

SPECULATIVE INTERACTION

BETWEEN ART AND TECHNOLOGY

Media art as a field for technological and user experience experiments.

Engineering Kiosk Alps, 11.09.2025
Alexandra Reichart (she/her) & Matthias Krauß (he/him)
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SPECULATIVE INTERACTION

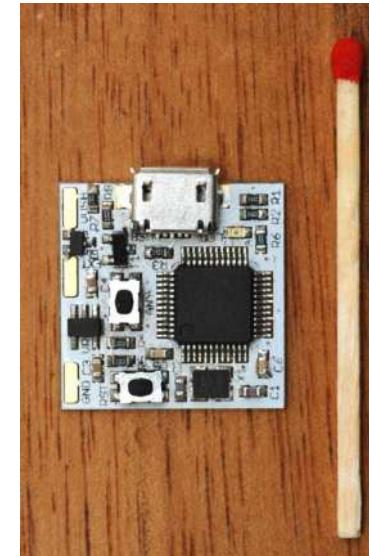
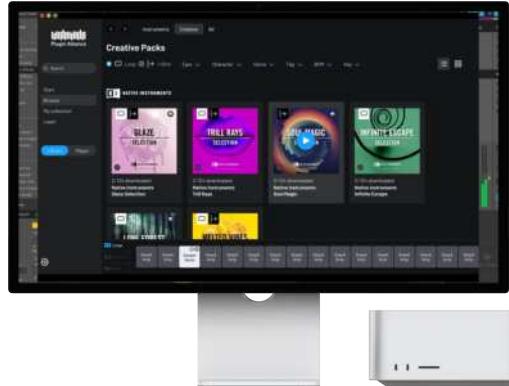
BETWEEN ART TECHNOLOGY

Disclaimer: Nerd talk not only for techies

Media art as a technology and UX experimental field

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Alex & Matthias UX Designer & Engineer by day.



What happens if efficiency is not our primary goal?

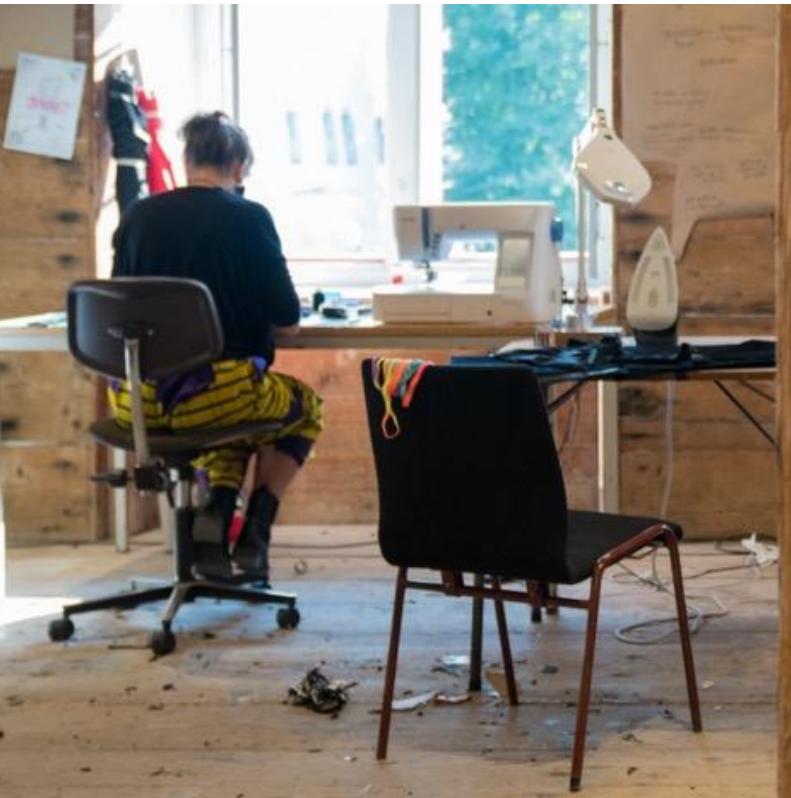
If we don't have to focus on KPIs?

If the result of our work does not have to bring measurable improvement of anything?

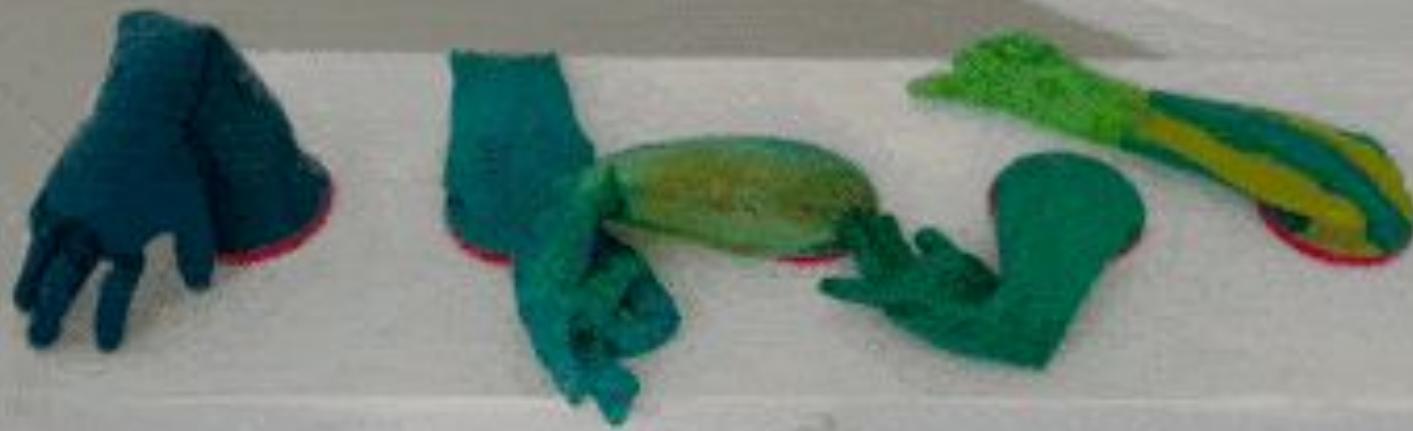
WHAT IF RISK
DOESN'T MATTER?

Alex & Matthias

Media artists by night (sometimes by day)



