

Planet Digital

11.2 – 6.6.2022

Vernissage: Donnerstag, 10.2.2022

Location: Museum für Gestaltung Zürich, Ausstellungsstrasse 60, 8005 Zürich

A collaboration on the topic of digitalization by University of Zurich and Museum für Gestaltung Zürich developed jointly with Zurich University of the Arts (ZHdK), Zurich University of Applied Sciences and AlgorithmWatch CH.

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With generous support from Impact Acoustic.

www.planetdigital.ch

Projektliste:

All the Lives

A deep fake algorithm allows visitors to virtually experience alternative life situations.

Björn Franke, Nadine Cocina, Paulina Zybinska, Interaction Design, ZHdK

ANIMA II

ANIMA II is part of a series of responsive robotic artworks that explore one of the defining traits of animal life: the ability to move.

Claire Pondard, independent designer

Léa Pereyre, Robotics Aesthetics & Usability Center, Autonomous Systems Lab, ETHZ

Dennis Hansen, Zoological Museum & Department of Evolutionary Biology and Environmental Studies, UZH

With support of: PATHOS, Being Kit

Robotics Aesthetics & Usability Center (RAUC), Autonomous Systems Lab (ASL), ETHZ

A Visual History of Flow

In *A Visual History of Flow* Monika Dommann and Jürg Lehni produce a series of drawings on the theme of flow charts with the help of a robot.

Monika Dommann, Department of History, UZH

Jürg Lehni

Behind the Scenes

An immersive audio walk that invites visitors to explore and uncover what's behind the internet infrastructure.

Gayatri Parameswaran, Felix Gaedtke, Mia von Kolpakow, Billy Mello, Hans Peter Kadel, Defne Işıkılı, NowHere Media

Lena Kaufmann, Department of History, UZH

Big Sister

Big Sister is an interactive video installation that uses eye-tracking technology used for diagnosing diseases of the vestibular system to create a feeling of surveillance.

Elisabeth Eberle
Konrad Weber, University Hospital Zurich

Click Click

This installation shows how computer mice have evolved into a natural extension of the human body.

Reto Sutter, Luana Nyirö, University Hospital Balgrist

Digital Blessing

Visitors can get blessed by a robot and answer questions raised by the digitalization of spirituality and religion.

Thomas Schlag, Sabrina Müller, URPP «Digital Religion(s). Communication, Interaction and Transformation in the Digital Society», Faculty of Theology, UZH

Ilona Nord and Team, Institut für Evangelische Theologie und Religionspädagogik,

Julius-Maximilians-Universität Würzburg

Jörn Hurtienne and Team, Institut für Mensch-Computer-Medien, Julius-Maximilians-Universität Würzburg

The Digital Trinity

Large projections show how the ubiquitous digitalization of the 21st century can be understood as the religion-like trinity of the intertwined socio-technological transformation processes of datafication, algorithmization and platformization.

Michael Latzer, Media Change & Innovation Division, Department of Communication and Media Research, UZH

Jonas Voegeli, Visual Communication, ZHdK

Hubertus Design: Valentin Kaiser, Kerstin Landis, Nathan Meyer, Jonas Voegeli

E-Waste

An installation made of e-waste that raises questions about the sustainability of the digital transformation.

Lorenz Hilty, Informatics and Sustainability Research, UZH

Forensic Imaging

An interactive installation where visitors can solve a fictional murder case using computer forensics.

Till Sieberth, Lars Ebert, Erika Dobler, 3D-Zentrum Zürich, Institute of Forensic Medicine, UZH and Zurich Forensic Science Institute

Sandra Moser, Marina Klauser, Levin Vieth, Fabian Jaggi, Stefan Jäger, Department of Performing Arts and Film, ZHdK

Four Transitions

Four Transitions is an art-work by Jürg Lehni about the passing of time that uses four different kinds of display technologies (flip dots, LCD, LED, TFT).

Jürg Lehni

Commissioned by Christoph Merian Stiftung Basel

Handshake

The interactive robotic installation by the artist group AATB addresses the question of digital intimacy.

AATB

Kaltgang

This installation uses building components that are used in data centers for the cooling of servers, and aims to make the aesthetic structure behind data management visible.

Hannes Rickli, Institute for Contemporary Art Research, ZHdK
Collegium Helveticum (ETHZ, UZH, ZHdK)

Kamituga | Digital Gold

The exhibit provides concrete insights into the working and living conditions of artisanal gold miners in the Democratic Republic of Congo, whose work is essential for our electronic devices.

Timothy Raeymaekers, Gabriel Kamundala, Department of Geography, UZH
Muriel Côte, Institute for Human Geography, University of Lund
Christian Iseli, Florian Bruggisser, Mariana Vieira Gruenig, Kristina Jungic, Chris Elvis Leisi, Alliance Riziki
Murhula, Patrycja Pakielka, Alan Sahin, Immersive Arts Space, ZHdK

Kryptologie

This installation shows the random color combinations of lava lamps and how they were used to create secure encryption keys between users and an internet server.

Joachim Rosenthal, Institute of Mathematics, UZH
Felix Fontein
Jonas Voegeli, Visual Communication, ZHdK
Hubertus Design: Valentin Kaiser, Kerstin Landis, Nathan Meyer, Jonas Voegeli

Game Changer

A selection of video games with a multidisciplinary approach showing the importance of video games as a cultural asset and design product.

