## Wheel Stories

Wheel Stories is a working model of a Ferris wheel fairground ride, that when turned triggers a video to play. Each carriage plays a different piece of audio, along with video showing the same cycle of the ride from a different viewpoint, allowing many different perspectives for the same period of time. Each carriage contains people of various ages and backgrounds traveling on the Ferris wheel at the same time, telling stories about what they are doing while on the ride.

Anthony Otten | Liverpool John Moores University
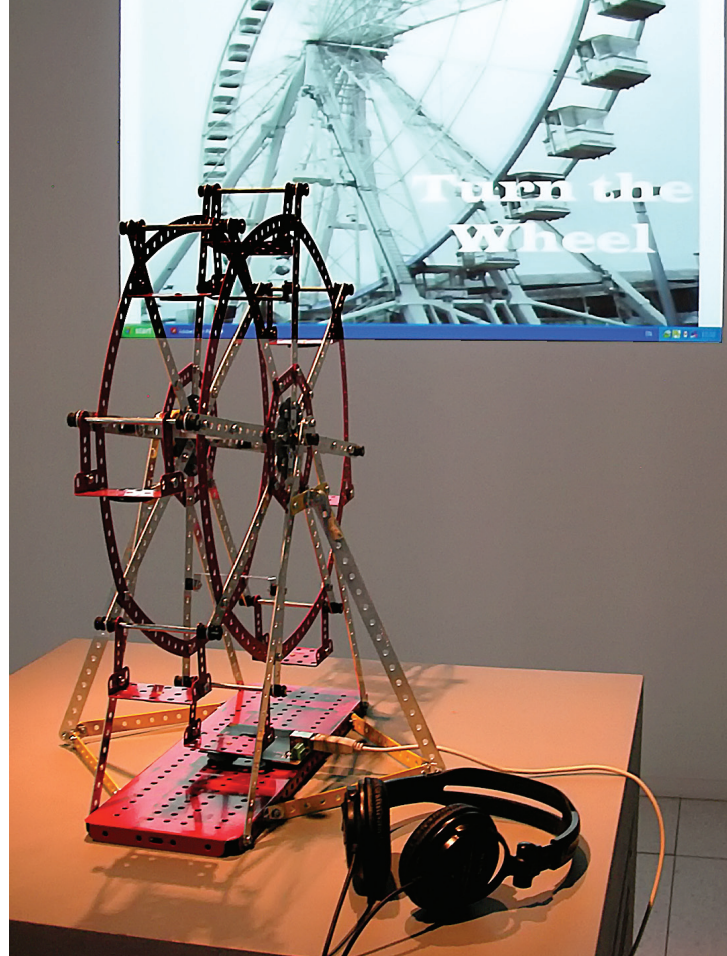
These Demo Hour projects were curated by Ingi Helgason, a researcher and design lecturer at Edinburgh Napier University and the Open University. The projects were presented at Create '10, hosted by
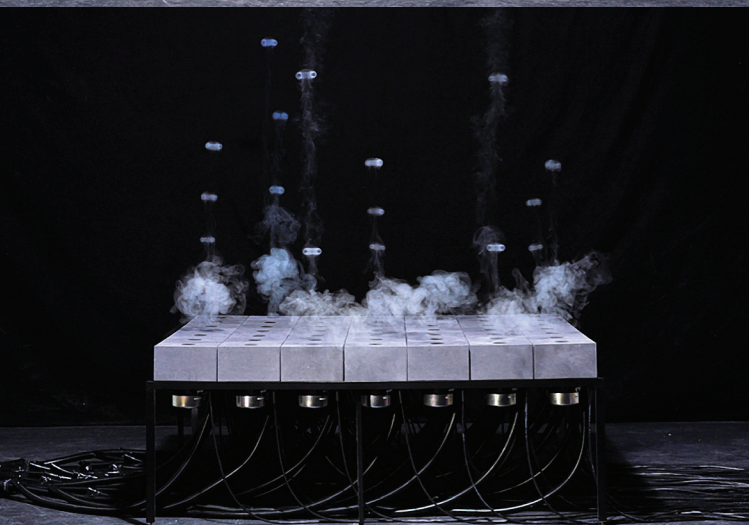
for those who see

The installation "for those who see" reveals the beauty of the unseen. The impulse of sound creates a vortex air ring, invisible as the sound itself. Only fog can demonstrate this aesthetic phenomenon. In the short moments in which the rings appear, our visual perception connects the single rings to patterns, surfaces, symbols, or bodies. Depending on the focus of the observer, these can be viewed as a whole picture or as individual fragments, inviting contemplation and fascination.