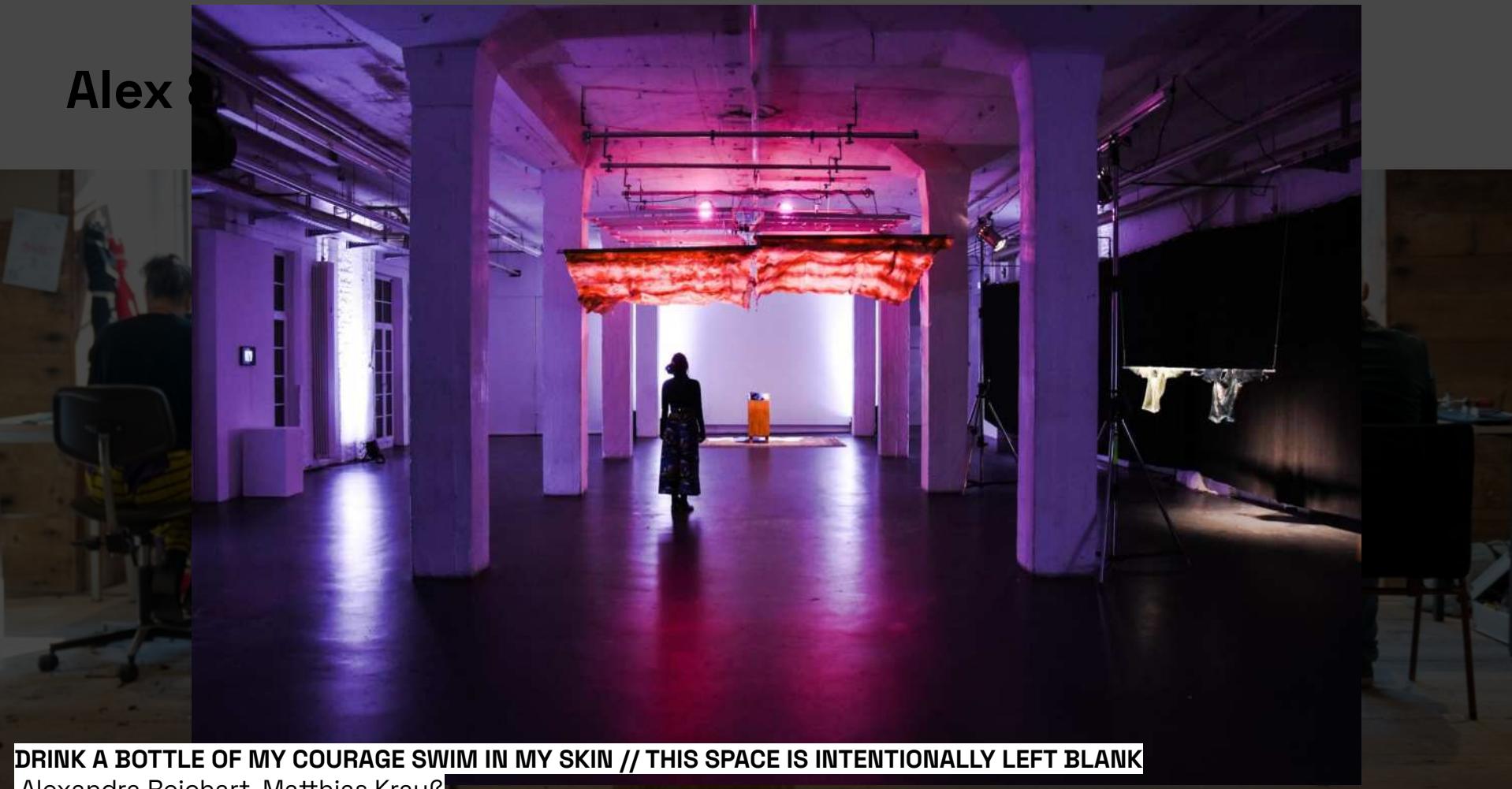
A



Out of Body

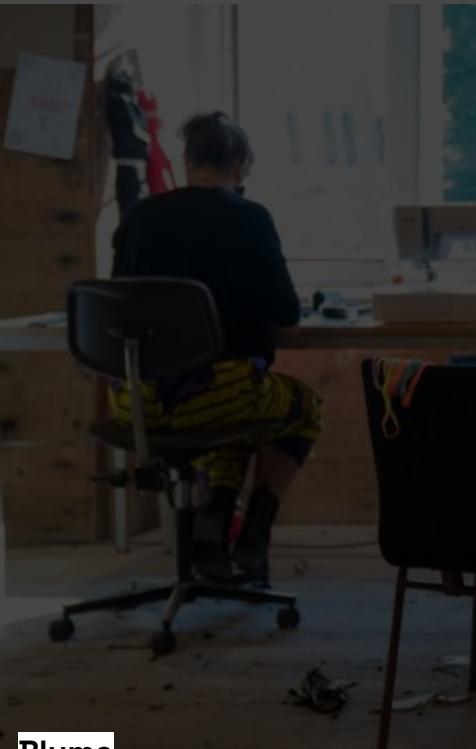
Matthias Krauß Alexandra Reichart, Co-artists Natalie Herzogenrath, Falko Nettekoven, Magdalena Carl, Bastian Foppe and Felix Will

Alex



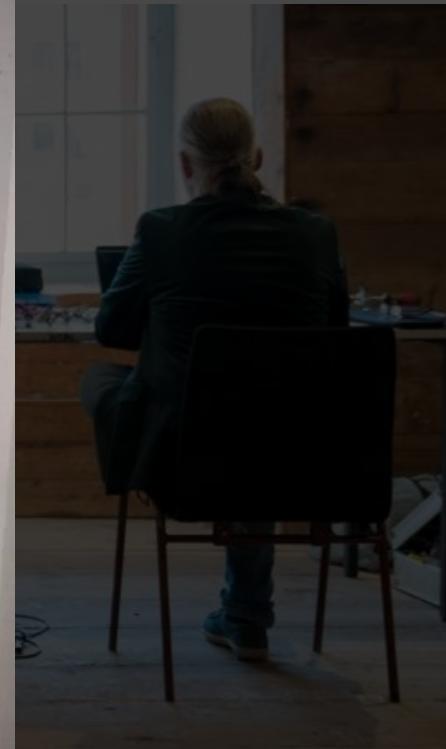
DRINK A BOTTLE OF MY COURAGE SWIM IN MY SKIN // THIS SPACE IS INTENTIONALLY LEFT BLANK
Alexandra Reichart, Matthias Krauß

Alex & Matth



Blume

Matthias Krauß



Alex & Matthias

Media artists by night (sometimes by day)



Strip Down

Alexandra Reichart mit Andreas Pils, Christian Ludwig, Eva Perner, Kerstin Hruza, Tiana Wirth, Thomas Kolar und Publikum

Alex & Matthias

Media artists bu night (sometimes bu dau)



Ale



Bloodstains

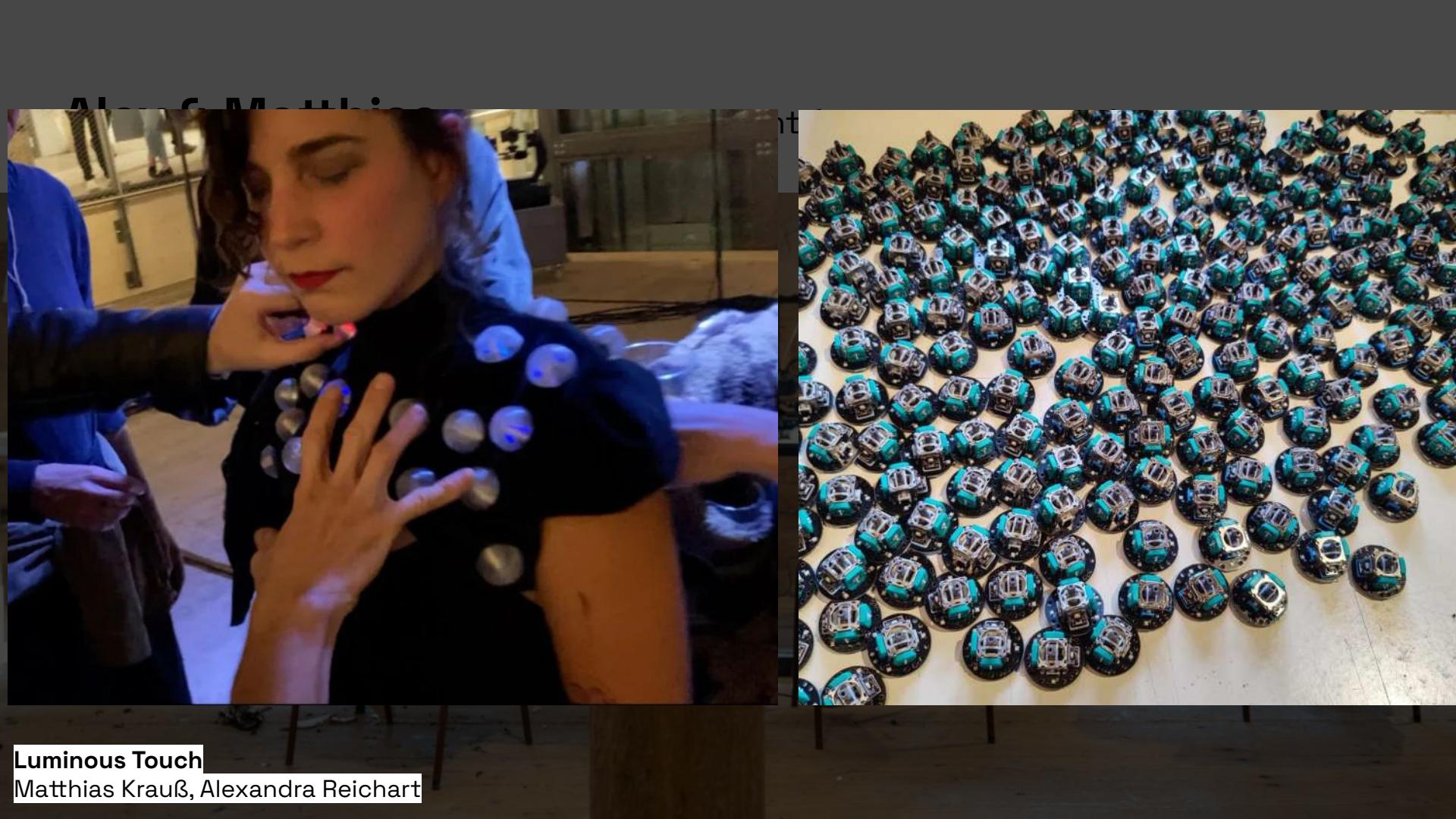
Photography, Film, Fake-blood: Alexandra Reichart, Shananeira, Nina Fuchs

Performerinnen: @^|!<3, Elena Nobili, Lisa Hofer, Martina Fröschl, Nathalia Campreguer França, Sophie Lenglachner

