

Welcome to the evening programme
of the symposium

Blurring the Boundaries

Reflecting on Artistic-Led Research on
Designing Human-Technology Entanglements

11th December 2024



ethics of socially disruptive technologies

Ethics of Socially Disruptive Technologies

ESDiT is a 10-year long international research programme of 7 academic institutions. We work on breakthrough research at the intersections of ethics, philosophy, technology, engineering and social sciences.

[What We Do](#)

[Who We Are](#)

Our 3 Focal Points



New digital technologies

robotics, artificial intelligence, machine learning, Internet of Things (IoT), big data, blockchain, social media, and quantum computing



Bio- and brain technologies

gene editing, gene drives, synthetic biology, neurotechnology, advanced medical and food technologies, and technologies for human enhancement



Environmental & sustainable technologies

energy technologies, water technologies, recycling and other technologies for the circular economy, climate engineering, and bio-based and low-carbon technologies

Initiator and Principal Investigator



Assoc. Prof. Dr.
Birna van Riemsdijk

Intimate Computing
Value/Vulnerability-aware AI

In the beginning...

POSTDOC POSITION ON DESIGNING INTIMATE TECHNOLOGIES THROUGH DANCE

The University of Twente is looking for a creative postdoc to investigate the interwovenness between people and intimate technologies through dance.



What means DiscReTe?

Disconnections

and

Relationships

mediated through

Intimate

Technologies

What are Intimate Technologies?

Digital technologies that ...

... collect and respond to people based on highly personal data.

... affect physical, psychological and social aspects of our identity.

Aims of the DiscReTe project

Develop a wearable demonstrator that ...

...facilitates social interaction with diverse communication needs

...is adaptive to the dynamic and nuanced nature of interpersonal interaction

...explores characteristics of responsible and transparent human-technology partnership

DiscReTe: Prepare next Co-Design WS University of Twente MH

12:38 Chat People Raise React View Rooms Apps More Camera Mic Share Leave

The image shows a Zoom meeting grid with seven participants. Each participant's video feed includes a handwritten label in orange text at the top, identifying their role. The participants are arranged in a grid: three in the top row, three in the middle row, and one in the bottom row. The bottom-right position in the grid is empty.

Participant Name	Role
Honauer, Michaela (UT-EEMCS)	design research
Gravier, E.F.J.P. (Emil, Student M-ITECH)	technology
Laisvie Andrea Ochoa (Unverified)	choreographer
Petersen, M. (Melina, Student M-ITECH)	event organization
Dennis Massar (External)	performer
Montero Grande, M. (Marcos, Student M-IDE)	video
Malou Beemer (Unverified)	wearable design

Inspiration

0:41:55

Interviewee

Mm hmm. Yeah. One of the strangest things is interacting with strangers that they because I if I don't move, let's say normally, then they think I'm also mentally not, yeah, capable or fully like, if I'm, I have cognitive disability.

0:42:20

Interviewer

This accounts for when you meet people lively in person, right?

0:42:26

Interviewee

Yeah, it it doesn't happen. Yeah, exactly. It doesn't happen too often because I don't go out that much. But like for example. When I yeah, I used to sometimes still walk by myself a little bit in the street, but then very slowly or step by step. And then you just stand still in the middle of the street and that is just very strange behaviour. And then yeah, you notice that people are looking and sometimes people come up to like, ask like, are you OK or? Yeah, they come to you as if, like, you're this very strange, or you're completely like, if you know, like you're afraid that someone maybe has like a mental problem or. [laughs] And I am like 'no, I'm just standing here' like. That that is really. Yeah. It's hard and it's very, very strange.

