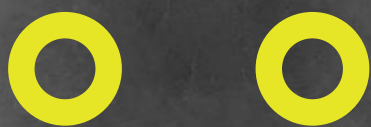


STATE of Emotion

The Sentimental Machine



STATE

FESTIVAL

Festival for
Open Science,
Art & Society

Nov 4-5
Berlin
Kühlhaus

FESTIVAL GUIDE

A warm welcome to Berlin's second STATE Festival.

I'm delighted you are holding this program in your hands. We have worked hard to create a meeting ground for science, art and the public, and hope that you will explore, enjoy and engage with our open, participatory and interdisciplinary festival.

Emotions are a fundamental source of our most personal experiences and motivations to act, as well as a central element of our interaction with others. They have been considered the essence of what it means to be human, and what it means to be you.

Until recently, emotions have eluded empirical study as too intangible and too subjective — but during the last decades, groundbreaking discoveries and advancements in areas such as experimental psychology, neuroscience, AI, affective computing and molecular biology have created a new momentum for research into and experimentation with emotions, leading to the development of technologies and applications able to measure, interpret and simulate emotions for a vast range of purposes.

After many months of preparation, scientific papers and production sheets, STATE Festival is proud to bring you a substantial and progressive program that bring these varied strands of emotions research together under the thematic banner STATE of Emotion: The Sentimental Machine.

The festival's researchers and artists delve deep into the implications of the human-machine connection, presenting the state of scientific research and resulting technologies that analyse, simulate and even tap into human emotions as a starting point of reflection, discussion and experimentation. Topics range from biological, psychological, and socio-cultural origins of emotions, to the state of research and the philosophical and socio-political questions arising from the newest developments.

STATE is proud to work in close collaboration with different artistic, scientific and other communities in Berlin, bringing them together with international key figures from the sciences and humanities in the research and reflection on emotion. The STATE festival edition of 2016 will create an transdisciplinary and inclusive platform for presentations, experimentation, encounters and discussions using a variety of approaches and points of departure in this highly relevant and rapidly progressing field of research.

We offer the science and art communities, and the curious public, a rich two-day immersion in our theme with lectures and panel discussions, art installations and performances, workshops and interactive formats, creating a range of possibilities for visitors and participants to discover, experiment and interact with a broad spectrum of passionate researchers and creatives.

I hope to catch you
at one of the events.

Yours sincerely,

Christian Rauch
Director

Content

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► #STATEOFEMOTION

► twitter.com/state_festival

► www.facebook.com/StateFestival

► www.statefestival.org



LOCATION: FLOOR 0

CONFERENCE

Outstanding academics and researchers from disciplines ranging from neuroscience to psychology and history to artificial intelligence will present their work and engage the public in a journey into the current state of affective sciences research. The program features lectures and interdisciplinary panels including scientists, journalists, cultural activists and artists to bring meaningful dialogue to the table. The main pillars of the conference feature emotion, empathy, affective analytics and artificial intelligence and provide the attendees with a strong scientific perspective with which to explore the festival and spark their curiosity.

DAPHNE ROZENBLATT & HELEN STARK

Journey Through the History of Emotion

FRIDAY 4.II., 10:30 - 12:00

LOCATION: FLOOR 0

Are emotions universal to all humans or are they dependent on the cultural environment of individuals? The history of emotions draws many pathways in regard to the origin and the direction of how we feel and how we perceive the feelings of others. Helen Stark and Daphne Rozenblatt will provide the public with a clear picture of where we stand in the history of emotions, drawing attention to the political and legal aspect of our trajectory.

© speaker



Daphne Rozenblatt is a post-doctoral research fellow at the Center for the History of Emotions at the Max Planck Institute for Human Develop-

ment. She completed her PhD at the University of California, Los Angeles in the Department of History in 2014. Her current book project is entitled: The Politics of Malice: Law, Science, and Violence against the State in Modern Europe.

© speaker



Helen Stark is the project manager of the Center for the History of Emotions in Queen Mary University of London and »Living with Feeling«. Her

PhD from Newcastle University investigated the relationship between national identity and the man of feeling in Romantic Literature. Helen is interested in constructions of gender, especially masculinities, and concepts of nation and national identities. Currently, she is investigating literary representations of graves and burial practices during the Napoleonic Wars.

ADAM ANDERSON,
EVE DE ROSA & URSULA HESS

What's in a Feeling?

FRIDAY 4.II., 12:30 - 14:00

LOCATION: FLOOR 0

Adam Anderson and Eve de la Rosa from the Affect and Cognition Lab at Cornell will share state of the art research methods about psy-

chological and neural foundations of emotion and cognition. From animal models to magnetic resonance imaging (MRI), the public will get an idea of how scientists attempt to understand the nature of affection. Furthermore, Ursula Hess will draw from her research on the communication of emotions to discuss whether emotions are universally understood or culturally dependent.

