

*Develop a list of criteria for media projects in the city using the examples provided in the presentation.*

- Observation of the given/the present state as well as the temporal axe
- Include the surrounding/reflect the surrounding
- Looking at different points of view and giving them a voice
- Involve people -> create interactivity
- Involve all living beings and nature
- Allow room for change -> the right to (unplanned) transformation
- Link the virtual and the real
- Privacy vs. communication
- Introspective
- Historical relevance/localization/...
- Timelessness vs. actuality
- Technology and roughness
- Creating, showing, or breaking structures
- Irritating/asking questions
- Giving or taking composition, aesthetic, rhythm
- Creating (playfulness) accessibility for everyone
- Experimentalism

*Describe what criteria/work you find important.*

Raphael Lozano Hemmer and Christoph Wodiczko create the confrontation with our (digital) world in their work *Zoom Pavilion* as well as Gordan Savicic shows the digital-worlds tangibility in *Constraint City "the pain of everyday life"*. A certain playfulness and accessibility, but also an important communicative, participative aspect is also addressed by Raphael Lozano Hemmer in *Sand Box*. The right to be deluded in one's expectations, becomes clear when one looks at the, nevertheless enormously progressive work, *Architecture Machine* by Nicolas Negromonte, which is enormously interesting not only because of its technology and initial ideas, but also because of its dystopian experimental outcome.

However, what I find most exciting and all-encompassing, are the works by Alan Wexler, mentioned in the presentation (and on his website). Here, an aesthetic yet playful simplicity meets complexity of meaning. Deeper questions about group dynamics (*Coffee Seeks its Own Level*) come into focus, as do questions of communication, adaptation and I think one of the most important: nature.