PLEASE DO THESE TWO TASKS ONE AFTER THE

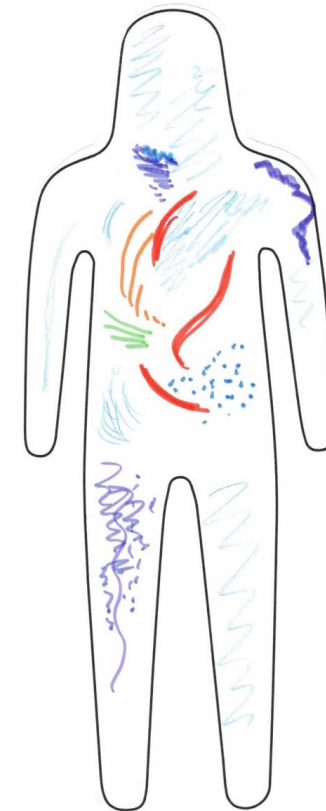
This is a body map exercise that you can do after you have had a good day.

It's nice that you had a good day. Let's reflect on your bodily experience during this good day. Close your eyes for a moment and listen to/in/around your body. What do you feel and where? Which parts of your body do you perceive as dominant and which are not? What is happening outside and inside of your body? How is your position, and does this impact your body scan? How does the environment affect your experience? You can take several minutes for this exercise until you can map your momentary bodily experience into a picture.

Then, stick a body silhouette on this page and visualise your impressions and perceptions. Use different colours, annotations, and whatever you deem essential for your good day body map..

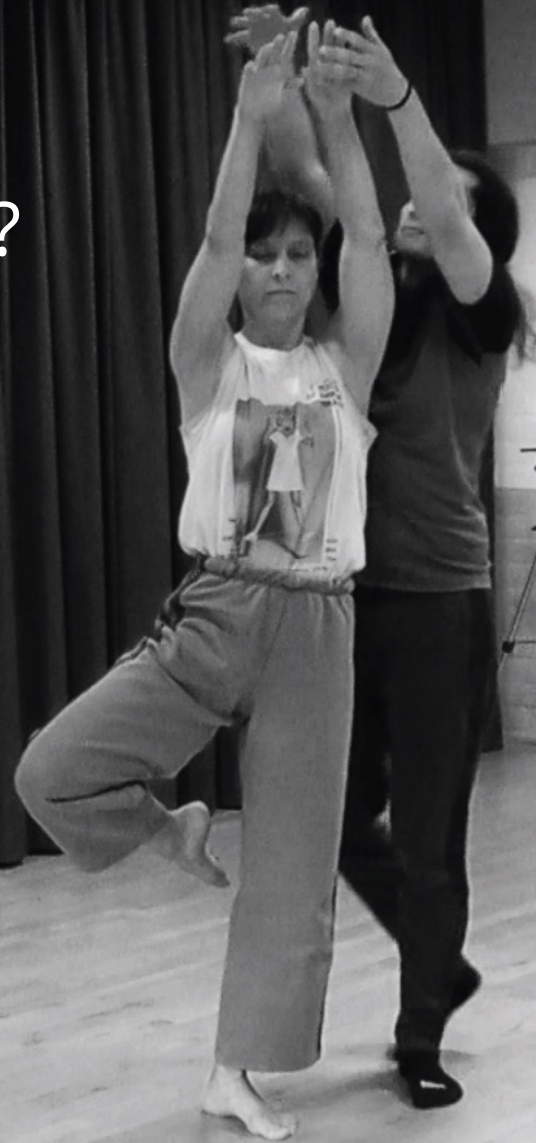
on a good
morning

airy feeling
muscle tension
air "bubbles"
loosely muscles
dynamic is
muscles



Co-Design 1

What means (dis)connection?

