

SAMPLE EXHIBITS

Designed for the REX Regensburg Experience

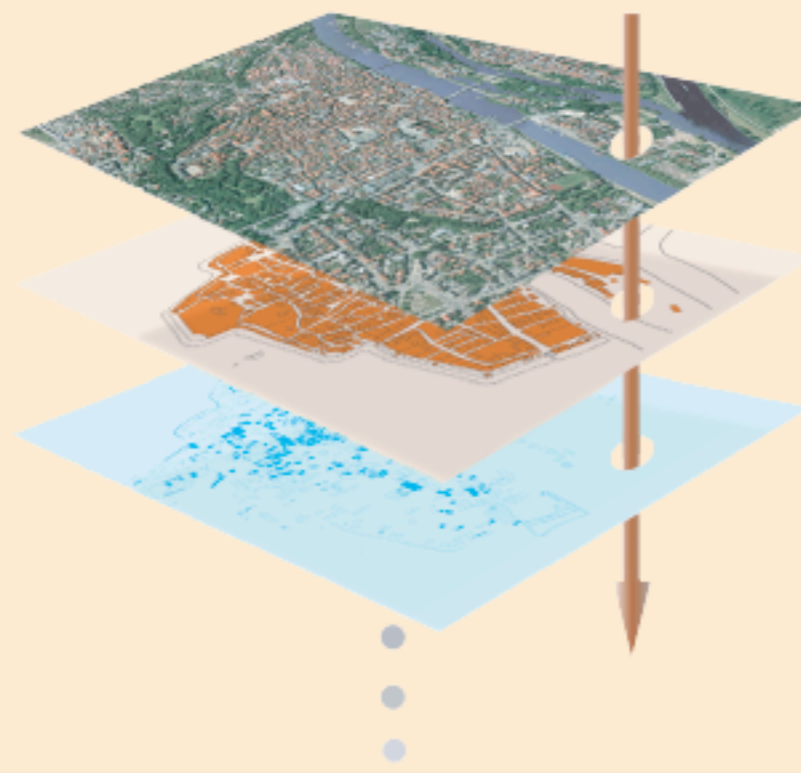
1 REXPLORER

In this mobile city game, you use a mobile "detector" to establish contact to historical characters at various key places in Regensburg's old town. The tasks you receive from these characters help you discover the medieval city center like in a paperchase. The city becomes a gameboard; historical knowledge is learned through playing. This makes REXplorer the world's first permanent mobile city game.



2 TIME WINDOW

A touch-sensitive map shows Regensburg's city center today. Wipe across the map, though, and you unearth the city's history, layer by layer. Like an archaeologist, you can dig your way all the way down to the Roman settlement. At some spots, you discover treasures that reveal something special about a building or place. This makes it possible to explore city history interactively: What was at the site of Regensburg's town hall, 400 years ago?



3 REXBAND

Play together with other visitors on authentic copies of medieval instruments. The computer helps you avoid playing errors. At the same time, especially good medieval "bands" will be honored with applause and the tinkling of some coins thrown at them by their virtual audience. Experience medieval music in a different way: by playing it.



Designed for the HOUSE OF MUSIC VIENNA

4 PERSONAL ORCHESTRA

Conduct the Vienna Philharmonic: Size, speed, and direction of your conducting gestures control volume, tempo, and instrument emphasis of the orchestra. But if you conduct too badly, the Philharmonic will answer with a hefty complaint. That way, you may experience for the first time in your life what it is like to conduct a famous orchestra (well, almost). The tempo changes of the music (without changing the pitch!) are computed by a patent-pending algorithm.



Image: HOUSE OF MUSIC VIENNA



International Newspaper Museum
Pontstrasse 13
Aachen, Germany
Phone: +49 (0)241 432-4508

Bauhaus alpha is an exhibition by the Media Computing Group (one of the computer science chairs at RWTH Aachen University), in collaboration with the Friends of Bauhaus Europa, and the City of Aachen.

<http://bauhaus-europa.eu/>
<http://media.informatik.rwth-aachen.de/>

BAUHAUS ALPHA

Sat., Nov. 11 – Sat., Nov. 18, 2006

Open daily 9:30am – 7:30pm

Closed on Monday

Free Entrance

7 idea sketches for interactive exhibits in the Bauhaus Europe

...plus examples of existing systems

An exhibition of the Media Computing Group RWTH Aachen University

With these idea sketches for permanent exhibits in the "Bauhaus Europe", we want to make a pool of possible directions for the interactive design of the house available for creative discussion.

They are not intended as concrete projects, even though according to our technical experience, each sketch could be realized.

Each scenario illustrates a possible type of visitor interacting with an exhibit. A simple graphical sketch visualizes the interaction we envision.

