

SPECULATIVE INTERACTION BETWEEN ART AND TECHNOLOGY

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

Engineering Kiosk Alps, 11.09.2025
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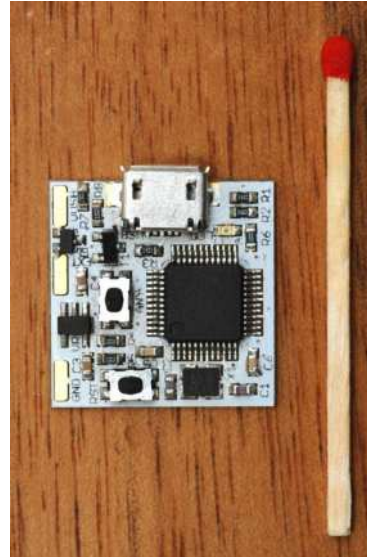
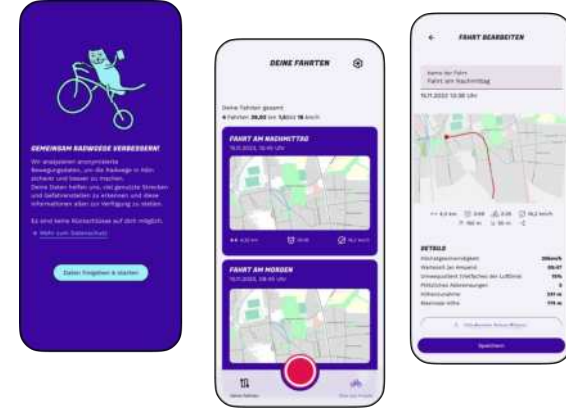
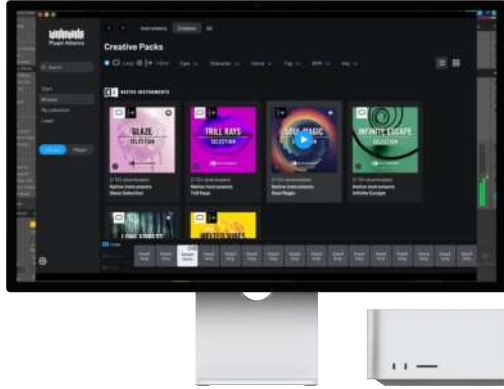
SPECULATIVE INTERACTION BETWEEN ART TECHNOLOGY

Disclaimer: Nerd talk not only for techies

Media art as a technology and UX experimental field

Engineering Kiosk Alps, 11.09.2025
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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?

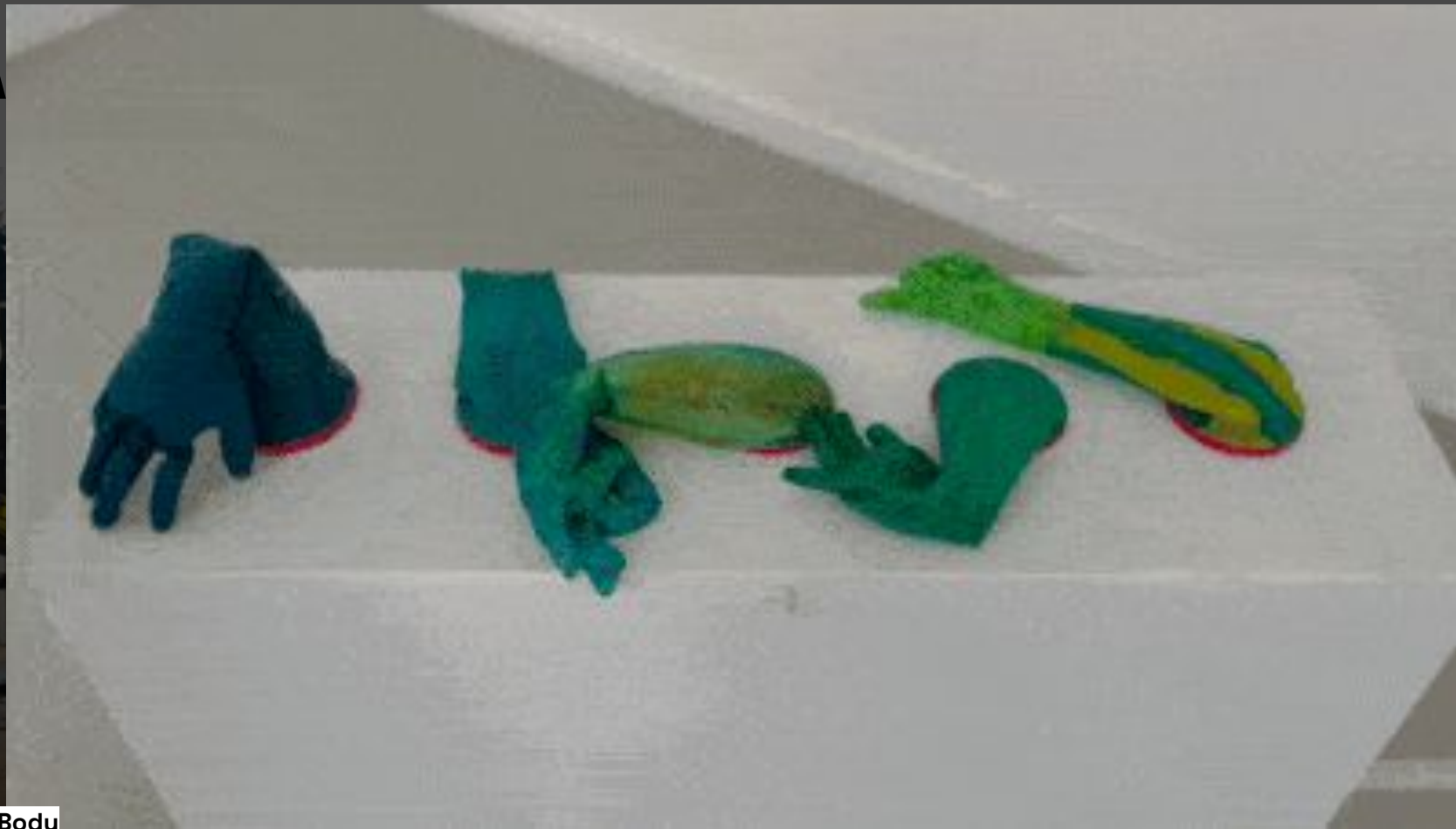
If the result of our work does not have to bring measurable improvement of anything?