Al



This is not Pollock
Matthias Krauß



Alex G. Mehlman



Luminous Touch

Matthias Krauß, Alexandra Reichart







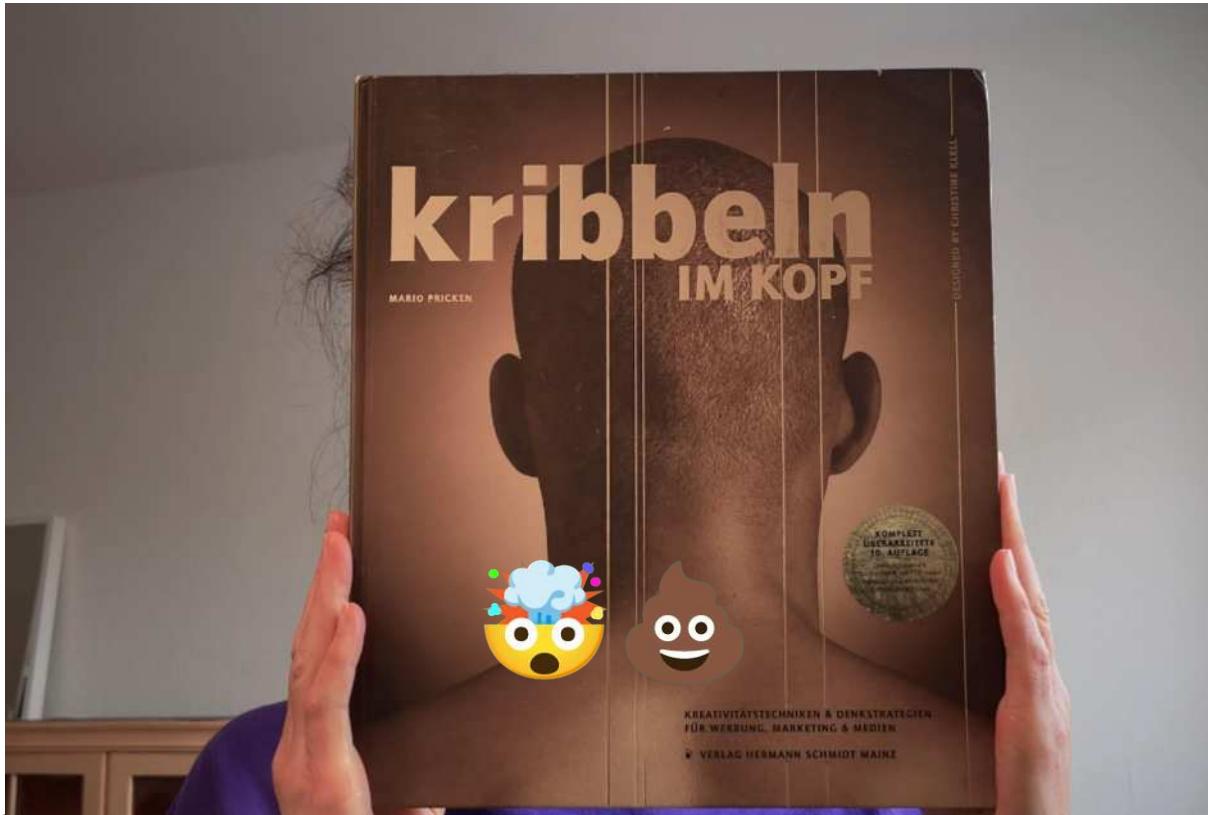
Luminous Touch

Performance 1

STRUGGLES
WHEREVER YOU LOOK

What we have learned (and what we are still learning) in X years of media art

I can't think of anything. I have no ideas...



Inner sensitivities

Roles & eye level in projects

“You’re the artist, I am the engineer”

or:

Meet at eye level.



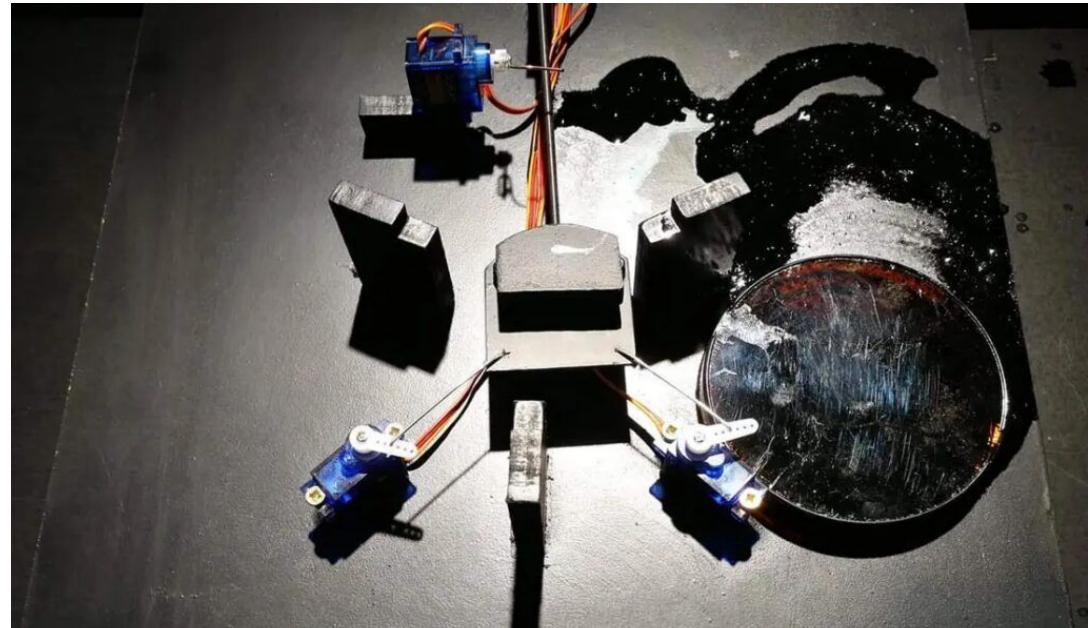
I'm no *true* artist



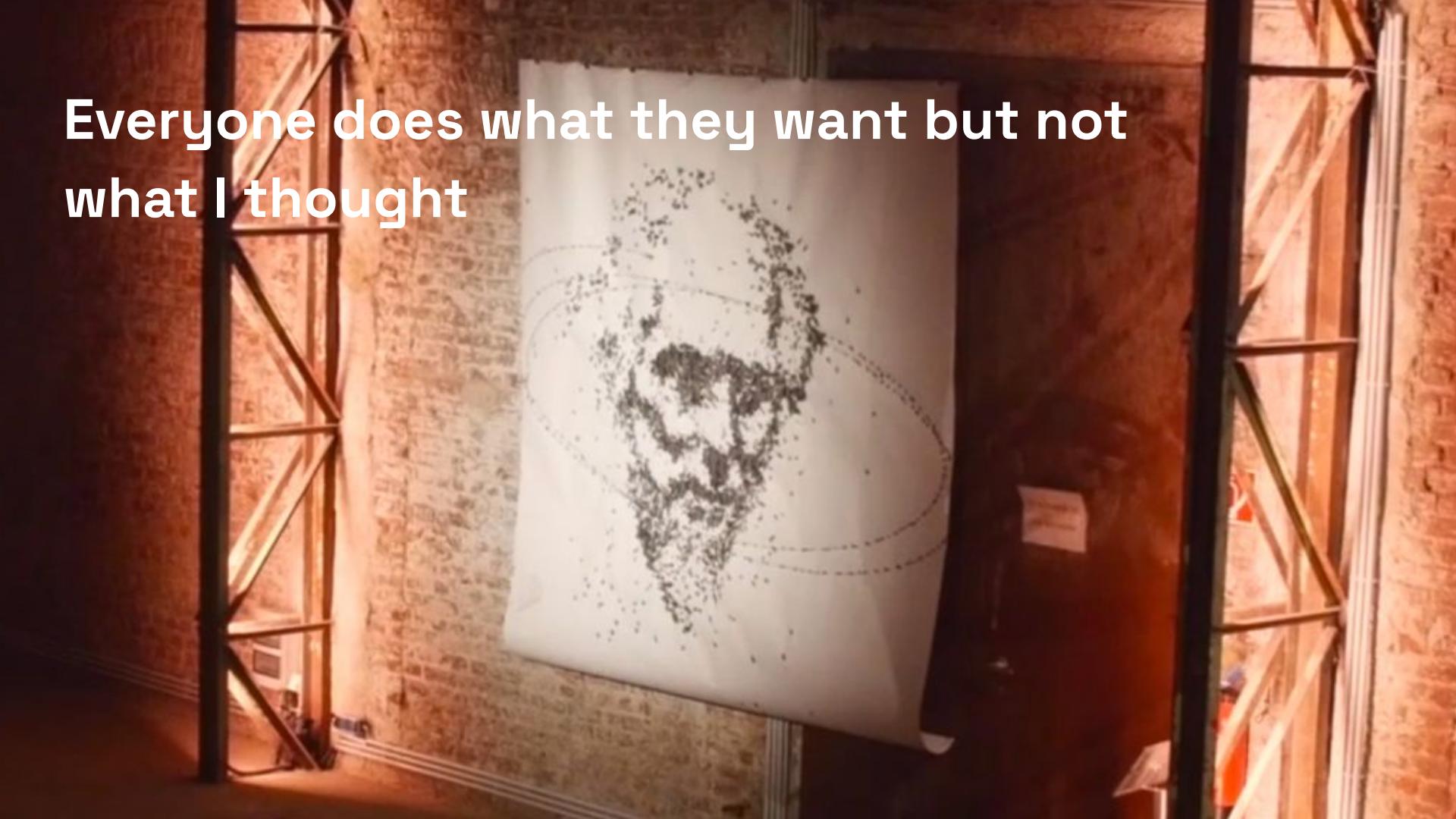
How do I build trust when working with people who don't know me? (and I don't know them)

Sorry, images reduced for privacy reasons.