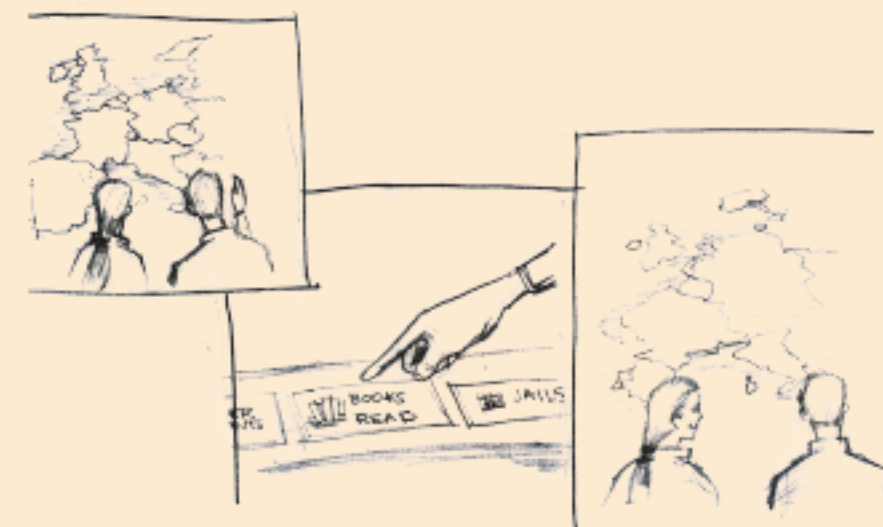
Apart from these seven idea sketches, the exhibition also shows four other exhibits that have been implemented by our group for other clients. **They are not intended for the Bauhaus Europe. Instead, they should give the visitor an idea how interactive exhibits can help to communicate cultural and historical topics.**

Prof. Borchers, head of the Media Computing Group, has ten years of experience in designing and implementing interactive exhibits.

His work was or still is installed as permanent exhibits in the Ars Electronica Center (AEC) Linz, in the HOUSE OF MUSIC VIENNA, in the Techniek Museum Delft, the Boston Children's Museum, the Betty Brinn Children's Museum in Milwaukee, at traveling exhibitions across the U.S, and at various events in Europa and the U.S., such as the MILIA in Cannes, the ACM 1 in San Jose, and the WIRED NextFest in San Francisco.

He is the author of the book "A Pattern Approach to Interaction Design" with design guidelines for interactive exhibits.

1 MORPHING EUROPE



Visitors change the relative size of countries on a map of Europe by picking their own statistical parameters.

The message: Using the right measures, any country can be Europe's biggest.

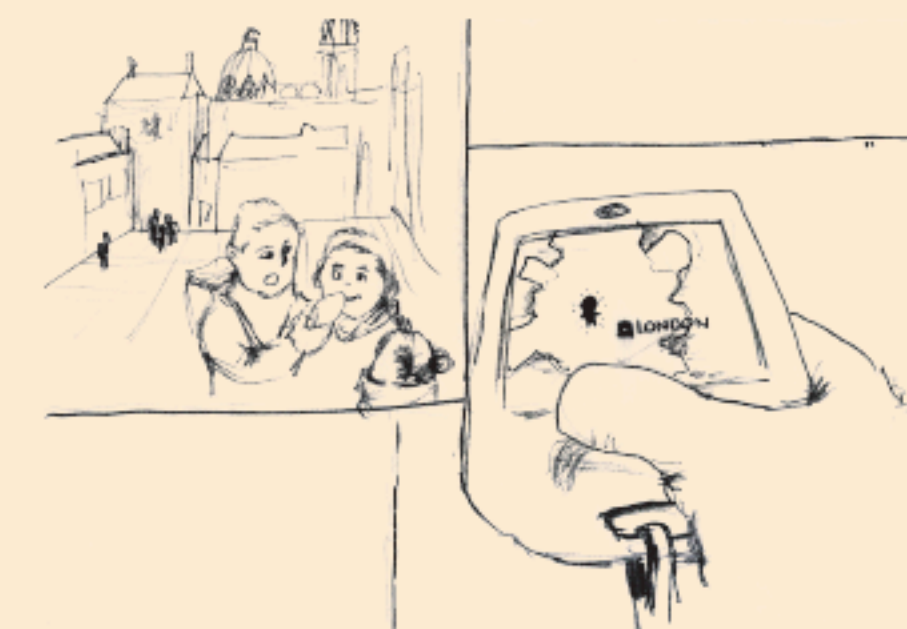
2 VOTE!



Visitors cast their votes on current hot topics in European policy.

The abstract political discourse becomes a real, local discussion.

3 KATSCHHOF EUROPE



Visitors use mobile devices to discover a virtual map of Europe that is covering the Katschhof, the market place just in front of the Bauhaus Europe building.

The surrounding urban space becomes a gameboard; the museum continues beyond its walls.

4 EUROMIX



Visitors mix their own composition from European sounds.

For a moment, sound material from different regions and generations creates a new musical image of Europe.

5 VIRTUAL TRIP



Visitors use bike trainers to experience how large European distances really were.

Country, historical epoch and selected social status determine how easy it is to reach your target.

6 I AM EUROPE



By playing a guessing game, visitors help the EU to catalog its multimedia databases - a task at which humans are still much better than computers.

7 AMBIENT ZEITGEIST



An interactive table in the Bauhaus Europe café listens to its visitors, brings up bubbles with helpful information on recognized keywords on its surface - or lets café visitors find out what the neighboring table is talking about.