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

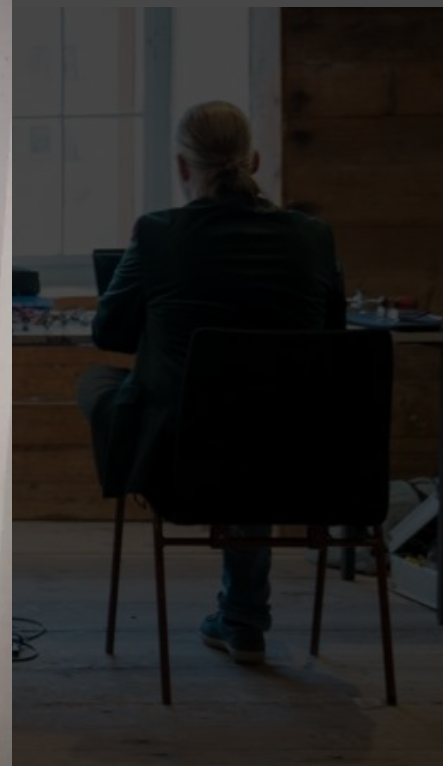
Alex



DRINK A BOTTLE OF MY COURAGE SWIM IN MY SKIN // THIS SPACE IS INTENTIONALLY LEFT BLANK

Alexandra Reichart, Matthias Krauß

Alex & Matth



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 by night (sometimes by day)



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

Along Matthias



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.



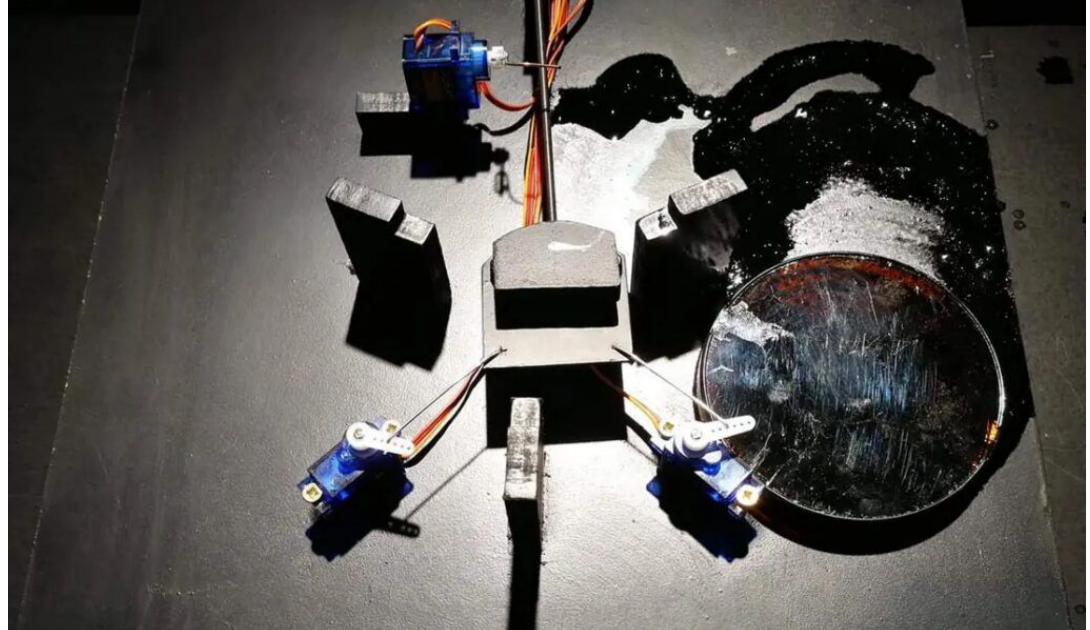
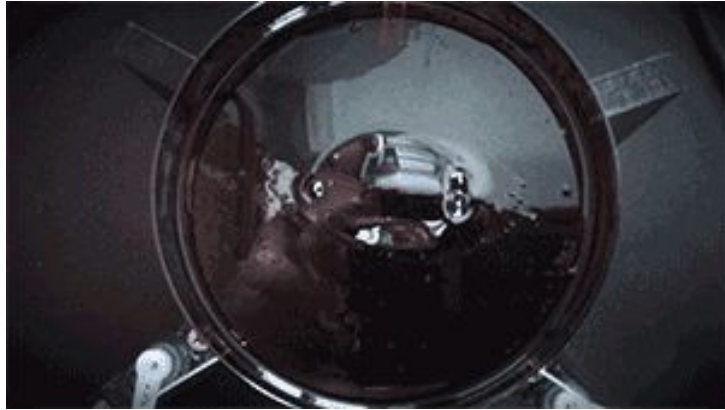
I'm no *true* artist