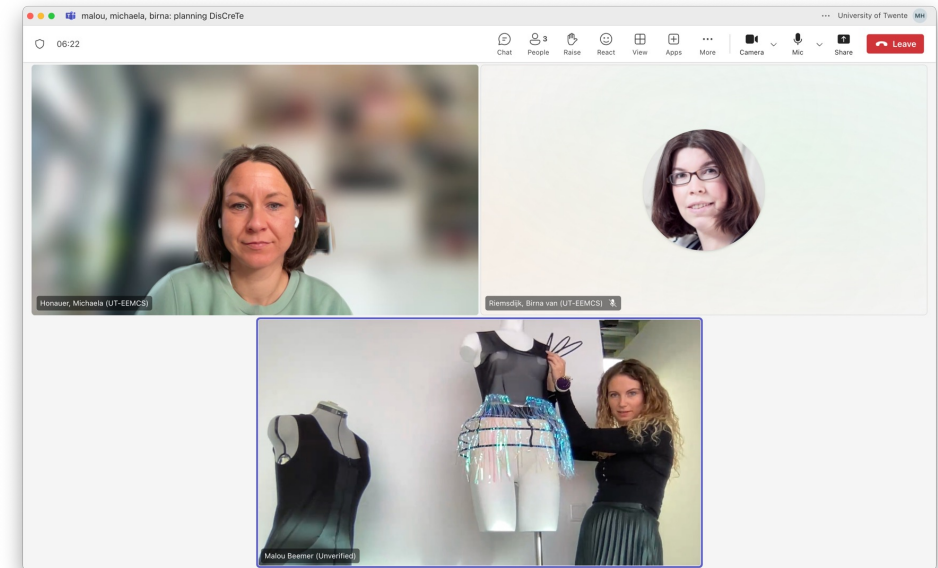
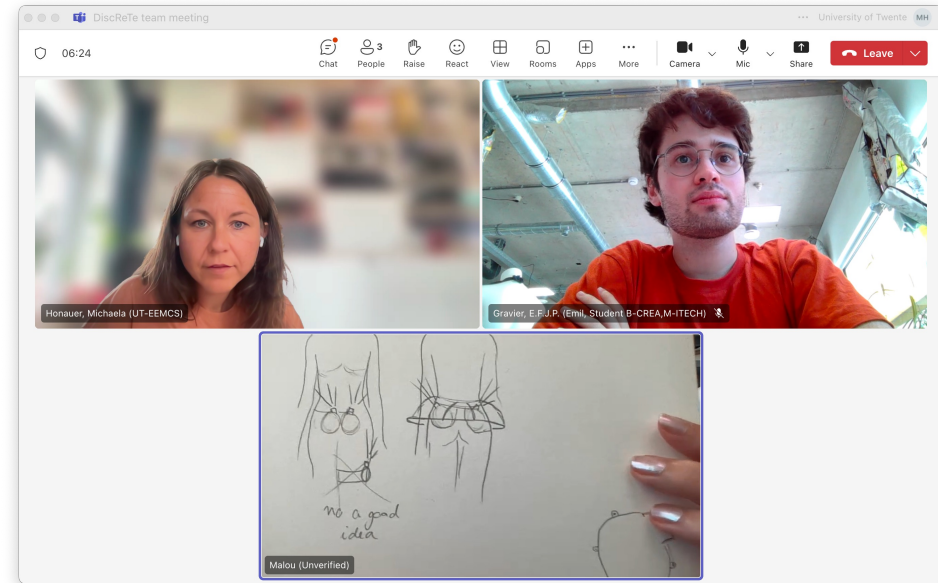
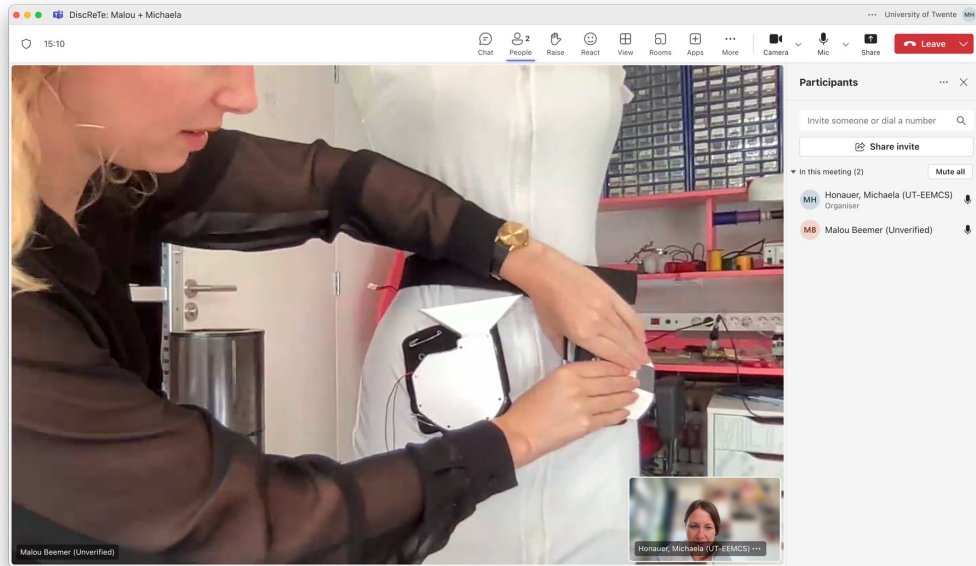