Project website:

www.bitsbeauty.de/for-those-who-see

Publication:

Pixel-poesie. form—The Making of Design 234 *(Sept./Oct. 2010), 6.*

Klanten, R., Ehmann, S., and Hanschke, V., eds. A Touch of Code: Interactive Installations and Experiences. *Gestalten, Berlin, 2011, 44-45.*

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Photographs by Robert Fehse

Chatter

Chatter is a Java application that runs on multiple machines. Chatter parses Twitter's public timeline to extract certain emotive keywords (love, hate, fear, among others) from the real-time feed, choosing from millions of tweets to initiate and continue a dialogue between two computers. The program finds tweets and speaks them using speech synthesis while the other computer uses speech recognition to parse out the emotion and return another result based on the same emotion. The two computers endlessly volley back and forth with their dialogue in an ever-changing conversation about feelings.
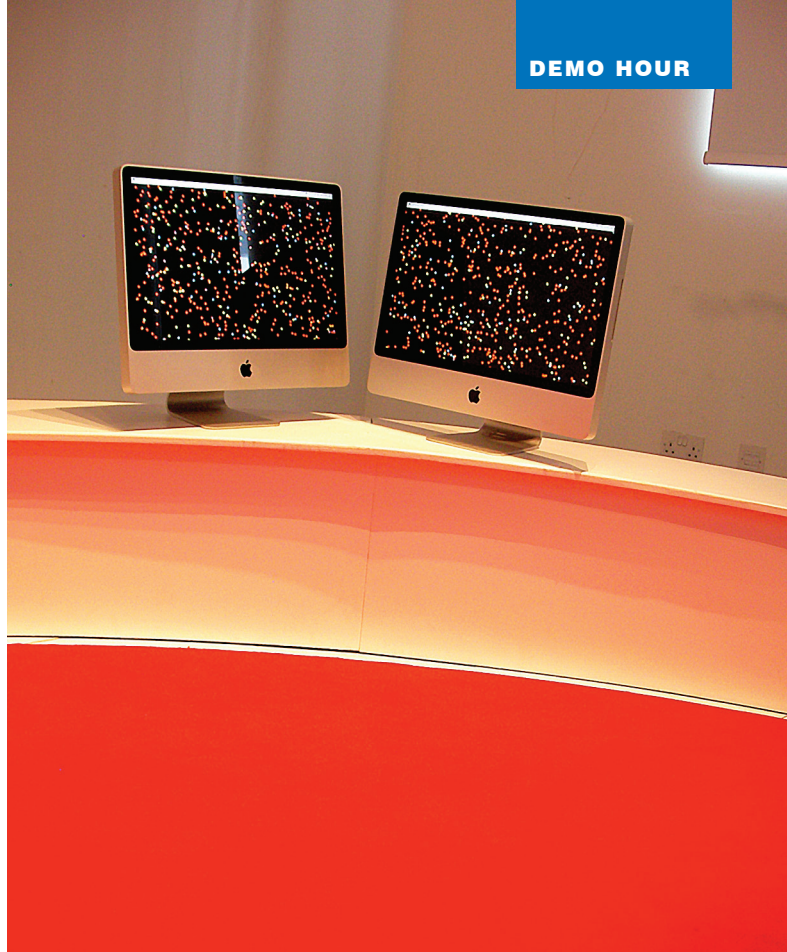
Project website:

http://www.lilwondermat.com/chatter

Publication:

Sphinx4 Creates Future. Carnegie Mellon University; http://cmusphinx. sourceforge.net/2010/08/sphinx4-creates-future/

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Edinburgh Napier University, as part of the conference's design exhibition, which featured innovative efforts from international students alongside works from award-winning design practitioners.

Serendiptichord

The result of a cross-disciplinary investigation spanning fashion, technology, music, and dance, the Serendiptichord is a wearable musical instrument that entices the user to explore a soundscape through touch and movement. This curious device is housed in a bespoke box and viewed as part of a performance. Referencing the architectural silhouette of a musical instrument and the soft fabrication of fashion and upholstery, it is designed to entice the wearer to explore its surface through touch, physical manipulation, and expressive movement.

Project website:

http://www.dimainstone.com/#serendiptichord

Publication:

Murray-Browne, T., Mainstone, D., Bryan-Kinns, N., and Plumbley, M.D. The medium is the message: Composing instruments and performing mappings. Proc. of the International Conference on New Interfaces for Musical Expression (Oslo, Norway). 2011.

The Serendiptichord was produced by BigDog Interactive and commissioned by the Centre for Digital Music for a performance at the 2009 Creativity and Cognition Conference. The device has been also been shown at the V&A, the Barbican, Kinetica Art Fair 2010/2011, and the Swedish National Touring Theatre.

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