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**

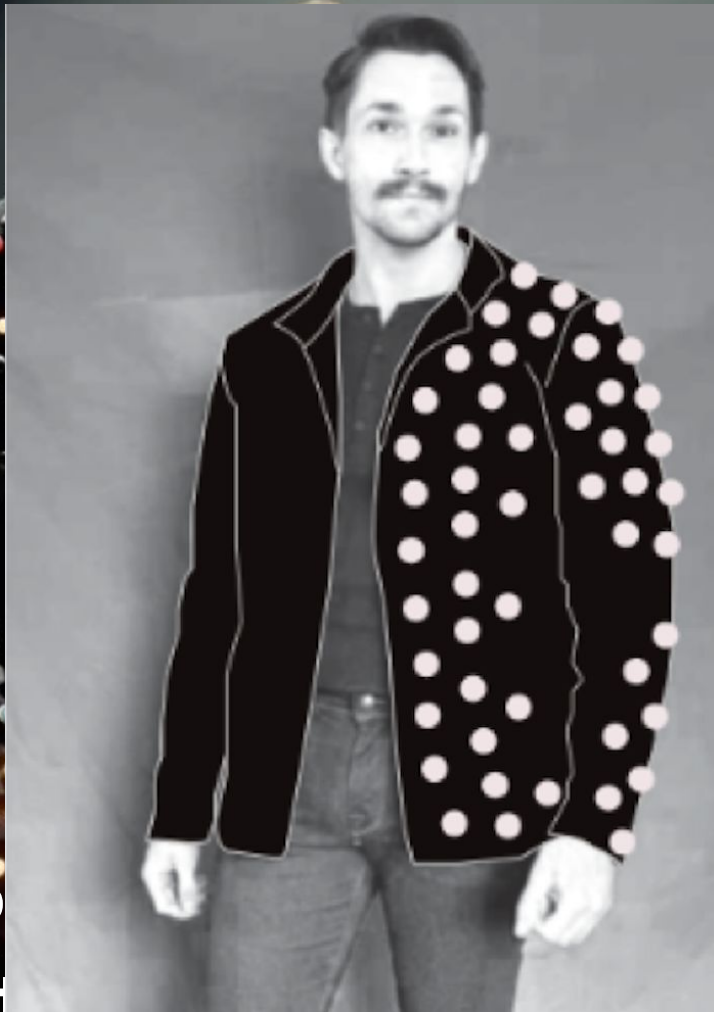


Oops. The problem I thought was the problem may not be so relevant after all.

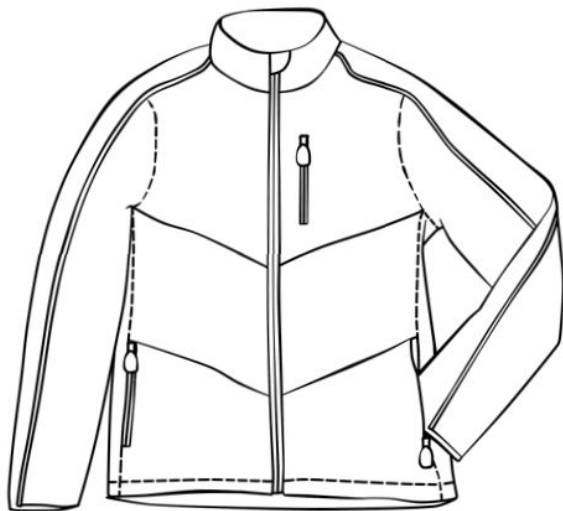




„Low Fidelity or High Fidelity?“ and the pain of discarding prototypes



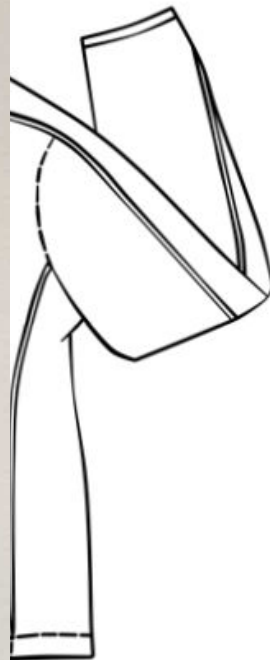
„Low Fidelity of the pain of
discarding prototypes



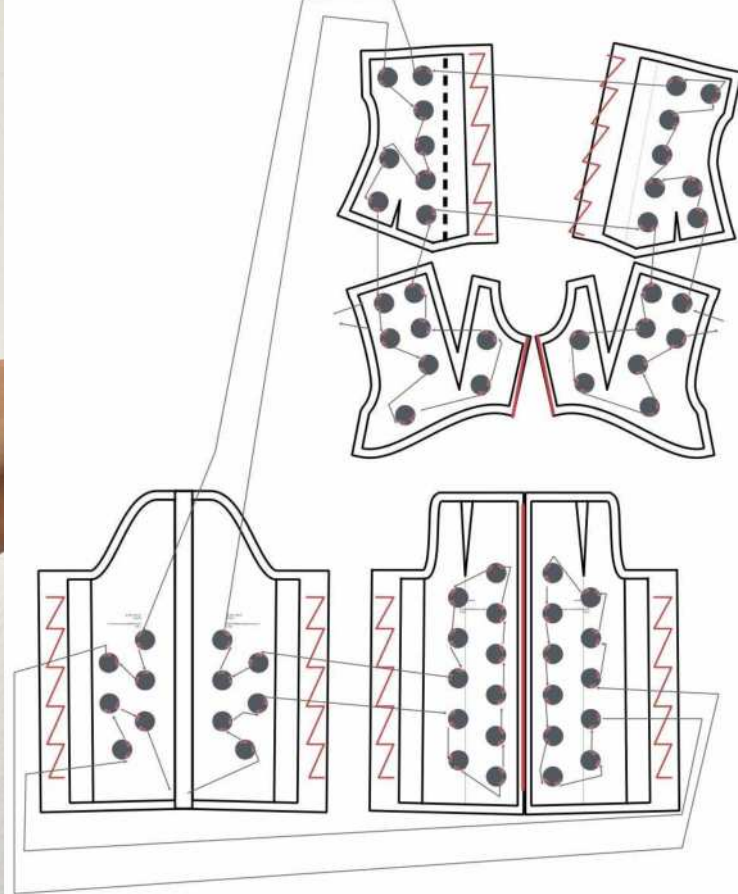
discarding prototypes



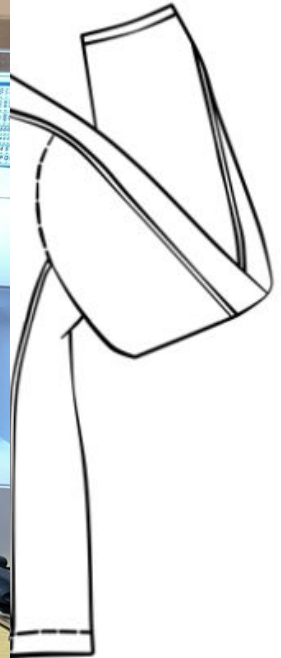
discarding prototypes



Schmerz, ...



