

Exhibition:
January 26, 27, 28
13:00 - 18:00

Location:
HUBspot Leiden
Langegracht 70, Leiden

Media Technology MSc Exhibition
Opening: January 25, 17:00

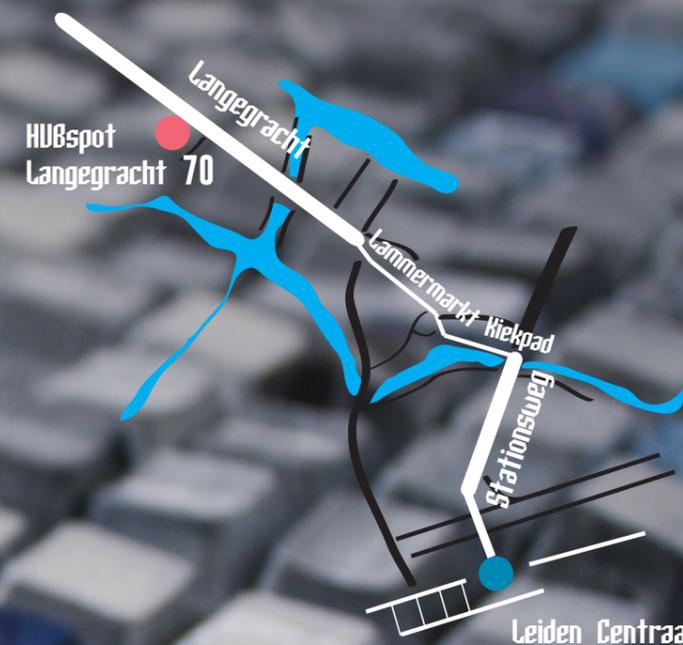
RETURN

MEDIA TECHNOLOGY MSC PROGRAM

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

EXHIBITION

We chose 'RETURN' as global theme for this year's semester project. From this global theme we derived multiple sub-themes: Control, Alt, Escape, Zero, Shift and Function. The students work in groups of typically three, each with their own sub-theme. The semester project has three phases. First, 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 installations. Together these installations form the semester project exhibition.



GRADUATION PRESENTATIONS

On January 27th we will be hosting a number of public graduation presentations by our master students in HUBspot. For more information:

<http://mediatechnology.leiden.edu/news/public-graduation-presentations-jan-2017>

EXHIBITION OPENING

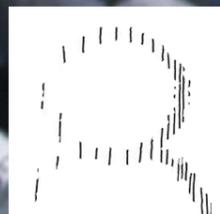
The opening ceremony of the exhibition takes place on Wednesday, January 25th at 17:00 hours. The exhibition is organized together with, and hosted by HUBspot in Leiden.

<http://mediatechnology.leiden.edu/>
<http://hubspotleiden.nl/>



Universiteit
Leiden

HUBSPOT
INNOVATE LEIDEN



WHO DO YOU THINK YOU ARE?

Maral Gurbanzadeh, Matthijs Hilgers, Riccardo Martorana

WHO DO YOU THINK YOU ARE is a story defined by how much you declare to know yourself. Are you who you think you are? Do NOT get to know yourself in this story.



ONE ON ONE, NO ONE (JUST ME)

Kaan Koyuncu, Stijn van Linden, Robbert Ritmeester

Setting: A very small place; confined. **Person A:** Can you hear yourself think? Is it a voice inside your head? Or is there something preceding a thought; a shiver somewhere inside your body? You have to listen closely. **Person B:** Is there anybody else? Can you tell me what you see? I might be seeing the same. Tell me what you think; please try.



HUMAN HABITATS

Petra Kubernátová, Max Roel, Daisy Theuvenet

Observe the wild human in its urban habitat, watched unknowingly by individuals like you! Through the wonders of technology, you can enjoy your fellow human's natural behavior safely from anywhere in the world. Put on your khakis and binoculars, and let's go!



THE POLITICAL CYBORG

Helène Trommelen, Carlos Martin, Helena Frijns

Do we feel involved in democratic processes this day and age? How can we involve the public to reach a consensus on a certain topic? We present the Political Cyborg, a new political agent.



FLATLANDERS

Robin Bergman, Georgios Bouzias, Dan Xu

Flatlanders is called after Edwin A. Abbott's famous book in which a happy flatlander manages to step out of his two-dimensional world into a three-dimensional world. We invert this story and question the experience of a two-dimensional world while having grown up in a 'normal' world that is perceived through, and shaped by, the capabilities of our senses. How can we make this shift? Can we really un-know what we already know?



WAY AHEAD OF YOU

Sieta van Horck, Emily Klerks, Mark de Reijer

When using modern technologies, we often think we are in control. We know what to expect when interacting with them and are aware of the purpose of the machine. Machines, however, can often predict how we will act and anticipate on our moves. Are you really in control or are you predictable and gullible when interacting with machines? Is having control an illusion? Find out in our installation WAY AHEAD OF YOU.



IT'S FOR YOU

Lucia Martin Holguin, Jonna de Kruijff, Laurens van Mulukom

The fast pace with which we live is heavily influenced by the growing amount of technologies that demand our attention. Where technological innovation is aimed at making life more comfortable, it seems things have gotten increasingly more complex over time. Our state of mind is increasingly polluted by giving orders to our technologies and following theirs. What if a strange phone is ringing next to you, will you pick it up?



ERASE YOURSELF

Haoran Ding, Esra Isguzar, Matthijs Theelen

Paying attention can be hard! Especially when you are not interested in what is going on around you and feel like everyone is wasting your time. To escape from this contingency, you dive into: the other side; your digital life. You get sucked into the big data stream of likes, swipes and tweets, erasing yourself from the here and now..., temporarily, only to return when you find something new and interesting to focus on.