Things don't work as expected - resilience to irritation



**Everyone does what they want but not
what I thought**



**Oops. The problem I thought was the problem
may not be so relevant after all.**

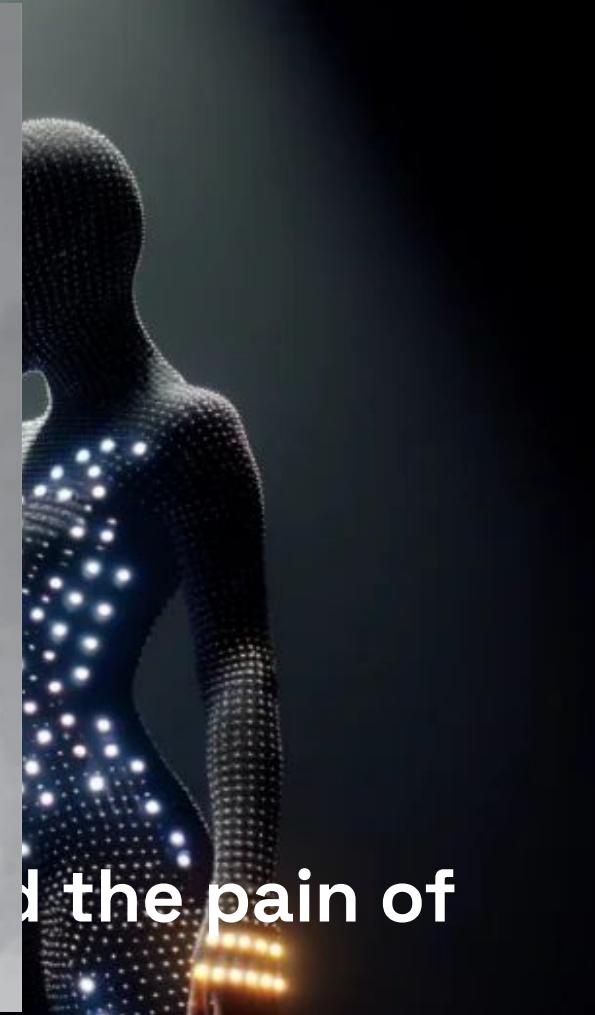




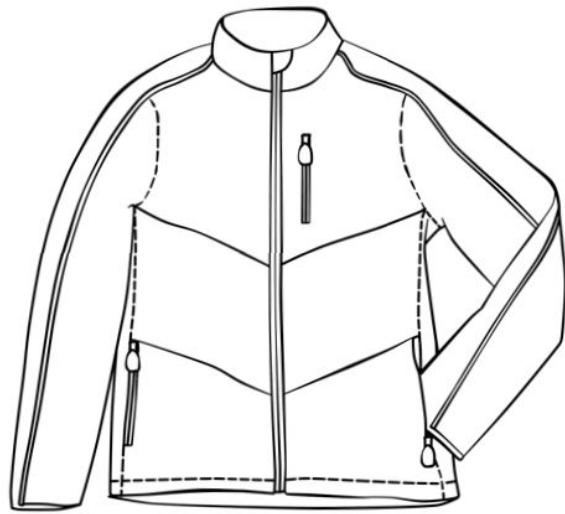
„Low Fidelity or High Fidelity?“ and the pain of discarding prototypes



„Low Fidelity of
discarding prototypes



and the pain of

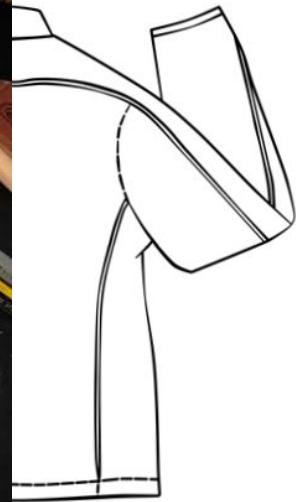
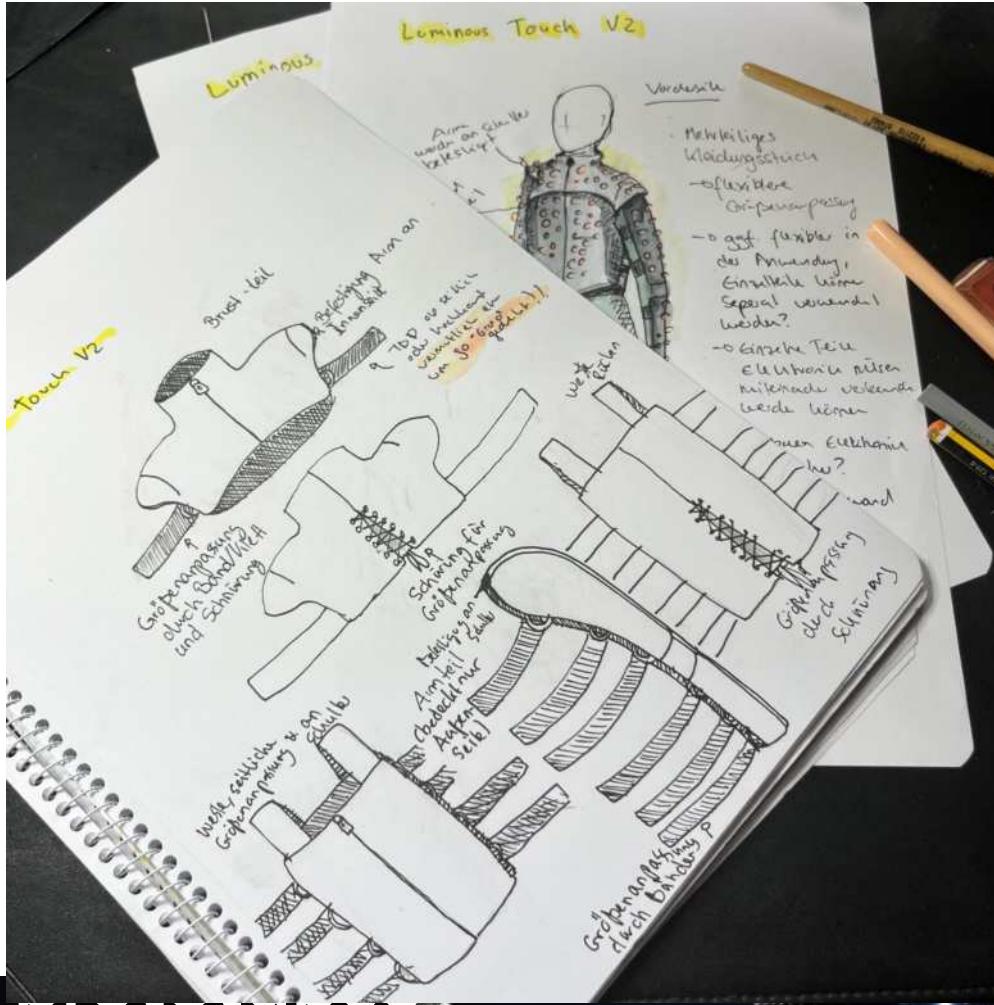


discarding prototypes

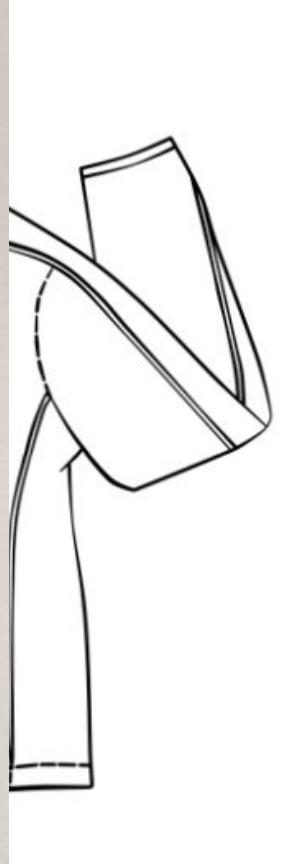
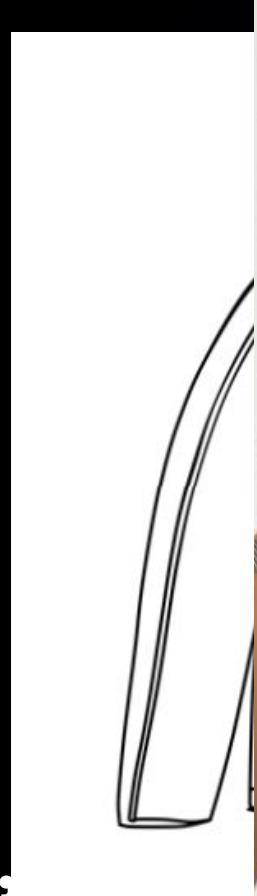