discarding r



s

discarding prototypes



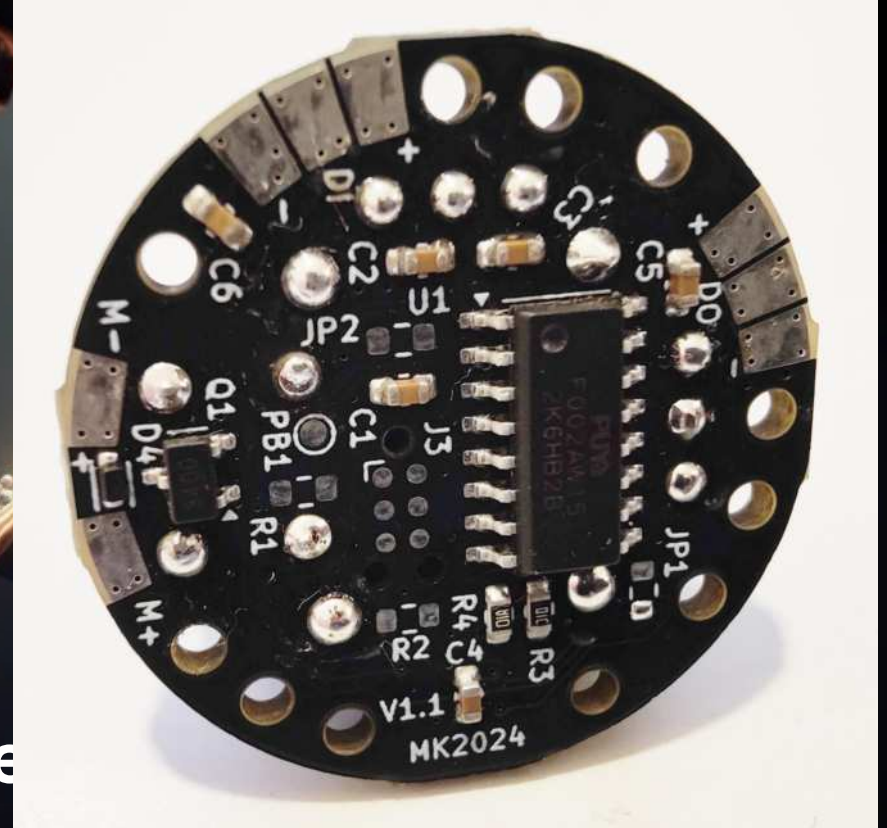
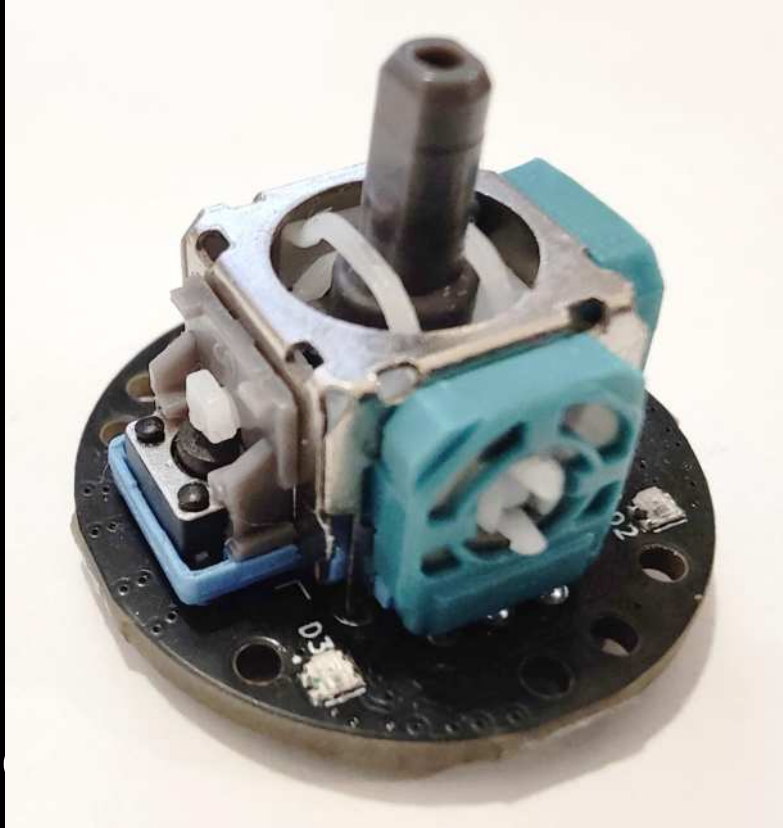
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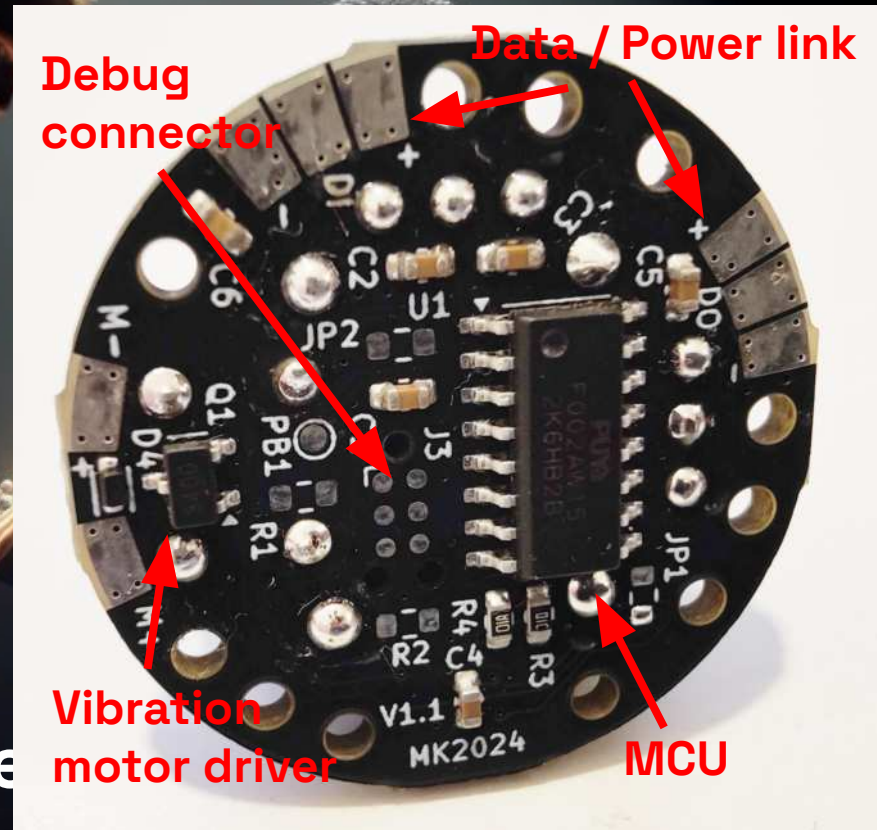
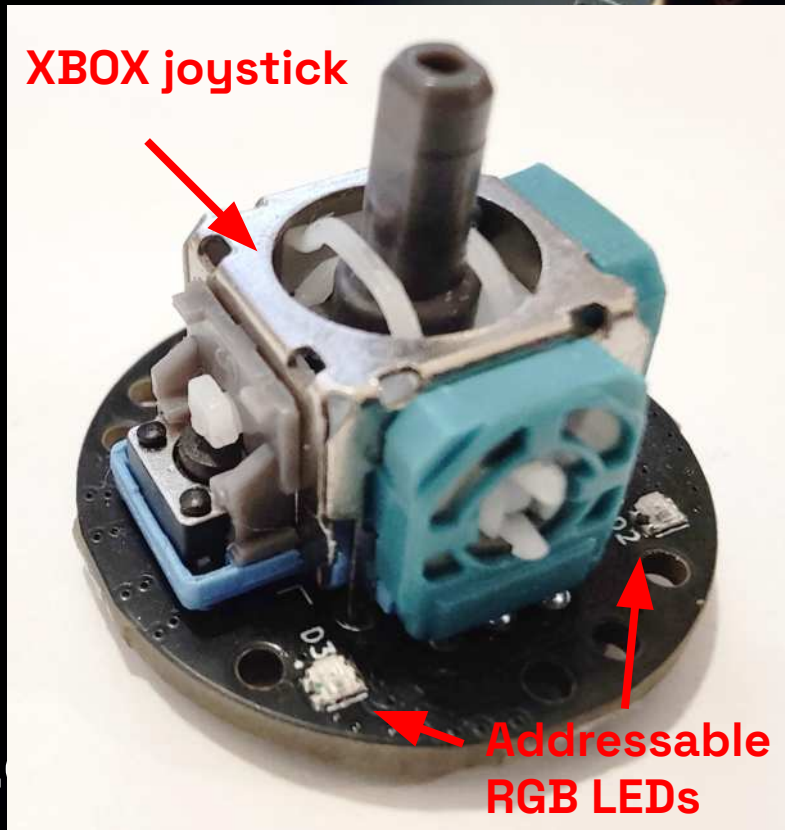
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„Low Fidelity or High Fidelity?“ and the pain of discarding prototypes



