boxes ultimately become information units, the visitors potential catalysts of change and the installation a transformation platform.

Martin Kusch / Marie-Claude Poulin

### kondition pluriel (Martin Kusch / Marie-Claude Poulin)

Artistic media

Responsive audio-visual installation  
with computer-tracking system

Primary sensory modalities

Kinesthetics, Touch, Vision, Audio

2016



Photo: Bruno Colpron, © kondition pluriel, 2015. "Enjeux" Performance at Theatre La Chapelle, Montreal

#### Produced by:

kondition pluriel in co-production with the  
Digital Synesthesia Group

#### With the support of:

Conseil des arts et des lettres du Québec (CALQ)  
Conseil des arts du Canada (CAC)

#### Concept and idea:

Martin Kusch and Marie-Claude Poulin

#### Artistic direction:

Martin Kusch and Marie-Claude Poulin

#### Interactive design and media content:

Martin Kusch and Johannes Hucek

#### Visual programming and technical setup:

Johannes Hucek

Sound: Alexandre St-Onge