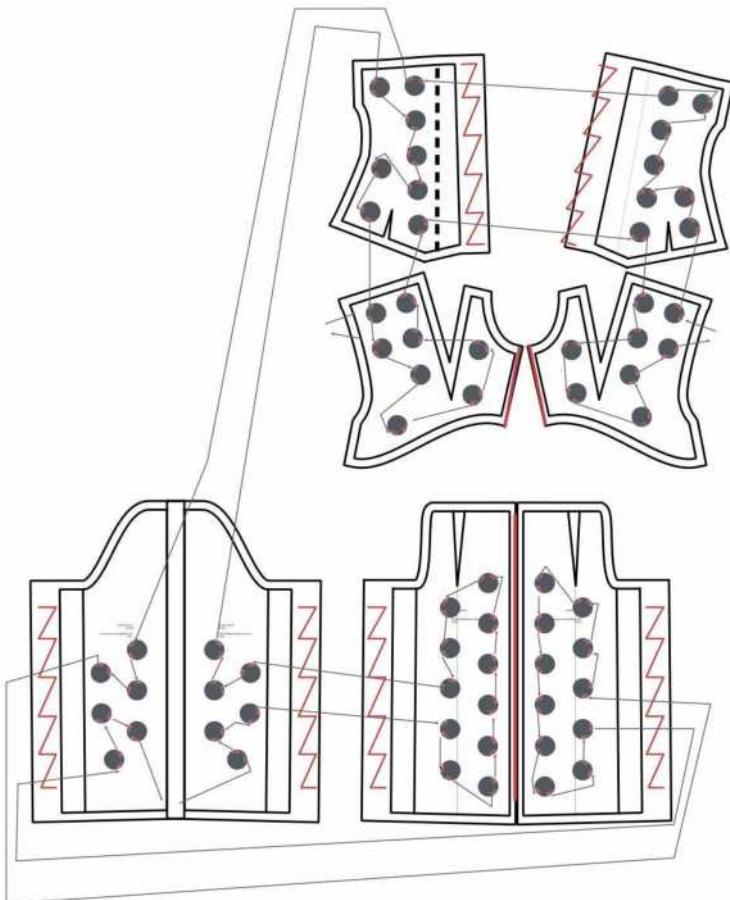
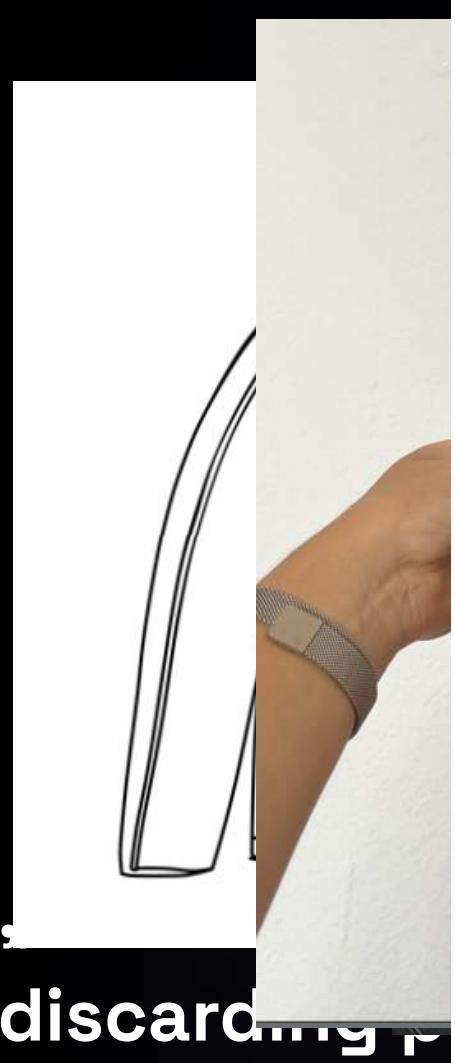
discarding prototypes



discarding p. 00000000



Schmerz, . . .

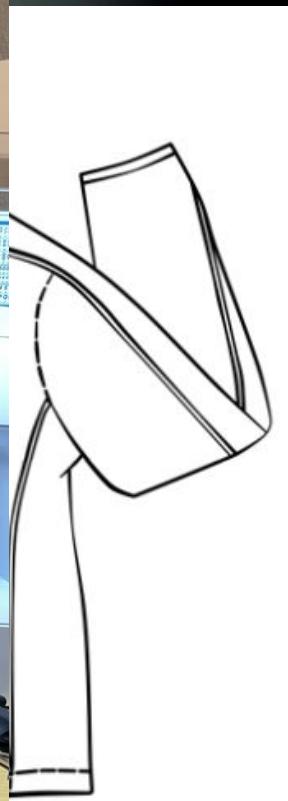
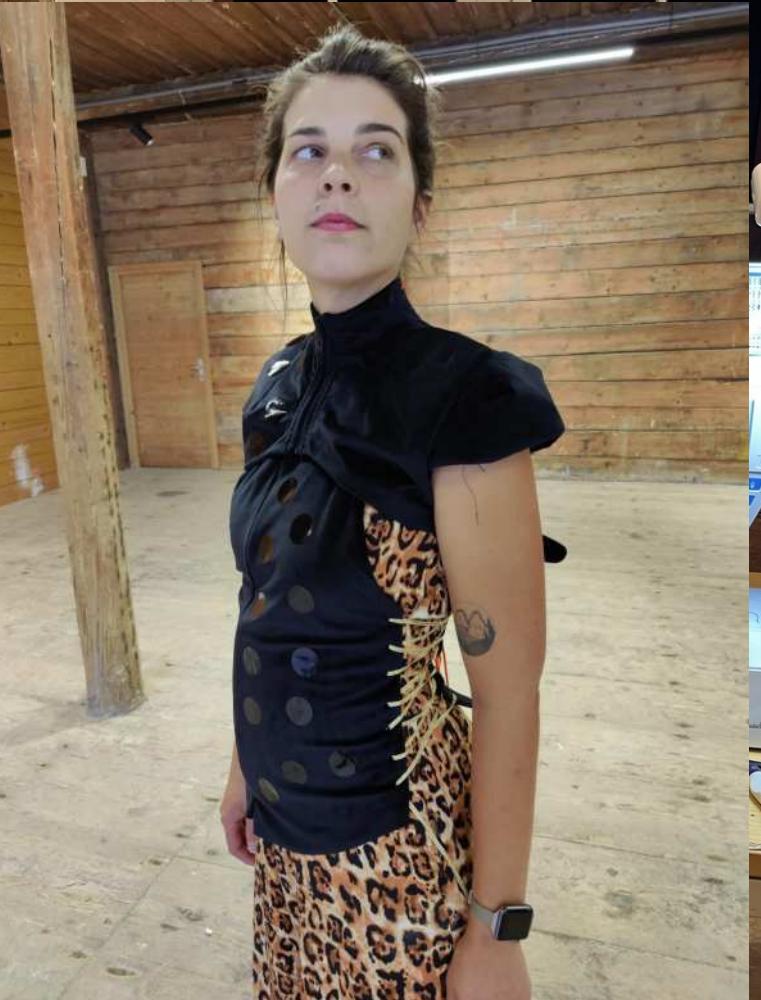


discarding



discarding p...s

discarding processes





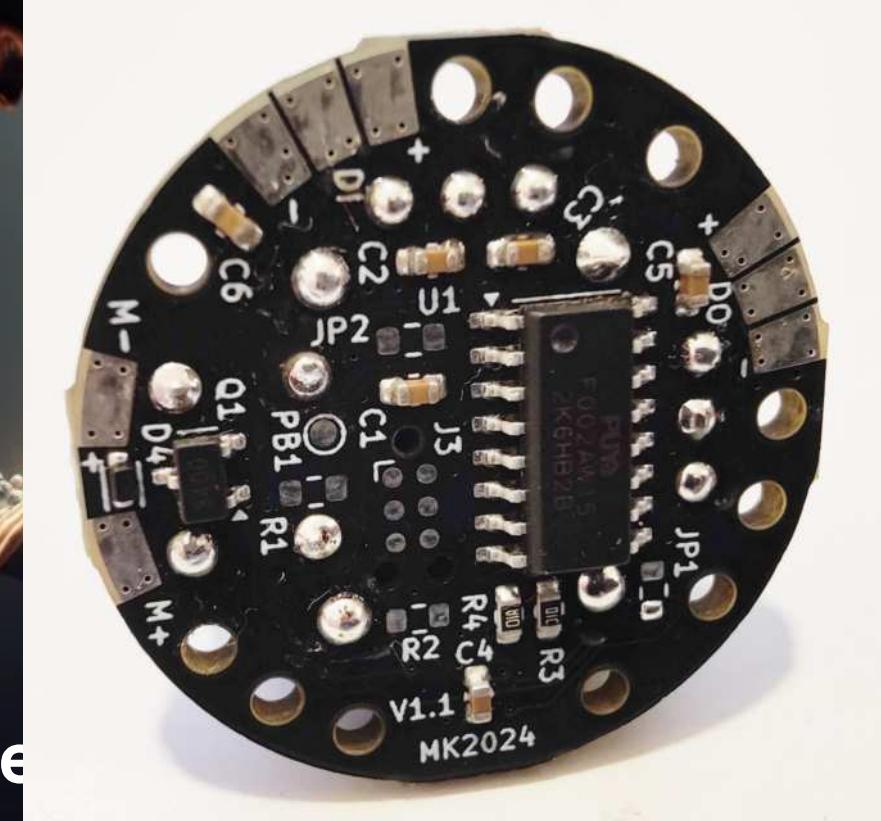
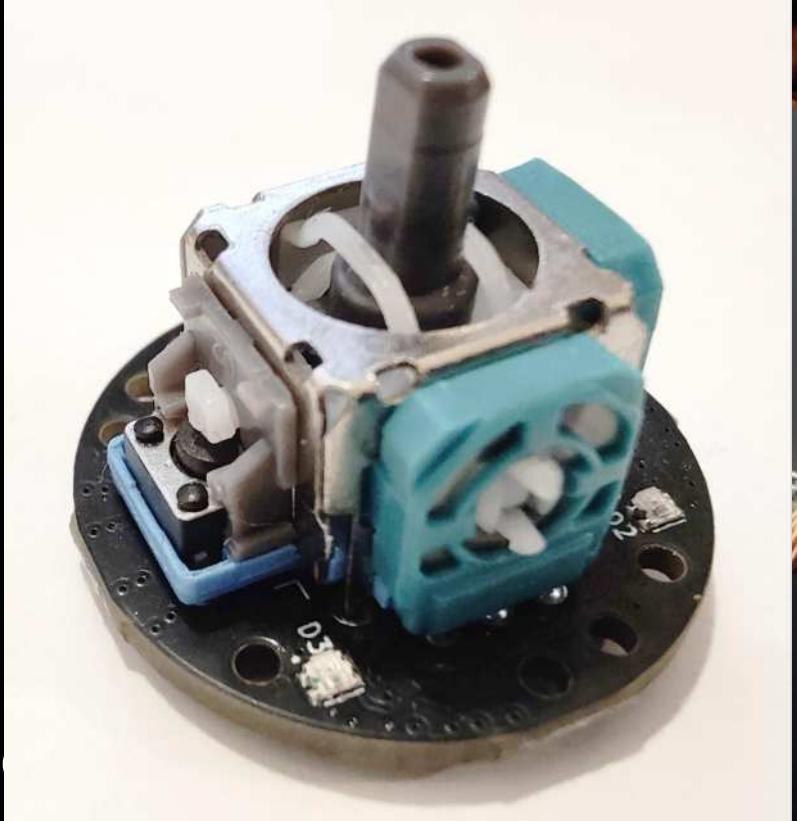
disc