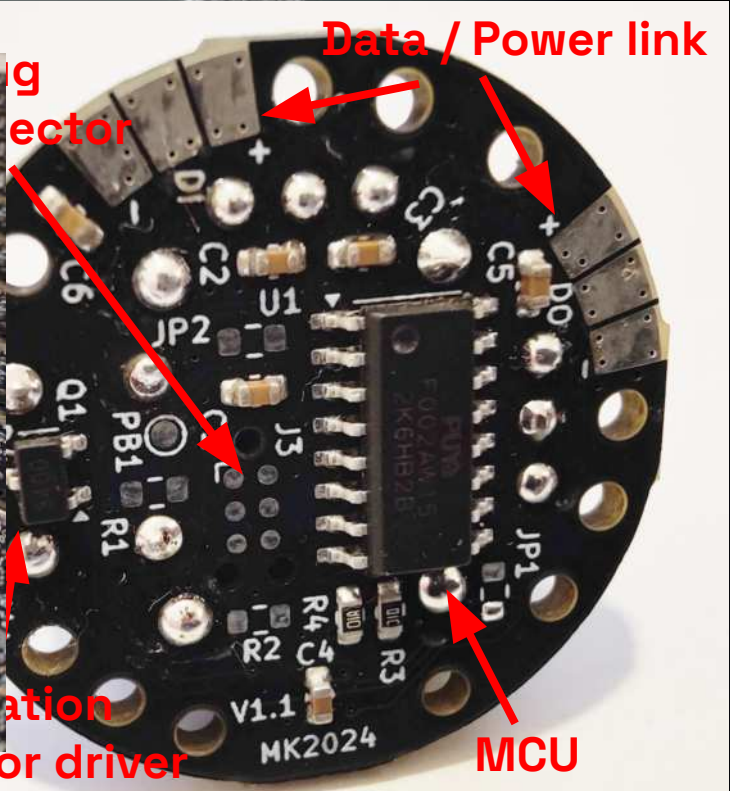
„L
discarding prototypes



„L
discarding prototypes



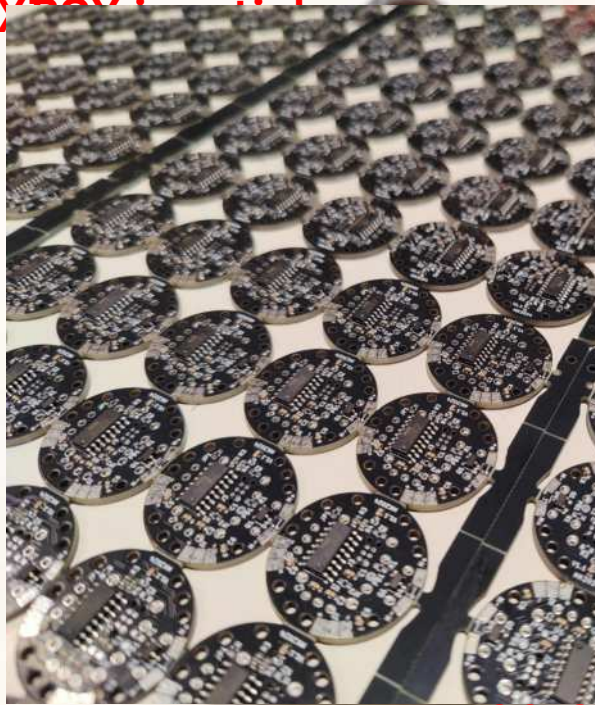
RGB LEDs



discarding prototypes

Y20X: 11

Data / Power link



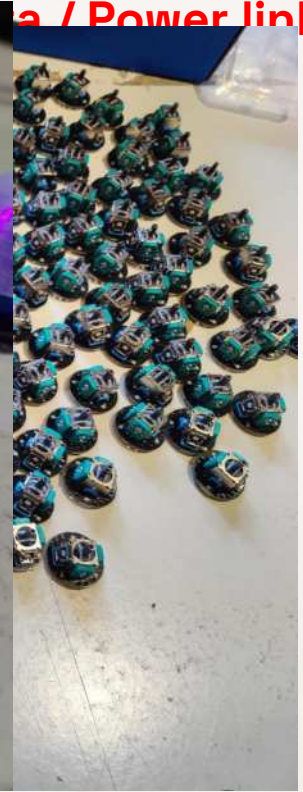
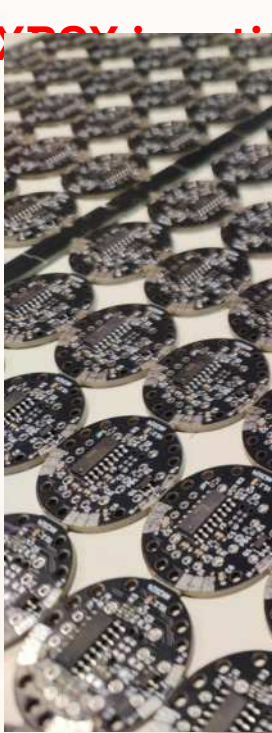
RGB LI

