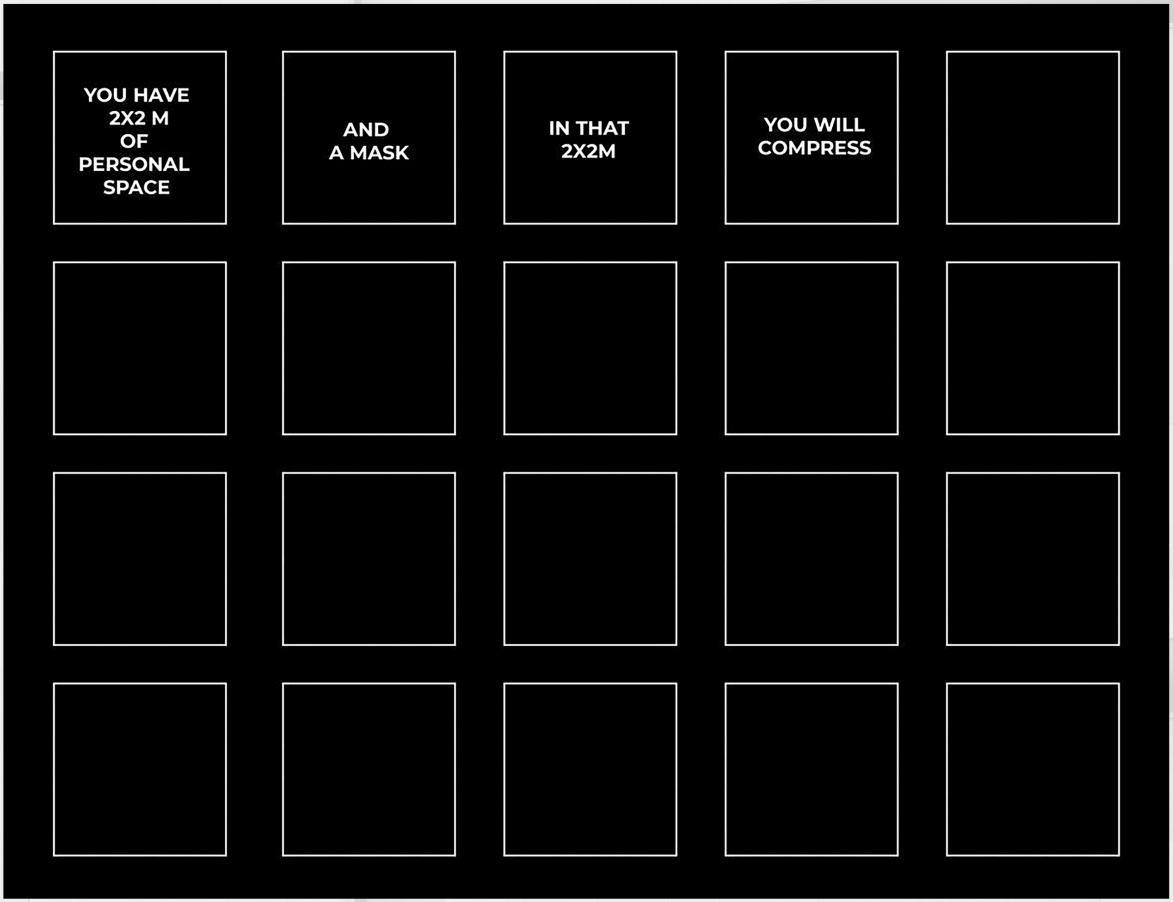
Project “Astronaut/2x2m”

Rethinking of space in time of pandemic. Actually required physical distance between people (minimum 1m). The square of 2x2m is used as a framework for physical space (installation/intervention) and a frame for digital art(digital illustrations & poems).

Combines different media in transmedia storytelling approach in aim to research physical, visual, philosophical, poetic, emotional, mental aspects of the required distance. What it means to us, how it affects us and our interpersonal relationships, our daily relations towards people and environment. As a piece of personal space, a piece of existence, a framework for viewing reality.