„Low Fidelity or High Fidelity?“ and the pain of discarding prototypes

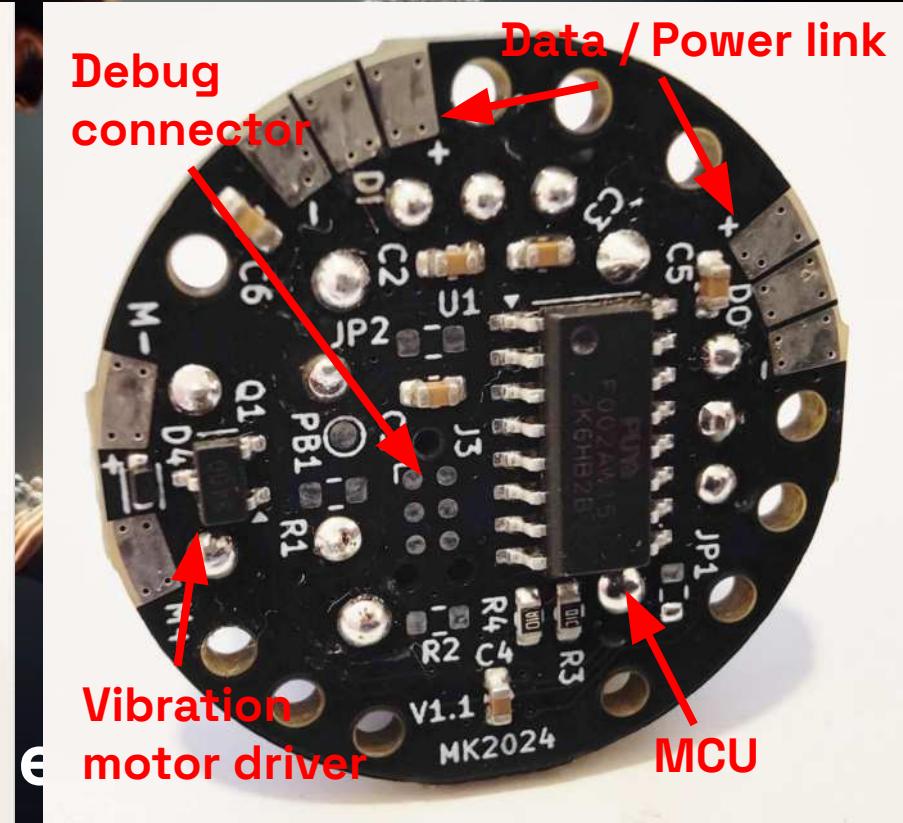
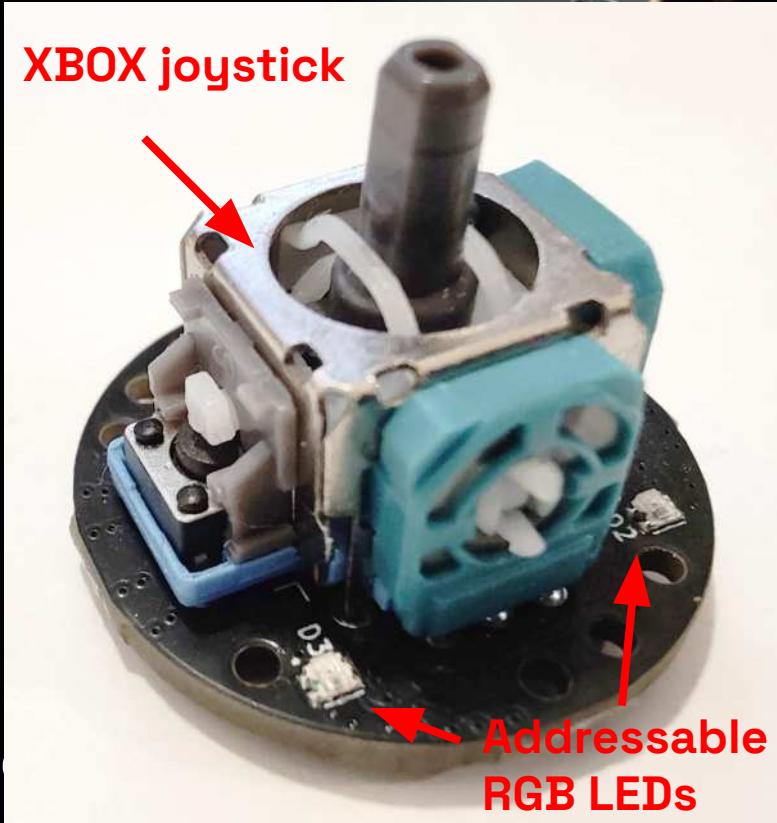
„L