„L

discarding prototypes

xybox: ...

a / Power link



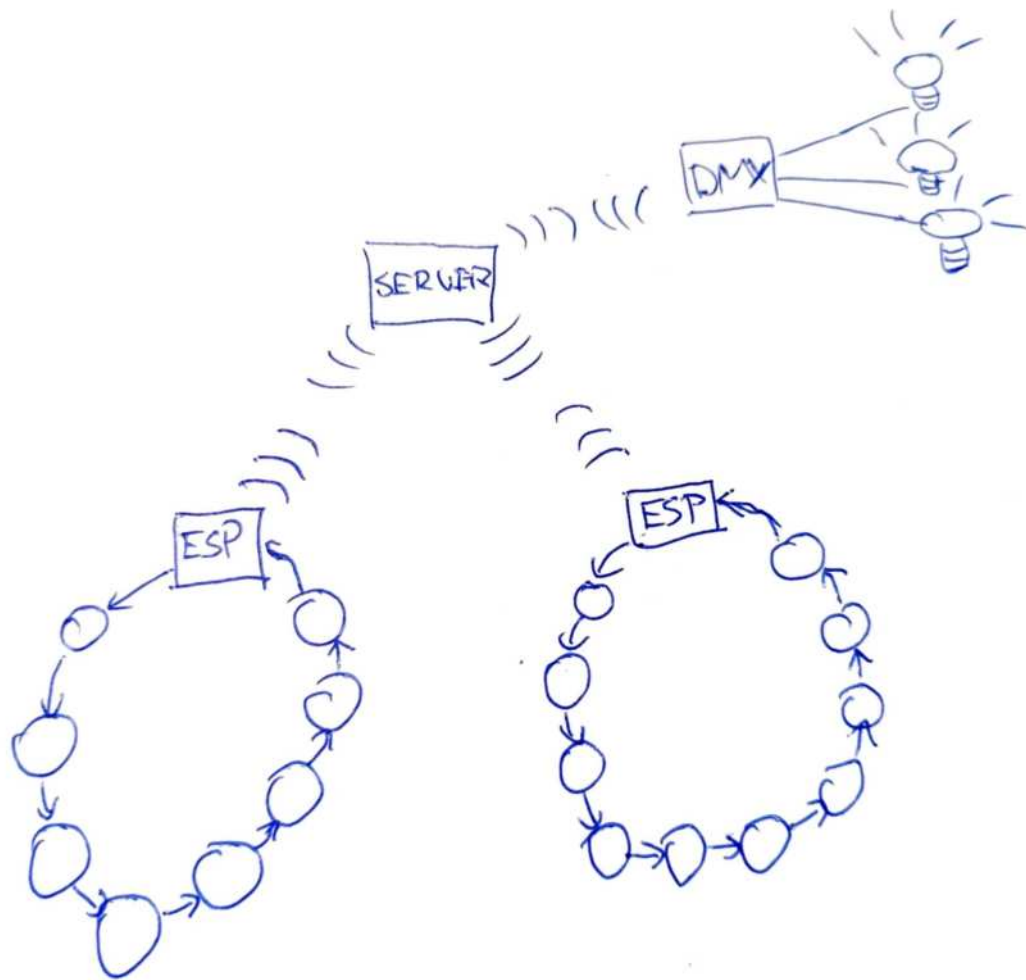
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discarding prototypes

Ybox:

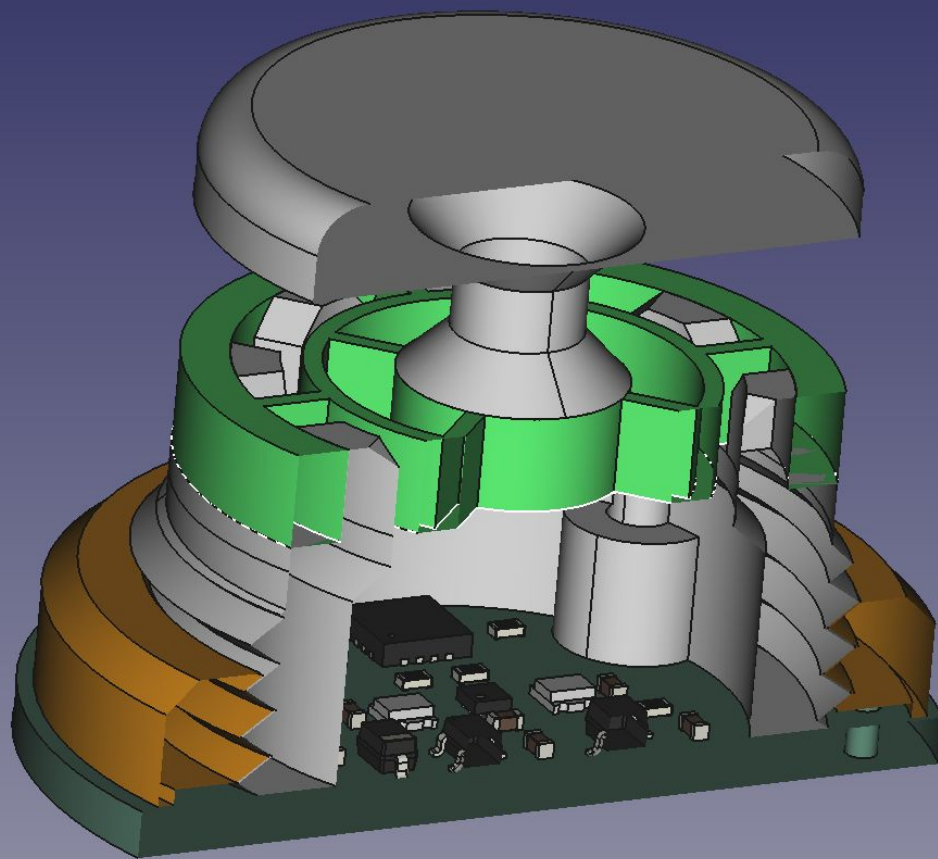


„L
discard



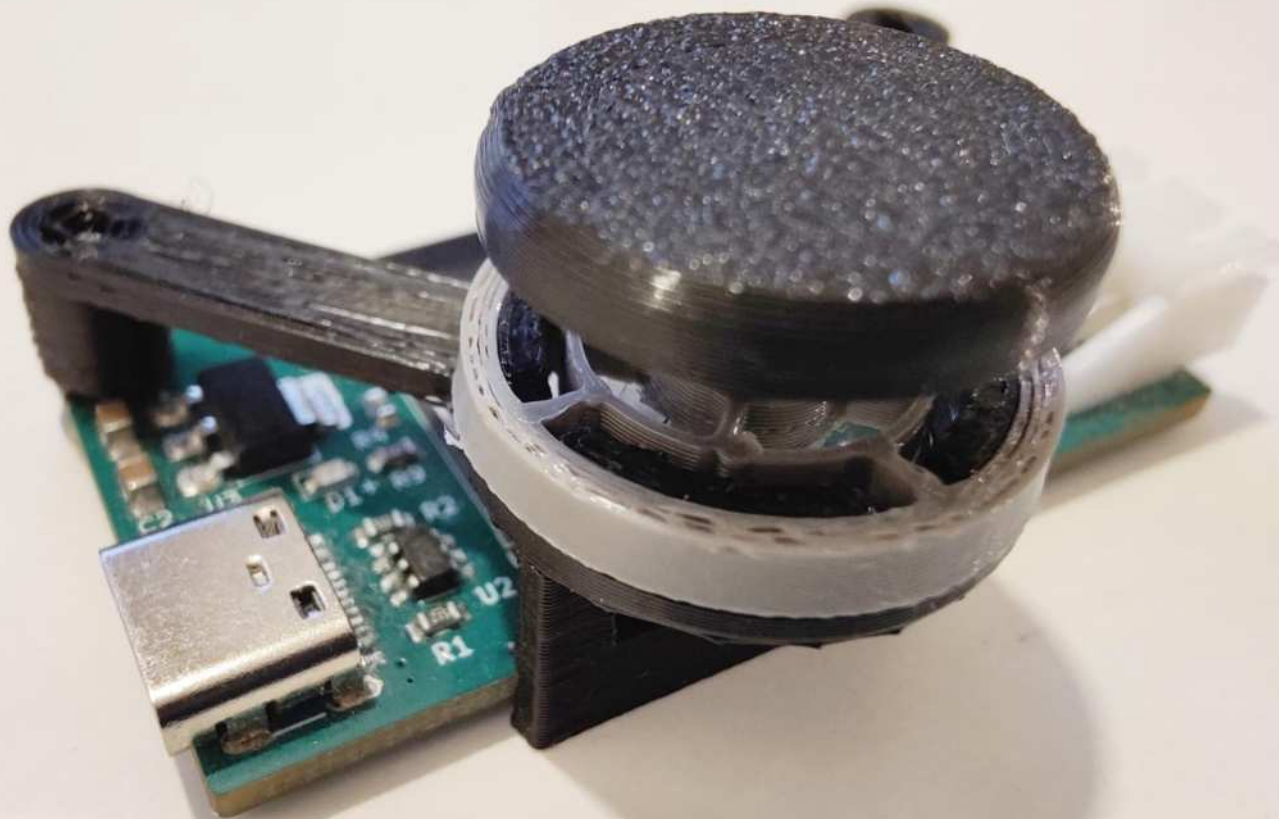
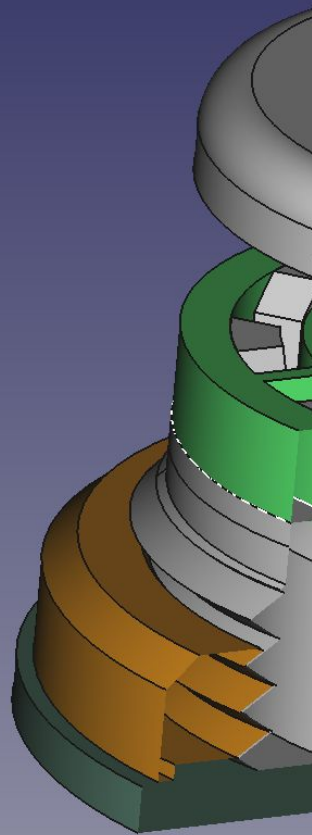
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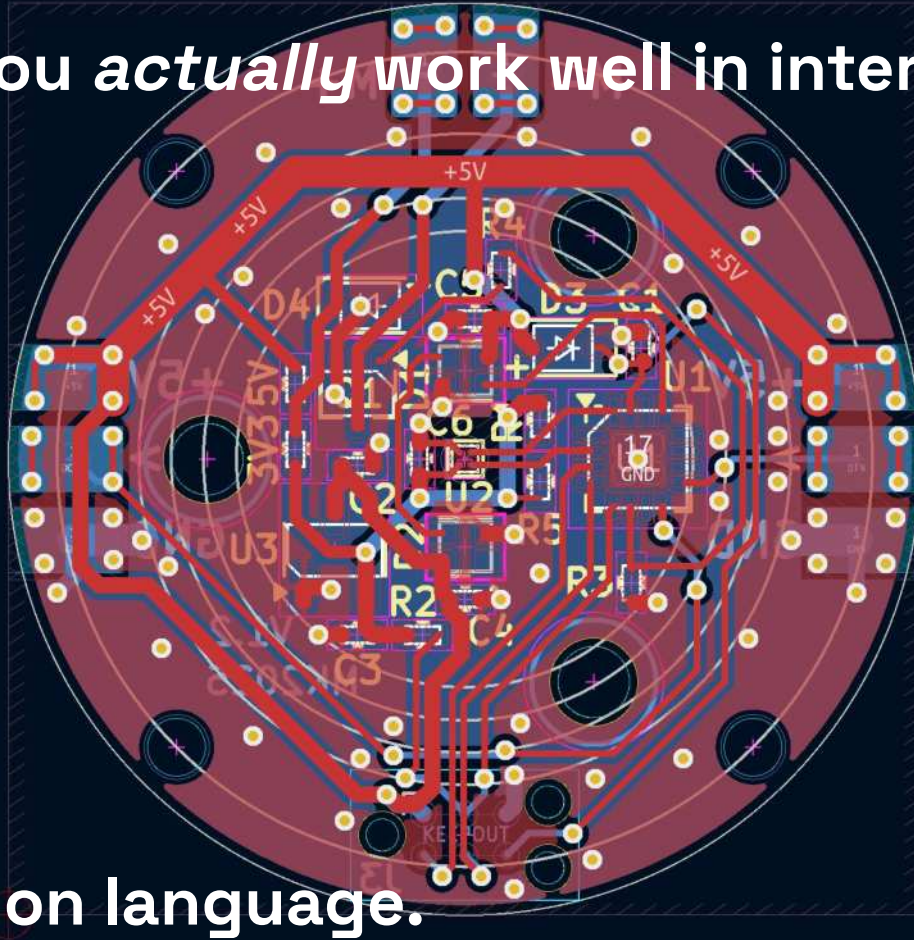


