

The Projects of A Touch of Data

01



Plate

MAT OSÄKERHET

Lebanon
2021

- ▶ In Lebanon, at the beginning of the COVID-19 pandemic, 85% of women ate smaller portions and 66% of women ate lower quality food.
- ▶ Less than 4% of all food policies presented in December 2021 name women as leaders who can play a role in food security, 39% of those policies overlooked women entirely.
- ▶ As of 2021, there could be 150 million more women who are food insecure than men in the world.

85 %

To learn over
for far more
inf information ▶

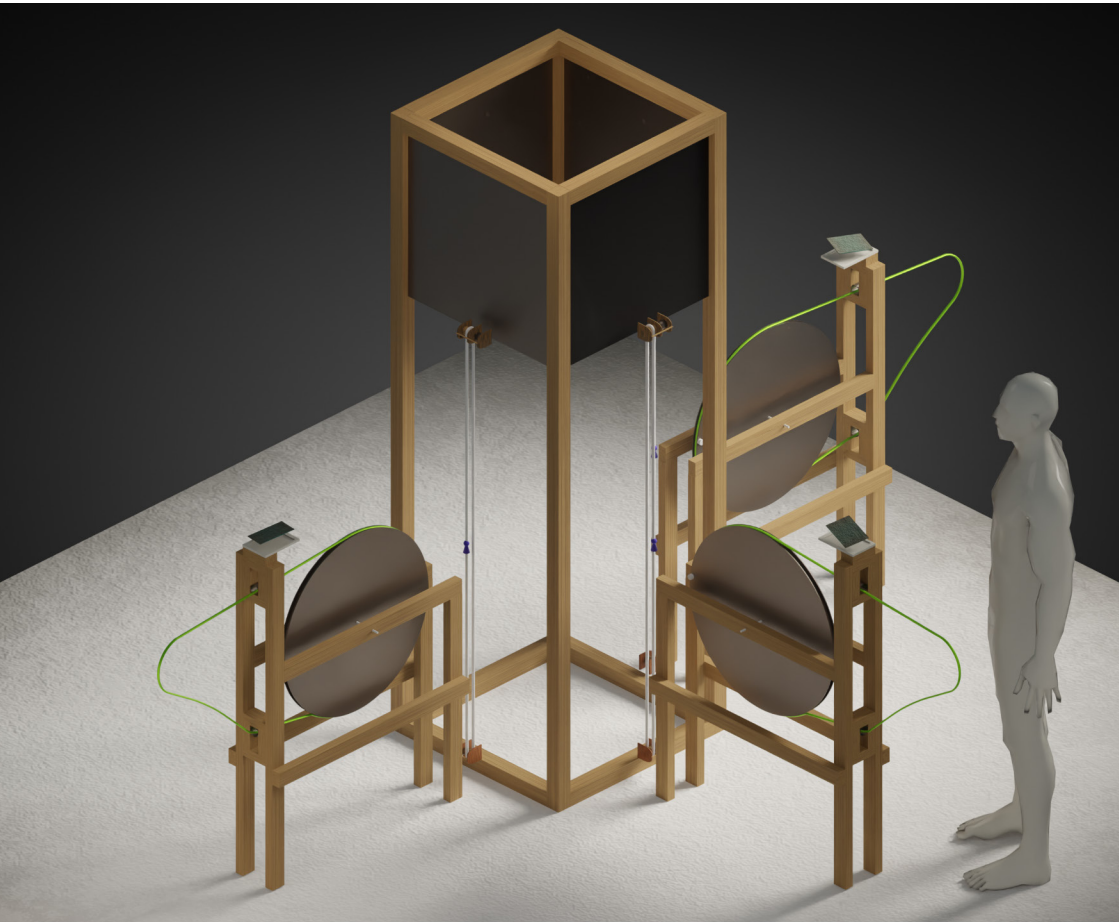
Where Inequality Lives

This installation focuses on the many issues women face all over the world. Every day, women are confronted with inequality and disadvantage in various contexts such as safety, finance, academia, health, profession and general independence - just to name a few. These issues, no matter their roots, follow women back into the comfort of their homes, snuggle up on their couch and weigh on them constantly. To help everyone experience all the different ways, inequality and disadvantage (can) influence a woman's life, we materialised these issues into everyday household objects. The installation, a model flat is full of them. You may wonder "*Who would even live in a flat like that?*" - We suggest the average woman.

