Part II
Interactive Experiences

The widening interest from research to design in this volume becomes central in the following chapters, which elaborate on experimental interactive experiences that represent, reflect upon and instantiate the conference theme: “Making Together”. The Interactive Experiences track welcomed submissions about artistic experiments, digital artefacts or interactive installations that emphasized making and cooperation such as community engagement, civic participation, or collective making and digital fabrication. The track did not only call for submissions which provided fascinating outcomes but also for installations that reflected on how the artefacts were designed and could be enacted in practice.

Considering the cross-boundary nature of this kind of installations, the submission format was accustomed to accommodating both artistic and more academic contributions. All installations submitted a portfolio containing a description of the installation, the technical and logistical requirements and a possible scenario of how it could be implemented within the conference. In addition, authors had the opportunity to write a short paper to extend the portfolio and further unfold, on a more academic level, the lines of inquiry and theoretical grounds instantiated by the proposed interactive experience.

This section presents a total of five accepted papers. Each of the papers represents an individual contribution that must be seen through the lenses of the actual installation and interactive experience enacted at the conference. They explore collaborative systems and collective action on a number of levels, in a variety of contexts and taking widely different forms of expression; from sonification of everyday environments to audiovisual and tactile music-making and engagements with research data, from gamified technology probes for computational thinking to the experience of WiFi through sensorial augmentation. The aim is to facilitate discussions and debate around these themes at COOP as a resonance between the embodied, interactive experiences and academic, critical reflections.

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