Still from the short video Astronaut/2x2m

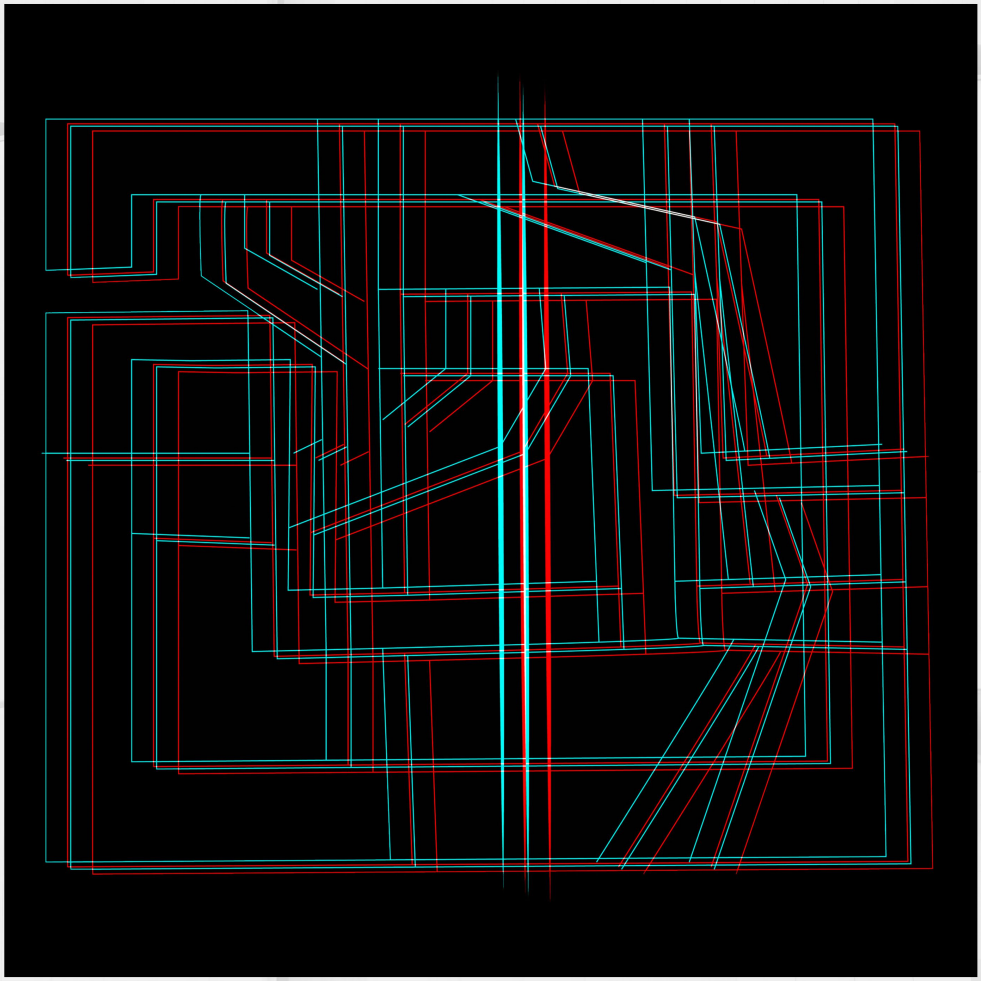
Project “The Shapes of the Books”

is inspired by Kurt Vonnegut’s talk “Shape of the story” (about presenting a hero’s journey in graphic form). The idea behind this project is to present the selected novels (dystopian, fantastic and non-linear type) in form of one graphic logo/symbol/ideogram. The presented logos are representation of the described spaces, hierarchies or relations in the selected novels. The outcome is something between creative didactic learn & play material, intermedia experience readers companions, and simply different types of the invitation to explore books. The project was exhibited as solo exhibition in Erkisbergs museum, Tranas, Sweden.