discarding prototypes



„L

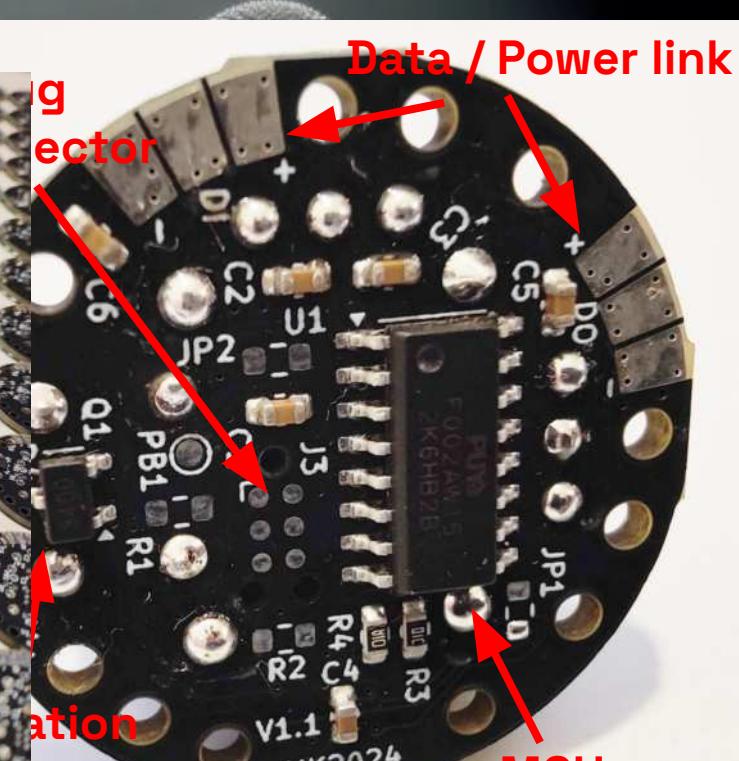
discarding prototypes





RGB LEDs

„L
discarding prototypes



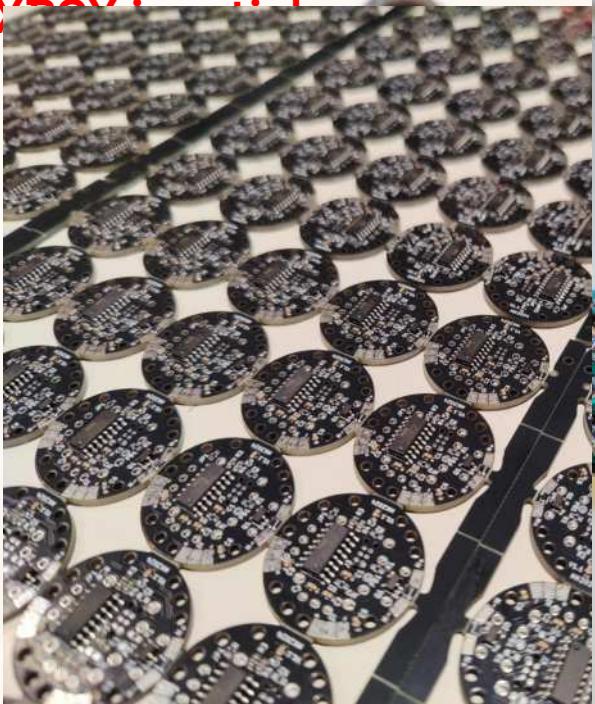
motor driver

V1.1

MK2024

MCU

xbox +



RGB LI

„L
discarding prototypes

Data / Power link



„L

discarding prototypes



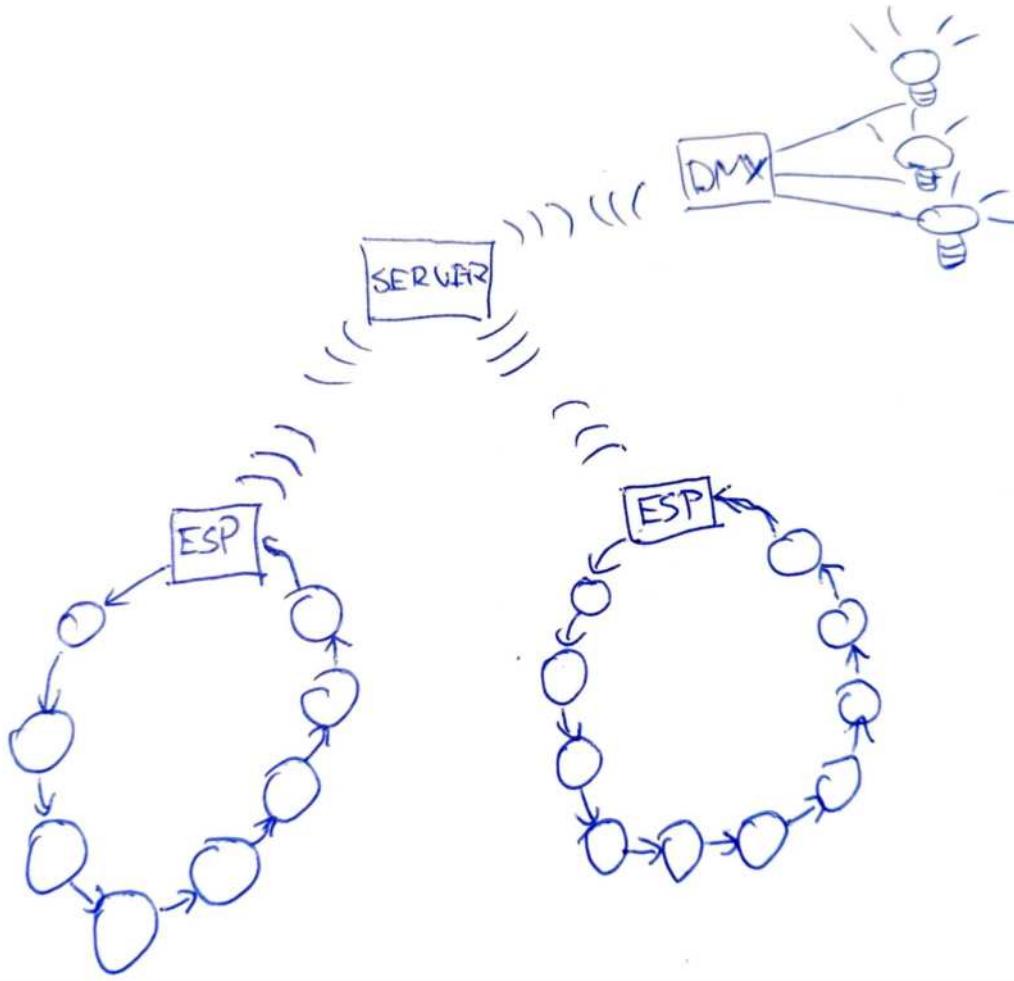
xbox +



a / Power link

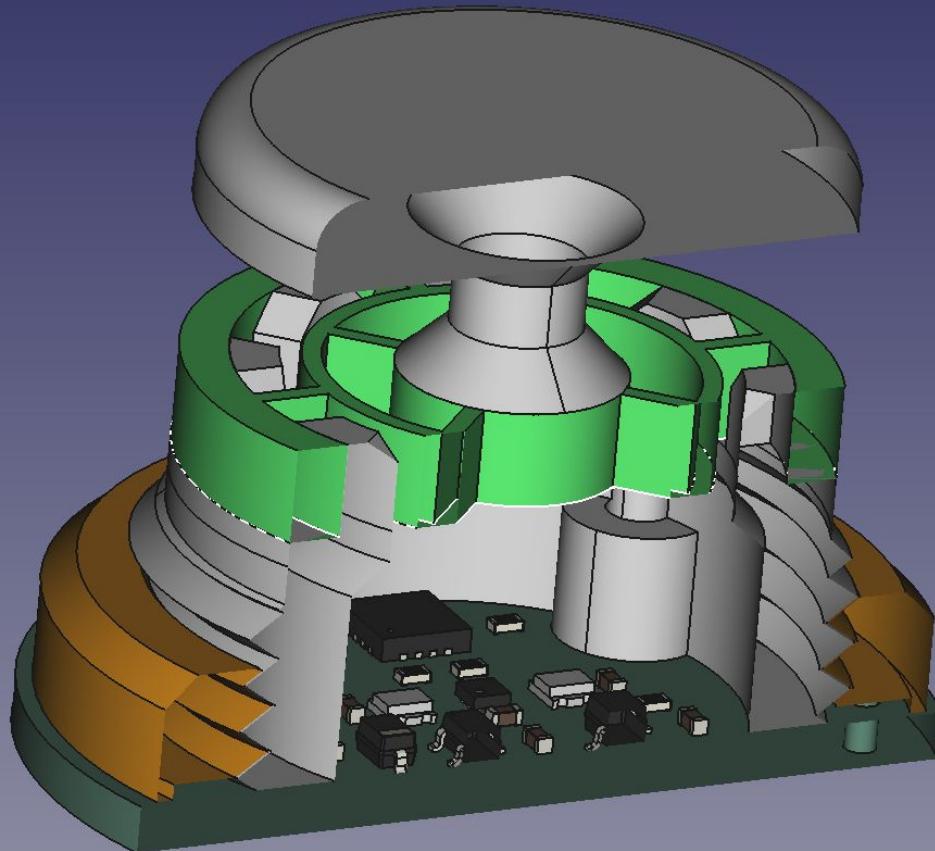


„L
discard



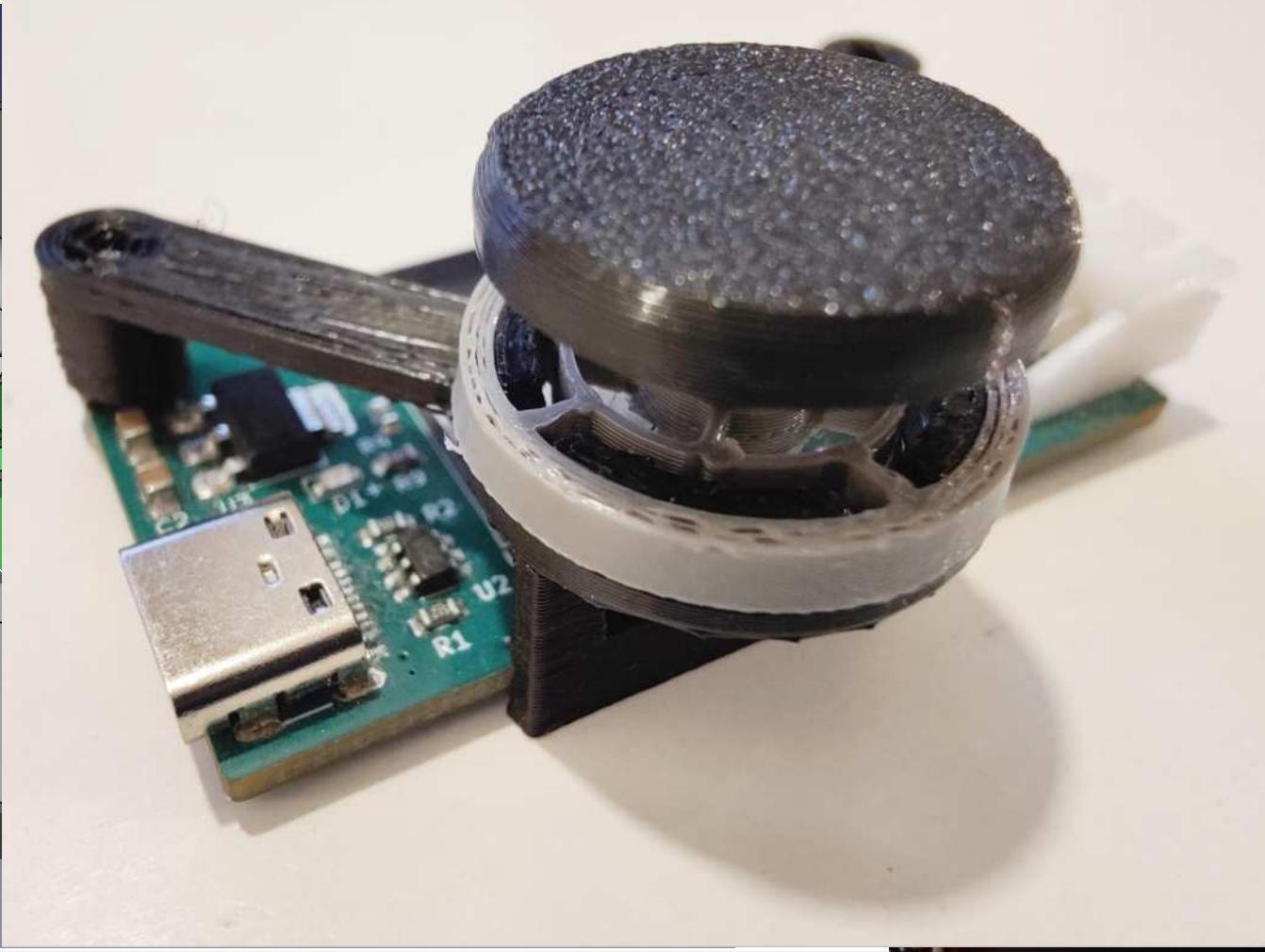
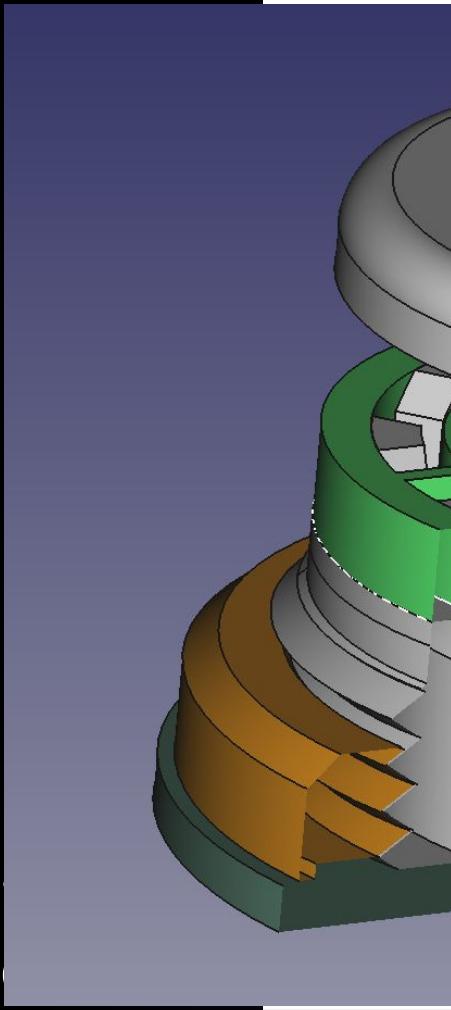
a / Power link