Maike Thies, Game Design, ZHdK
Hiloko Kato, German Department, UZH

Listen up

Telephone booths installed in the show enable visitors to experience a digital simulation of what it would be like to lose their hearing and be forced to communicate using a cochlear implant.

Volker Dellwo, Department of Computational Linguistics & Linguistic Research Infrastructure, UZH
Andrew Clark, Linguistic Research Infrastructure, UZH
Claudia Roswandowitz, Thayabaran Kathiresan, Department of Computational Linguistics, UZH

M. D. trinkt abends gerne ein Bier

A fictional story that was co-written by an artificial intelligence software and based on a collection of surveillance protocols.

Gregor Huber, New Media, ZHdK
Lukas Nyffenegger, Department of History, UZH
Ivan Sterzinger, Department of Psychology, UZH

PATHOS

The project *PATHOS* by the indo-danish artist duo Pors & Rao aims to provide nontechnical people with access to robotic animation, working towards new possibilities for artistic practice.

Aparna Rao, Søren Pors
Pors & Rao Studio + Robotics Aesthetics & Usability Center, ETHZ

Wyss Zurich, Autonomous Systems Lab (ASL), ETHZ
With support of: Gebert Rüt Stiftung, Faulhaber Minimotor, Maxon Motor

Poster World

Using metadata and artificial intelligence, *Poster World* is an interactive installation that curates trios of related posters.

EPFL + ECAL Lab, Ecole Cantonale d'Art de Lausanne
Museum für Gestaltung Zürich
With generous support by SwissRe

Stop Hate Speech

Digital posters made by first-semester Interaction Design students of ZHdK about the topic of internet hate speech that interact with the visitors looking at them.

Fabrizio Gilardi, Department of Political Science, UZH
Luke Franzke, Rebecca Morganti-Pfaffhauser, Interaction Design, ZHdK
Lars Ziegler & Matthias Naegeli, Lukman Aščić & Audrey-Meret Lohmann, Luis Praxmarer & Tanja Landolt, Mo Bünzli & Carina Good, Sonja Cowley & Giovanna Yanireth León Briceno, Elena Walther & Lea Bischoff, Loïc Hommel & Nanthatchaporn Janthasom, Lyvia Muniz Gomes Wägli & Benjamin Eggstein, Interaction Design, ZHdK

The Machine to Be Another

Visitors get to swap their body with each other by means of virtual reality headsets.

BeAnotherLab
Bigna Lenggenhager, Department of Psychology, UZH

Top View

An installation showing diverse Satellite monitoring of the Earth's surface, climate, and biodiversity.

Claudia Rössli, Valentina Tamburello, Isabelle Helfenstein, National Point of Contact for Satellite Images, Department of Geography, UZH
Robert Meisner, European Space Agency

Triggered by Motion

A walk-in pavilion showing camera trap footage used for wildlife monitoring around the world, which is increasingly supported by machine learning applications.

Katharina Weickl, Leila Girschweiler, Anne-Christine Schindler, Manuel Kaufmann, Laurens Bohlen, Ulrike Müller-Böker, UZH Graduate Campus
Dino Rossi, Impact Acoustic
Daniel Wegmann, University of Fribourg

Philippa Agnew, Oamaru Blue Penguin Colony
Alice Brambilla, Gabriele Cozzi, Dilşad Dağtekin, Marta Manser, Brigitte Spillmann, UZH
Martin Bauert, Zoo Zürich
Rita de Cassia Bianchi, Rômulo Theodoro Costa, São Paulo State University
Choi Myung-Ae, Center for Anthropocene Studies, KAIST
Megan Claase, Peter Apps, Botswana Predator Conservation
Susy Varughese, Vivek Puliyeri, IIT Madras
Madeleine Geiger, StadtWildTiere Zürich
Timothy Kaaria, Eunice Kamau, Lewa Wildlife Conservancy
Bill Leikam, Urban Wildlife Research Project
Li Bicheng, Shanghai Natural History Museum
Hans Lozza, Sonja Wipf, Schweizerischer Nationalpark
Natalie Olifiers, Cecilia Bueno, Beatriz Elvas, Universidade Veiga de Almeida
Alberto Peracino, Nationalpark Gran Paradiso
Anil Soyumert, Alper Erturk, Universität Kastamonu

Stefan Suter, WLS.CH / ZHAW

Zoe Turner, Kalahari Research Center

Dan Wenny, Yiwei Wang, SFBBO Coyote Creek Field Station

Blayne Zeise, Jennifer Stenglein, Snapshot Wisconsin / USFWS Pittman-Robertson Wildlife Restoration Program

Kim Gitae, Conny Hürzeler, Jeff Labovitz, Susan Pace, Mihailo Stojanovic, Citizen Scientists

(Un)faire Algorithmen

A set of four films that show how algorithm-based decision support systems can be biased.

Corinna Hertweck, Christoph Heitz, School of Engineering, ZHAW

Tobias Urech, Anna Mätzener, AlgorithmWatch Schweiz

Tristesse

Vertigo

Vertigo turns digital diagnostic abstraction into a physical experience in shape of a "data couch" and triggers the visitors' balance reflex.

Elisabeth Eberle

Konrad Weber, University Hospital Zurich

WEB ABC 101

The type design studio Dinamo and linguist Karina Frick have taken observations from everyday communication and reactively transformed them into a typographic visualization.

Karina Frick, German Department, UZH / Section d'allemand, Université de Lausanne

Fabian Harb, Renan Rosatti, Dinamo

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