a / Power link





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.

(LUMINOUS TOUCH)

THE MA	KONZEPT	HARDWARE	SOFTWARE	TEXTIL	UMSETZUNG	ERFAHRUNG
BEZÜHRUNG WANGENS KOMMUNIKATION SELBSTERKLEBUNG (KONTAKT MIT HAAR) ENTENDECKUNG VERBUNDEN KONVENTION OBJEKTIFERUNG (KONTAKT MIT HAAR) ENTENDECKUNG VERBUNDEN INTERAKTION MIT FREIHEIT EVALUATION GUT/STOP	ZWEITE HAUT BERÜHRUNGSSPIEGEL KÖRPER ALS CONTROLLER PROVOKATION WAHRNEHMUNG ANDERS VISUALISIERUNG TOUCH WITHOUT TOUCH ZU BREIT / KONTAKT? JOYSTICK ZUSAMMEN? ARTIKULIERER KÖRPER	HAT FUNKTIONIERT! CONTROLLER AN DER GRENZE ESP UNZUVERLÄSSIG • SEHR STEIF IN DER PERFORMANZ • JOYSTICK BLEIBEN TEILWEISE UNTERMAN AN POSITION • GEMISCHT HOCH PLATZIERUNG UM UNKLAR LEDS AM RAND DOOF BEIDSEITIGE BESTRICHUNG BUDGET VS FUNKTION • JOYSTICK (HILF) NOTWENDIG FÜR JOYSTICK (KONZEPT)? ALLE KOMPONENTEN OK • SECHS VERBUNDEN? • MECHANIK ROBUST GENUG? 3D DRUCK HAT FUNKTIONIERT PRÄZISION KAPPE / JOYSTICK RAUMLICHE EINSCHRÄNKUNGEN PCB TASTER AN ESP	LÄTEN Z? ROUTER? • RECHNER NOTWENDIG? VERSCHIEDENE MODI? WIFI AUFREGE / ESP8266? LEARNINGS - NEXT VERSION • MAGNETISCHER JOYSTICK DIY • CLIP-ON / SCREW ON • SCHWULE SIDE ASSY • TEXTIL DFM • KONKRETERE SETTINGS • SCHÄRFERES KONZEPT AUF USE CASE / THEMA	ZUSAMMENBAU ZU KOMPLIZIERT LÖSUNGEN FOLGE DER PLATINEN / IN KLEIDUNGSTÜCK KLEBER, FUTTER IN WEG ETWAS SCHNITTEN (OFP) ÜBERLAPUNG ZED + STOFFE -> SCHNITT MÖG TREIBEN SEIN JÄCKE SIEHT SUPER COOL AUS APPROXIMATISCHE SCHNITTMAß EINIGE EINBÜGELN SCHWIERIG (FREIHEIT ZUGELASSEN) VIELE EINZELTEILE ESSEN - NEIN RANDE? KABEL ÜBER SCHNÜRUNG KABEL DURCH FUTTER GEHT ES EINFACHER? ANDERE PERSONEN! AKTEURE* AUDIOINTERAKTION MEHR INHALT, WENIGER TECHNIK	TECHNIK NUR FOX - 1:1 NICHT DA ZUSAMMENBAU VIEL AUFWANDIGER ALS PLAN ZU WENIG INTEGRATIONSTESTS / ZU UNKRITISCH PSYCHISCHE BELASTUNG VOR SCHMIEDE • WIE HÄTTE EIN GUTER LOW BUDGET TEST PROZESS SEHEN? REALISTISCHERE BEPLANNUNG THVP KABEL AUFWAND IDEEN • PLATTE, KÖRPER IN DER HAND MIT 1:1 DUNKEL WENIG UNTERSCHIEDLICH AUF (LAGE, IN DER HAND, GANZES TÄTIGKEIT) MIT LOW ANPASSUNG AN WERKSTÄTTE • GUT GEMISCHT, ANFANG • MIT ANPASSUNG IN KLEINER GRÖßE, DUNKELER, KLEINER AN DER KÖRPER, AUF 1:1 • MIT ANPASSUNG IN KLEINER GRÖßE, DUNKELER, KLEINER AN DER KÖRPER, AUF 1:1 • MIT ANPASSUNG IN KLEINER GRÖßE, DUNKELER, KLEINER AN DER KÖRPER, AUF 1:1	BEWEGUNG SCHWER NACHVOLLZIEHBAR, SCHWIERIG GÄNGIG BEWEGUNG ÜBER FLACHE COOL UMS STARK, GUT, INTENSIV VIEL RÜCKEN SAH GUT AUS, INTERESSE BESUCHER RAUMWIRKUNG PERFORMANCE ALLE RAUMWIRKUNG WARE SCHON HIER ABGE, DA GUT MOIR LEUTE NAH DEAN - ENVI WIE KUNDE WARECEPTION - JEDER NICHT WARECEPTION

WHAT WE ACTUALLY
WANT TO SAY

MANIFESTO OF SPECULATIVE INTERACTION

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

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

THANKS ♡

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