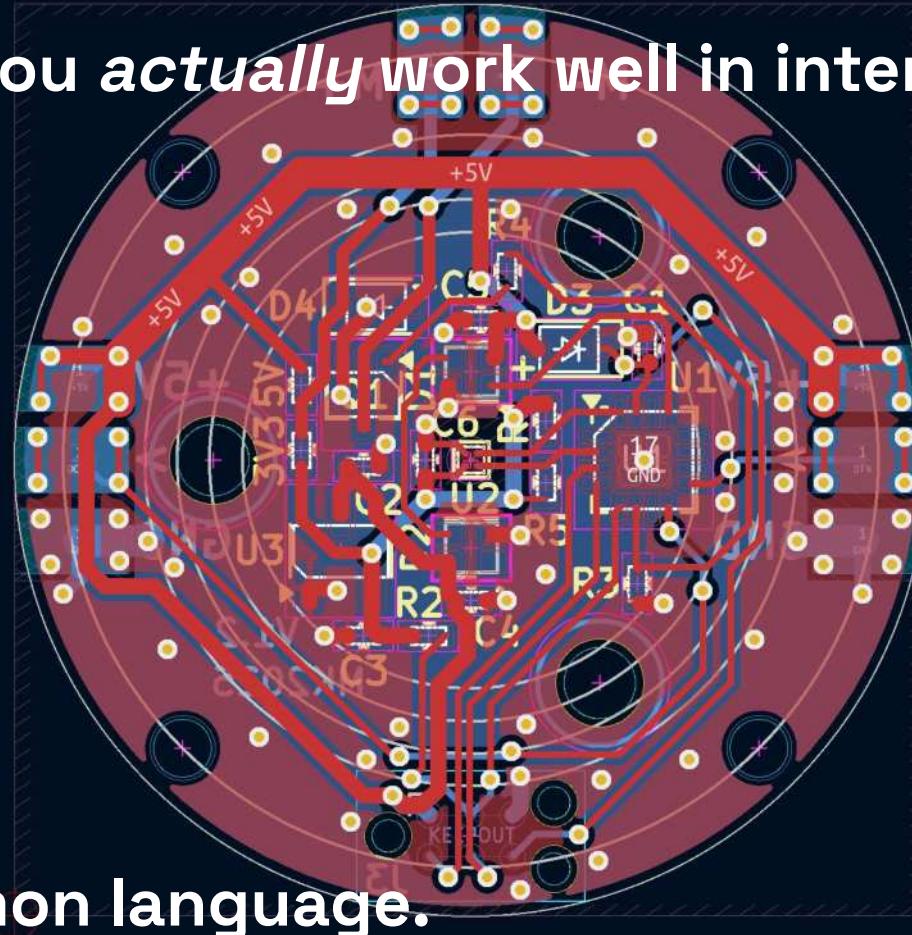


a / Power link





So how do you *actually* work well in interdisciplinary teams?



Find a common language.

Worked relentlessly for three weeks. Still had the cordless drill in my hand at the grand opening.

Sorry, no picture despite multiple occasions (no time to take pictures)

Project management? I thought that this was different from my day job.

THEMA	KONZEPT	HARDWARE	SOFTWARE	TEXTIL	UMSETZUNG	ERFAHRUNG
BERÜHRUNG	ZWEITE HAUT					
BERÜHRUNGSPIEGEL	BERÜHRUNGSPIEGEL					
KOMMUNIKATION	KÖRPER ALS CONTROLLER	HAT FUNKTIONIERT! ☺				
SELBSTERKENNUNG (KONTROLLER UND AMPLIFIKATOR)	PROVOKATION	CONTROLLER AN DER GRENZE	LÄTEN Z? ROUTER?	ZUSAMMENBAU ZU KOMPLIZIERT LÄUFEN- FOLGE DER PLATINEN IN KLEIDUNGSTEIL UND FUTTER (WELCHES AUSSENLEDER DOPPEL)	- TECHNIK NUR FOK	- BEWEGUNG SCHWER NACH VOLLZIEHBAR, SCHWEGANGIG
ENTFERNUNG VERTRETEN	WAHRNEHMUNG ANDERS	ESP UNZUVERLÄSSIG	RECHNER NOTWENDIG? VERSCHIEDENE MOBI? WiFi AWARE / ESP NOW?	ÜBERLAPPUNG ZED + STOß → SCHNITT MUSS PRÄZISE SEIN	- 1:1 NICHT DA	+ BEWEGUNG ÜBER FLÄCHE COOL
KONVENTION	VISUALISIERUNG	- SERE STÖR IN DER PERIPHERIE - JOYSTICKS BLEIBEN TÖDLICHE GEMEINEN IM POSITION	+ JACKE SIEHT SUPER COOL AUS + PARAMETRISCHE SCHNITTMUSTER	- ZU WENIG INTEGRA- TIONS TESTS / ZU UNKRITISCH	- ZU WENIG STARK, GUT, INTENSIV + VIEL RÜCKEN + SAN GUT AUS, INTERESSE BESUCHER	- VIEL RÜCKEN + VIEL RÜCKEN + SAN GUT AUS, INTERESSE BESUCHER
OBJEKTMERKUNG UND SCHWÄCHEN & VERBESSERUNGEN DURCH	TOUCH WITHOUT TOUCH	- PLATZIERUNG VM UNKÜLLAR	- EINLAGE EINBÜGLEN SCHWIER (FREMDER BEZOGLICHEN)	- VIELE FINEZTEILE	- PSYCHOISCHE BEGÄNGUNG VOR SPÄMIEDE	- RAUMWIRKUNG PERFORMANCE OHNE RAUMWIRKUNG WÄR SCHÖN MÄGLICHER DA GEST. NUR TEST ACHSEN
INTERAKTION MIT PREMIUM EXKLUSIV	ZU BREIT? KONFUS? JOYSTICKS ZU LANGE? ARTIFIZIELLER KÖRPER	- LEDS AM RAND DOOF - ZEITSEITIGE BESTECKUNG o BUDGET VS FUNKTION - JOYSTICKS (AUCH) NOTWENDIG FÜR JOYSTICKS (CONCEPT)?	- 8SEN - NEUER PROBE? - KABEL ÜBER SCHNÜRUNG - KABEL DURCH FUTTER - GEHT ES EINFÄCHER?	- WE HÄTTE EIN GUTER LOW BUDGET TEST ACHSEN?	- REA LISTICHE RECHNUNG THU	+ LEUTE NÄH DICH + RAUM- WIRKUNG WÄR GEMEINER
GO/STOP		- TALLE KOMPONENTEN OK o STECKVERBINDER? o MECHANIK ROBUST GENUG?		- KABEL AUFWAND	- JEDES LICHT WIRD KÄRKT	
		+ 3D DRUCK HAT FUNKTIONIERT - PRÄZISION KAPPE / JOYSTICK - RÄUMLICHE EINSCHRÄNKUNGEN PCB → TASTER AN ISP				
			LEARNINGS - NEXT VERSION			
			→ MAGNETISCHER JOYSTICK DIY → CLIP-ON / SCREW ON → SPLIT SIDE ASSY	→ ANDERE PERSONEN AKTEURE*		
			→ TEXTIL DFM	→ AUDIO INTERAKTION		
			→ KONKRETERE SETTINGS	→ MEHR INHALT, WENIGER TECHNIK		
			→ SCHÄRFERES KONZEPT AUF USE CASE / THEMA			

WHAT WE ACTUALLY
WANT TO SAY

MANIFESTO OF SPECULATIVE INTERACTION

For design that doesn't only give answers, but also asks questions.

<p>If you're between engineering, design, hacking, making and art, enjoy it. It's an advantage, not a burden.</p>	<p>Conformity is not the only goal. Irritation may be more important than convention.</p>	<p>Technology is our material, not our objective. The big picture is an experience for humans, not for machines.</p>
<p>Use your users. They can be co-creators and help you if you let them (often said but less often actually done in UX).</p>	<p>The path might be longer than you think. Enjoy the detour if it leads you to unexpected places.</p>	
<p>Collaboration needs friction. No tension equals boring.</p>	<p>Collaboration needs Attentiveness. Listening is just as important as creating.</p>	
<p>Just try to anticipate the future – it will surprise you.</p>		

THANKS ❤

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