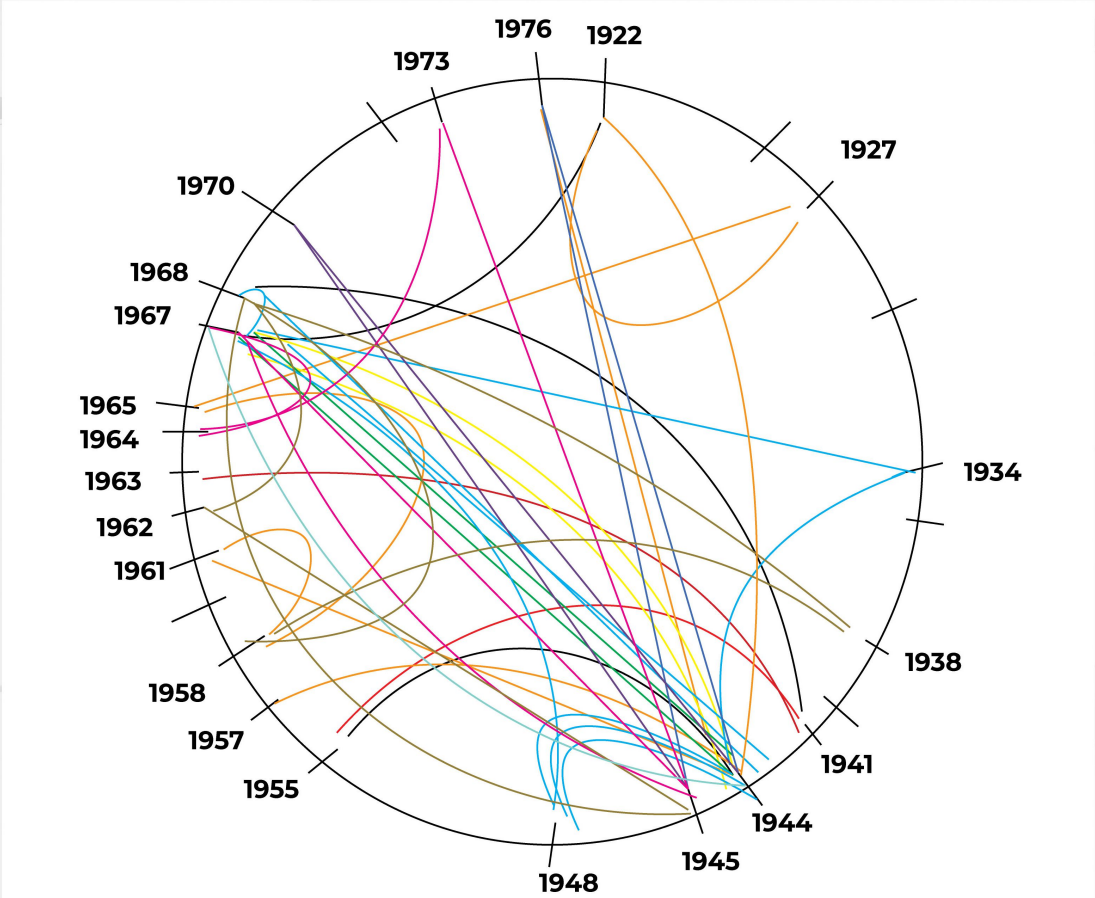
Dystopian literature

Margaret Atwood

Handmaid’s tale



Fantastic literature:
China Mieville The city and the city



Non-linear narrative:
Kurt Vonnegut Slaughterhouse 5

Project “The Middle man”

is a database of human experiences in the form of scenarios that the anonymous persons (the Givers) donate. The person using it (the Taker) can come up to the computer and select the scenario he/she wants to experience, with the possibility of the positive or negative outcome of the given situation, further questions lead the person to a broader perspective or consequences some choices or reactions may lead to. Every answer adds a new background sound that loops until the end of the experience, the end of the session person may have its melody of the process itself.

The application is set in fiction world Authen City, fast future world with not many time for self and mental care. Application in narrative gets throughth different types of ownership and ideology frames. The economy of this world is based upon measured emotion inteligence and it's used as a capital embodied in digital currency emoticoin. Emoticoin is a digital currency that can be earned using mental health applications owned by private companies. The level of emoticoins indicates your emotional intelligence level. You have to have a certain amount of emoticoins to be able to be part of different aspects of life in Authen City.

This project was outcome of the speculative design workshop Augumentative Authencity. Displayed as group exhibition in gallery Dai Sai in Pula, Croatia and Xcenter in Nova Gorica, Slovenia

THE MIDDLE MAN
MiddleMan