Exhibition

We have taken "INTEGRITY" as the global theme for this year's semester project. From this global theme we have derived multiple sub-themes: artifact, doubt, evidence, fact, guess, hypocrisy, manipulate and tweak. The students work in groups of three, each with their own sub-theme.

The semester project has three phases. First of all the students are asked to explore their theme in the broadest sense (social, mathematical, biological, etc) and discover what it could possibly relate to. After gaining sufficient insight they formulate compelling statements related to the theme. Only once this stage is completed they translate their statements into an installation. Together these installations form the semester project exhibition.

Exhibition Opening

The opening ceremony of the exhibition takes place on Thursday, February 12th at 17:00 hours.

Stop Physical Growth!
Gizem Kockesen, Jamil Young, Lianru Zhang

Being tall is better than being small? It is quite the opposite! Scientists are studying the many benefits of minimizing human growth. Would you choose to remain the size of a fetus if it meant being smarter? Let's take a peek at a future where humans opted to stop growing… Forever.

Enter the Black Box
Coen Dekker, Marjolein Ruyg
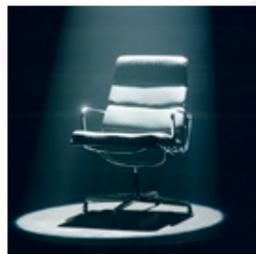
Is the news you read online written by a person or an algorithm? The difference between the two might be a lot smaller than you think. Do you want to experience what an algorithm can do? Enter the black box and see it for yourself! Can you correctly judge the journalist's identity?

Heads or Tails?
Natalia Rios Rivera, Dirrik Emmen, Laimonas Zakas
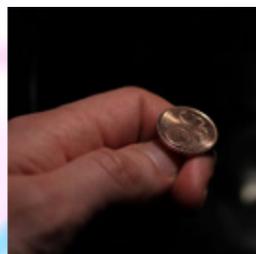
Every now and then we make a guess. It can be a tiny one, or one that changes your life. We rely on gut feeling or try and estimate the outcomes. We can't predict on which side the coin will land – we make a guess based on our own inclination. So what would you prefer: heads or tails?

Change Course
Daan Krijnen, Daan Oldenhof, Lisa Evelyn Rombout

The trail you left in the past determines the course you follow in the future. Expectations and habit guide your actions until you wear away your track. Consistency restricts your movement. The walls are closing in. The only way out is to take the helm – and pull against the current.

ManiLocus
Georgios Lampropoulos, Carolien Teunisse, Sabrina Verhage

Manipulation is a two sided act. We manipulate and are manipulated – and we do not always know which side we are on. We invite you into an experimental situation where you can experience both sides of manipulation. Explore your thoughts about this intriguing aspect of human nature.

Science in Action
Arjana van Berkel, Livia Teernstra, Sam Verkoelen

How do you behave when given the opportunity to manipulate real scientific research? Can we really trust science and the researchers behind it? Warning: participation has an impact in the real world, and could drastically change research results. Come by and see science in action!

Tweak your Time
Donna Piët, Chen Yang, Yasser Arenas Rebolledo
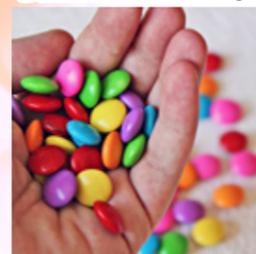
You always want more than what you have, but you don't always get what you want. Dedicated tweakers know that the possible outcomes of a tweak are infinite – and sometimes quite unpredictable. Yet with passion comes perseverance. Take your time to tweak, and you might just get what you want.

Shitload of Data
Eva Aussems, Arnaud Loonstra, Beryl Noë

How much data do you leave behind? An artifact of information technologies is the gathering, storage and analysis of the enormous amount of data generated by humans. With many parties interested in this information, how do we value our individual data? Do we even understand its worth?

## Absurdly Certain / Certainly Absurd
Susan Haldeman, Marcello Gómez Maureira, Mike Rijnierse
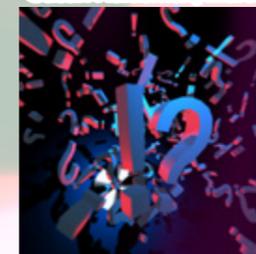
Life is a series of questions. Some are personal, others are bigger than we are. We are constantly dealing with new information, often conflicting with what we thought we knew. What do we actually know for sure? We invite you to play with the mercurial nature of certainty and doubt.

Warded_
Rinus Bot, Tom Rijntjes, Jules Verdijk
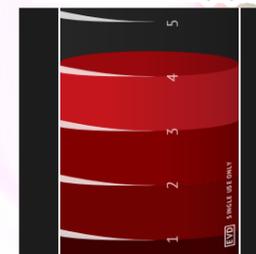
What is your point of view on points of view? Change it in this audio still life for your hearing pleasure.

Media Technology MSc Program

At the Media Technology MSc program students are encouraged to develop a creative approach towards science. Students are educated to translate their personal interests and inspiration into research projects. We're open to unusual questions, unconventional research methods and other forms of scientific output besides written articles. This includes installations, games and books as a possible result from scientific research. The semester project is a good example of our approach: the students are asked to translate their statement into a work that functions within an exhibition context.

Events

In addition to the exhibition our program includes lectures by PhD researcher Hanna Schraffenberger and two of our alumni: Annika Geurtsen and Arjen Suijker, who will talk about their graduation work.

First Impressions through Profile Pictures
Arjen Suijker

The first thing we see of a person is often their online profile picture. But how do these perform as a medium for first impressions? An experiment was conducted in which participants reported their personality, uploaded their profile picture and reported what they think that profile picture expresses. Random other participants then reported what impression that profile picture makes on them. This experiment was conducted using an autonomous online application acquiring participants through social media. The results show that participants consciously use profile pictures to present an alternate self-image, but are only partly aware of how these profile pictures are interpreted. Additionally, surprising correlations were found between physical attractiveness, social attractiveness and certain personality traits.

Interactive Digital Gameplay for Home Alone Dogs
Annika Geurtsen

This research explores the possible effects of interactive gameplay on the psychological welfare of dogs, which are home alone for extended periods of time. We hypothesize that the presence of a digital interactive game positively influences the psychological state of home alone dogs. In order to assess the psychological state of the canine during the test period, cortisol hormone levels were measured twice daily at set times. Furthermore, extensive video data was collected. This study demonstrates a venture into the possibilities of improving the welfare of canines that live in an environment where they are dependent on human presence.

Introducing Sonically Tangible Objects
Hanna Schraffenberger

A unique power of virtual objects is that they do not have to look, feel or behave like real objects. This is also true in the context of Augmented Reality (AR). With this in mind, we have developed a virtual cube that is part of our real, physical environment but, unlike real objects, is invisible and non-tactile. Touching this virtual object triggers binaural sounds that appear to originate from the exact spot where it is touched. In this presentation, we discuss the concept behind, implementation of and our experience with the sonically tangible cube and place our research in the context of tangible interaction, perception and augmented reality.

The location and time of the lectures will be announced on http://mediatechnology.leiden.edu/

INTEGRITY

Media Technology MSc Exhibition
Opening February 12th, 17h00

February 13-15
February 20-22
12h00-18h00

V2_Institute for the Unstable Media
Eendrachtsstraat 10, Rotterdam

mediatechnology.leiden.nl
www.v2.nl

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