

	following nature		
robotics			AI
robotics			AI
	following nature		
robotics			
	individual behaviours		AI
robotics			
	human behaviours		AI
robotics			
	individual behaviours		
robotics			
	human behaviours		
screen			
robotics			
	human behaviours		AI
screen			
	following nature		
robotics			
			AI
robotics			
	human behaviours		AI
robotics			
	individual behaviours		AI
screen			
	human behaviours		
screen			
	human behaviours		AI
screen			
	individual behaviours		AI
screen			
	individual behaviours		AI
screen			
	human behaviours		
screen			

Tortoises // Grey Walke

Vehicles // Valentino Braitenberg

Tortoises // Ulrike Gabriel

The Helpless Robot // Norman White

Petit Mal // Simon Penny

The Blind Robot // Luis Philipp Demers

Videoplace // Myron Krueger

Expo 200 Robots // Artefakt

Robot Readable World // Timo Arnal

Rockprint // Gramazio Kohler Architects

Building a Rope Bridge // Gramazio Kolher Architects

Mobile Robotic Fabrication // Maria Yablonina

Interaction // Golan Levin

Messa Di Voce // Golan Levin

Underscan // Raphael Lonzano Hemmer

Body Paint // Memo Akten

In Real Life // Olafur Eliasson

Can you hear me?
 // Christoph Wachter & Mathias Jud

Interactive Art // Diagram

Although a large part of the artwork in the presentation in general works similarly, it contains large differences in interaction.

Ulrike Gabriel's 'turtles' makes a clear connection with Walter's work of the same title. Gabriel's robots need a viewer's brainwave activity to function properly, one of the determining factors that make him associated with the robot. Simon Penny's 'Petit Mal' provides interaction in the architectural space between the human/body and the interactive robot. Timo Arnall's 'robot readable world', these machine vision images give an insight into the mechanics behind interactive screen-based art. For some, it is necessary as a real trigger that activates the work of art, while others seem to exist in a more autonomous way.

However, it is all due to the artist's use of technology to regulate the interaction between robots and people, screens and bodies or robots. The works I personally knew in advance, Memo Akten's Body paint describes the human body as a space for expressing emotions. Body Paint is a visual tool that allows visitors to paint their bodies on a virtual canvas, interpreting movements and gestures into evolving compositions