Co-Design 2



How to communicate beyond social standards?

Earlier this year...



Co-Design 3



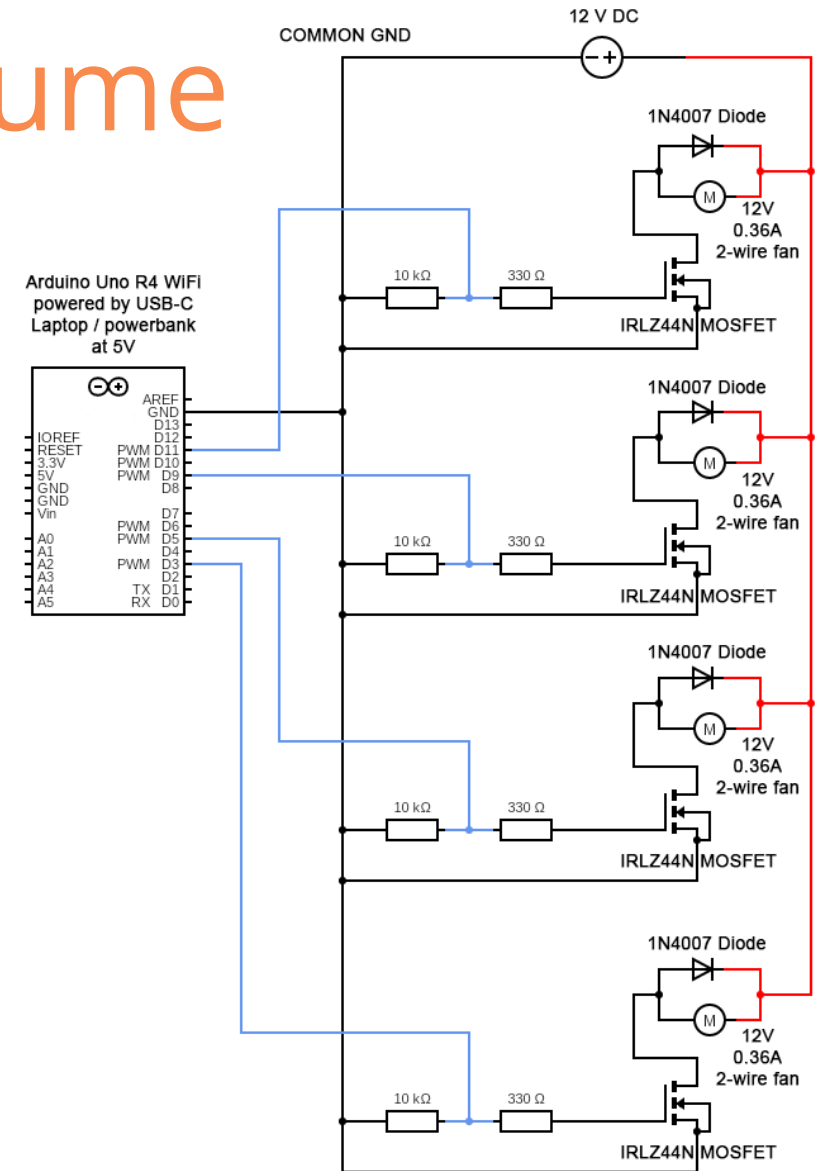
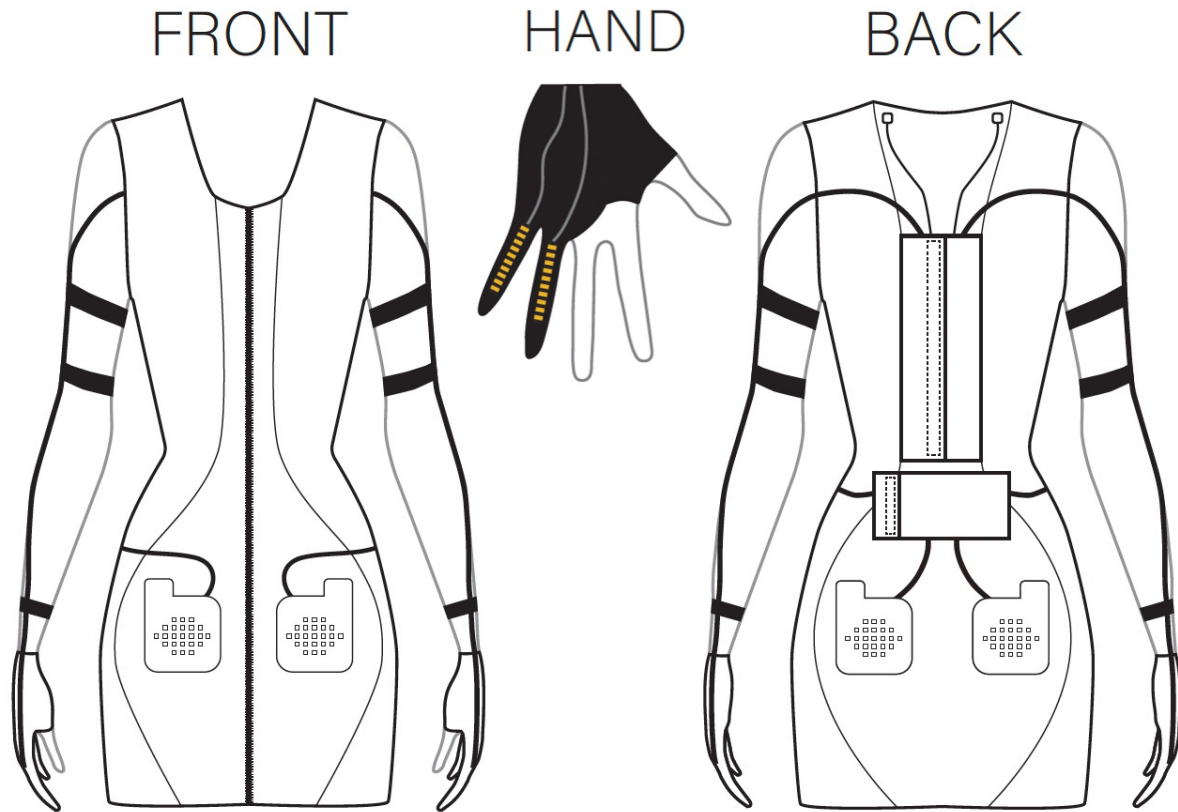
What comes from the material?

Co-Design 4



How can technology mediate (dis)connection?

Inside the wearable costume



Curious to see it in action?