Under the supervision of Rosa van Koningsbruggen and Hannes Waldschütz of the HCI group, our interdisciplinary team developed a data physicalisation, which lets you encounter real data in a physical space. We encourage you to explore the model flat like you would any other showroom - interact with the objects, learn their details and purpose and imagine, if living like this would be for you.

by İpek Aydin, Sophie Zaton, Liran Zeligman

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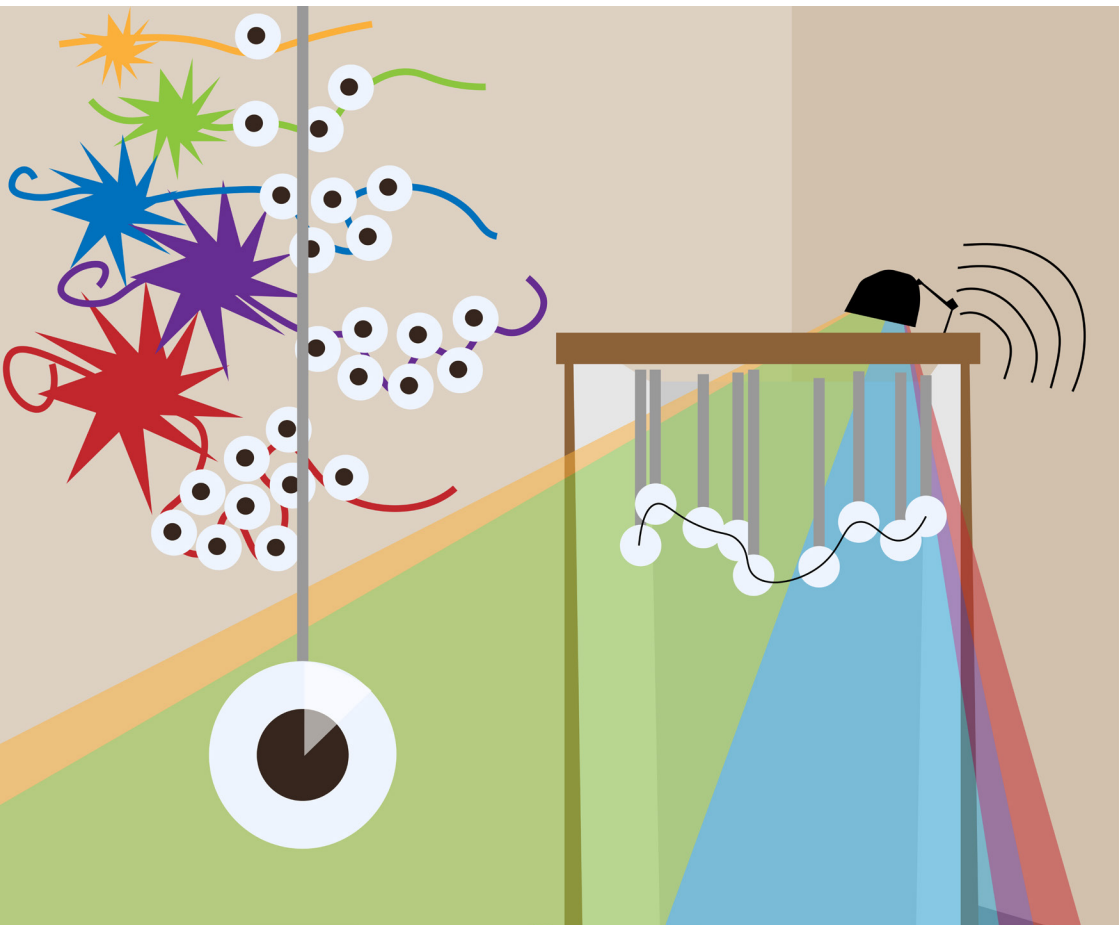


A Fair Game

“Life is a climb but the view is great” – For some of us, the climb is more difficult than it should be. Race, gender, sexuality, and socioeconomic background are some of the numerous things that dictate if you are playing on the ‘easy’ or ‘hard’ mode in life. But how does your country’s passport affect your climb?

In our installation, 3 players enter a simple lottery (fish bowl technique) to assign them a passport, which gives them access to a racing game. Through some bodily exercise, each player guides their avatar to the view at the top. Who do you think is going to win?

**by Sanghamitra Das, Victor Jose Mahecha Arango,
Mufleha Ovais, and Yara Youssef**



Social Anxiety Simulator

In a world of growing urbanization, involuntary social interactions are vastly increasing alongside individual loneliness. Further isolation through the pandemic has caused people suffering from social anxiety to fall back in their healing process as well as numbers of people affected growing. An estimated 3 to 13 percent of all people experience social anxiety at some point in their lives. This makes it the third most common mental health disorder after depression and alcohol addiction. More than 80 percent of affected people also develop another mental disorder, usually other anxiety disorders, depression or an addiction to alcohol, drugs, or other substances.

The aim of this installation is for people to experience the effects of social anxiety disorder to raise awareness and cultivate sensitivity towards those dealing with it. This is accomplished by designing an audio-visual representation of common symptoms experienced during an episode of the disorder.

Prior to the exhibition, data on the symptom expression was collected through surveys and interviews. Aiming to portray the individuals behind the data, quotes and demographics are displayed underlining the unique experience of different people in social situations. The installation was developed including the input provided from the interviewed individuals. According to individual experiences of the people interviewed, the installation is portraying their level of anxiety to the visitor.

**by Sri Vaishnavi Nakshatram, Miriam Louisa Hainich,
Kalyani Vitthal Auti**

