10 DEMO HOUR

15 WHAT ARE YOU READING?

16 HOW WAS IT MADE?

18 DAY IN THE LAB

Demo Hour highlights new prototypes and projects that exemplify innovation and novel forms of interaction.

Audrey Desjardins, Editor

1
Bezel-Flipper makes flipping pages on e-books more like paper books.

DEMO
HOUR

1. Bezel-Flipper

Bezel-Flipper is an intuitive e-book user interface that supports paper-book-like flipping interaction. Users can readily flip pages using a dragging gesture from the bezel, and simply stop and hold a page using a multitouch gesture. With the help of Bezel-Flipper, users can easily scan the contents and cross reference distant pages on e-books using familiar paper-book gestures.

<http://www.youtube.com/watch?v=rVyBwz1-AiE>

Kim, S., Kim, J., Lee, S. Bezel-Flipper: Design of a light-weight flipping interface for e-books. *Proc. of CHI EA 2013*. ACM, New York, 1719-1724.

Sangtae Kim, KAIST
→ expanne@gmail.com

Jaejeung Kim, KAIST
→ jjkim@itc.kaist.ac.kr

Soobin Lee, KAIST
→ soobinlee@itc.kaist.ac.kr

2
Fleischwolf uses an old-fashioned meat grinder to control sound.

2. Fleischwolf

Fleischwolf is an interactive sound installation in the form of a meat grinder mounted on a massive wooden table. Turning the crank causes the machine to emit a sound that initially resembles a very deep bass voice. When the crank is turned faster and more vigorously, the characteristics of the sound change too.

→ <http://vimeo.com/48631454>
→ <http://blogs.elpais.com/arte-en-la-edad-silicio/2013/02/tei-convierte-barcelona-en-la-capital-del-diseno-interactivo-inaccesible.html>

→ http://www.wienerzeitung.at/nachrichten/kultur/kunstarchiv/483383_Ars-Electronica-sucht-nach-einem-neuen-Weltbild.html

Ivan Petkov,
University of Arts and Industrial
Design Linz
→ i.petkov@gmx.at

3. Fluidity

Fluidity is an interactive installation that visualizes the "gender experiences" of the audience, changing its color in real-time according to the data provided by participants through their smartphones.

Individuals can interact with the system from different "entry environments" to explore the correlation between the places and their emotional responses, gaining insight into their own individual perceptions, including gender stasis and fluidity.

Using a chromatic range for visualizing the gender experience between the

polar labels of "feminine" and "masculine," Fluidity opens up new opportunities for discussion around more inclusive models of gender representation that depart from the rigid binary logic.

→ <http://www.aether-hemera.com/s/fluidity>
→ <http://vimeo.com/aetherandhemera/fluidity>

Gloria Ronchi,
Aether & Hemera
→ hemera@aether-hemera.com
Claudio Benghi,
Northumbria University
→ claudio.benghi@northumbria.ac.uk

3

Fluidity visualizes the gender experience of its audience.

4

Compose music on the fly with others using the flashing grids of Polymetros.

4. Polymetros

Polymetros is an interactive collaborative music system that enables people to play, improvise, and compose music together on the fly. Inspired by minimalist composing techniques, each player can contribute to the collaborative composition via

their own physical instrument. Designed as an inviting audience experience for festivals and exhibitions, Polymetros facilitates a form of music-making that is immediate, open-ended, and social while appreciating music as an inclusive and enjoyable group activity rather than an exclusive expert profession.

<http://isam.eecs.qmul.ac.uk/projects/polymetros/polymetros.html>
<https://vimeo.com/54556808>
 Bengler, B., Bryan-Kinns, N. Designing collaborative musical experiences for broad audiences. *Proc. of the 9th ACM Conference on Creativity & Cognition*. ACM, New York, NY, 2013, 234–242.

Ben Bengler,
 Queen Mary University of London
 → benedikt.bengler@eecs.qmul.ac.uk

Nick Bryan-Kinns,
 Queen Mary University of London
 → nickbk@eecs.qmul.ac.uk