

Face sp-here:

This installation will be a dome of some sort. This dome can be entered by a visitor. Before coming in to the dome, their face gets scanned (by a red laser). After the scan, the facial features go through a database with pictures that have been made from every visitor when they scan their ring. When entering the dome, the visitor will see all the pictures of his or herself that day.

Tags: Personalisation, facial recognition, social implications, overview of experiences of that day, individual manipulation

Reel News

Visitors are invited to create their own news stories by picking themes, characters, plots etc. They create a news story that they feed to the internet (appears to or for real, not sure yet). And the end we can show the visitor the path that their story had on the internet and the impact/consequences on the real world.

Tags: news, media literacy, story, impact, mass control, internet, co-creation, themes, analyse

ANTIWORLD

In this installation visitors are prompt to create and live in a world where everything related to media is reversed. For example, news is not there to inform but to make people forget. Or WhatsApp is not there to connect people, but to tear them apart (Person sends message with nice content like, I like you. Then the installation will turn this into I hate you). The world is co-created with the user.

Tags: media literacy, co-creation, news, WhatsApp, connect, identity, social impact

Comment away

In this installation we will show visitors how easy it is to comment online, and how hard it is to do this in real life. There are some ways for doing this. We could have an exhibit with two rooms, which can be entered by anyone in the experience. In the room you just see a computer where you can go and have an online chat, and the person in the other room will do the same. Then the doors of the rooms will open, and you will both be guided to a next room where you meet the person behind the computer.

But we could also explore options with commenting on each other's pictures or etc. The story of this installation will just be to show the differences between relations online and in real-life.

Tags: online, real-life, chat, identity, confrontation, media literacy

Gambling with personal data

This installation is a game that visitors can play alone. The game works as following: By sharing personal data, you get to a higher level. So the game can tell you to share a perfect selfie if you want to go to the next level. Or his age or gender, emailaddress, Facebook, name, hair colour etc. Every time he gets to a next level (as a reward). The game will be a multiple room game with a pathway/narrative. You can also encounter nasty monsters who will take some of your data and do nasty things to it, like posting it online (somewhere). You will get a notification, o no the monster has published your selfie on Instagram!! The game will end in winning or losing (will define this later).

Tags: game, (access to) personal data, social relationship, internet, personalisation, media literacy, narrative

Strange captures

This will be a game that starts a couple of times per day. People can join by registration at reception. When the game starts, everyone get the explanation. There are a couple of ways to do this game:

- We make a space with hidden motion sensor cameras, (or moving camera) people have to avoid these cameras and their photos being published online (drones?). Person who is least captured, will win.

- We can give visitors cameras of some sort and they can try to capture each other. At the end the winner and loser will be shown on a screen with their faces. Winner is the one who captures most faces of others, loser is the one who got captured the most by all the other participants.

Tags: Facial recognition, information, cameras, drones, privacy, personal data, game

AntiFace

In this installation/workshop we will let children camouflage their faces somehow, so they can avoid being recognised by a facial recognition camera. This will show them the impact of this technology and what it takes to avoid these cameras.

Tags: Media literacy, camouflage, facial recognition, kids, workshop

Virtual news show

In this installation the visitors will work together to make a news broadcast. They can fulfil various functions from news anchor to cameraman, to interviewee. They will not actually make this, but their avatars will. By using Kinect the persons can stand on the right places, and do the movements, and in the end they can take the video home (by using ring scan?).

Tags: news, Kinect, active interaction, family, media literacy (production)

Future producing of news

Studies show that in the far future artificial intelligence will make the news for us. They can scan faces for interviewees or something like that. This installation will give visitors a peek into that future, by taking their photos. E.g. when they come out of the Sterrenshow a picture will be made, and then the news will be created. In this installation they can watch that news.

Tags: AI, future, photos, news, facial recog