© Eve de la Rosa



Adam Anderson is Associate Professor in Human Development and Human Neuroscience Institute at Cornell

University. He is a leading authority on the psychology and neuroscience of emotions, and the recipient of early career awards for his transformational work in emotional neuroscience by the American Psychological Association and Cognitive Neuroscience Society. His work is often featured in popular media as well as international museums, and was recently highlighted in Discover Magazine top discoveries for his work on »cracking the emotional code« of the human brain.

© speaker



Eve De Rosa is an Associate Professor in the Department of Human Development and the Human Neuroscience Institute at Cornell University.

As a comparative cognitive neuroscientist, she examines modulatory influences, such as emotions and neurochemistry, on perception, attention and learning in both human and nonhuman animals. She uses functional magnetic resonance imaging in humans along with electrophysiological recordings, pharmacology and immunotoxic lesioning techniques in rats. Critical to the STATE festival, her research has shown that how we feel affects how we see.

© speaker



Ursula Hess is professor of psychology at the Humboldt-Universität zu Berlin and the University of Quebec at Montreal. Her research program is

centered on the communication of emotions. In particular, she focuses on the social factors that influence this process such as gender and intergroup relations. She investigates the influence of facial appearance on the perception of emotions in men and women as well as on cross-cultural emotion communication.

MAJA PANTIC, ELNAR HAJIYEB &
RUBEN VAN DE VEN

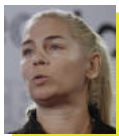
Tracking Emotions

FRIDAY 4.II., 14:30 - 16:00

LOCATION: FLOOR 0

Current technologies can track from our position on the planet to the mood of our co-workers in the office. Trendy »Apps« come in the shape of friendly interfaces installed in portable devices posing no harm at first sight. But what happens when such technologies are used for marketing and commercial purposes? Maja Pantic presents her current developments in the field of behavioral computing and machine analysis of human non-verbal behaviour, complemented by the industrial approach of Elnar Hajiyeby. The complex nature and uncanny future of affective analytics will be complemented by the artistic work of filmmaker and programmer Ruben Van de Ven.

© speaker



Maja Pantic has a PhD in computer science from Delft University of Technology, the Netherlands. In 2006, she joined the Imperial College

London, Department of Computing as a Professor of Affective & Behavioural Computing and the Head of the iBUG group. Pantic is a leading expert in research on machine understanding of human behaviors including vision-based detection, tracking, and analysis of human behaviors including facial expressions, body gestures, laughter, social signals, and affective states.

© speaker



Elnar Hajiyeby created Azerbaijan's first online beauty pageant, which got millions of viewers and extensive nationwide press coverage. During

PhD studies at Oxford focused on database structures, Elnar co-founded Semmler - working on big data analytics technology to provide business intelligence - and has become a co-founder of Realeyes with Mihkel Jäätma. He now leads the Research & Development offices in Central and Eastern Europe, and has been

granted a US patent, with 7 more EU patents currently pending.

© speaker



Ruben van de Ven combines his background in filmmaking and programming to research alleged objective practices. He is intrigued by the intersection

of highly cognitive procedures and ambiguous experiences. He recently graduated at the Piet Zwart Institute in Rotterdam where he investigated computational quantification and categorisation of emotions.

SEBASTIAN KORB, LAURA
KALTWASSER & ISABEL DZIOBEK

Connecting Empathy and Neuroscience

SATURDAY 5.II., 10:30 - 12:00

LOCATION: FLOOR 0

In contrast to sympathy, empathy allows us to put ourselves in the shoes of another. Furthermore, it provides neuroscientists with the tools for understanding deep and complex cognitive processes when studying facial mimicry and emotions. Isabel Dziobek, Laura Kaltwasser and Sebastian Korb will provide a local perspective on the current developments in the field of neurobiology and empathy. Psychometric studies have proven that more prosocial individuals seem to be more sensitive to the distress and to recognize the fear of others. Alternatively, what happens in conditions such as autism? Would the use of medication hold the possibility to increase trust and improve emotion perception? Can we train the brain to be more social?

© speaker



Sebastian Korb is a social neuroscientist/psychologist post-doc at the University of Vienna. He is interested in understanding how proprioceptive

information about our own body is generated and how it contributes to the processing, recognition, and awareness of emotions in others. Sebastian uses techniques including electromyography, electroencephalography (EEG), and functional magnetic resonance

imaging (fMRI). Other interests include emotion regulation, empathy, and the neural bases of reward processing.

© speaker



Laura Kaltwasser is a post-doctoral fellow at the Berlin School of Mind and Brain investigating the development of socio-cultural identity. Her

PhD examined the influence of emotional abilities on social decisions and their physiological correlates. She is combining game theoretical paradigms with neurophysiological recordings to understand the biological basis of cooperation. She acquired field experience in sustainable development in Nicaragua with the Food and Agriculture Organization of United Nations.

© Isabel Dziobek



Isabel Dziobek is professor of Social Cognition at the Berlin School of Mind and Brain, Humboldt-Universität zu Berlin and a cognitive behavioral

psychotherapist. Her research addresses the naturalistic measurement and training of empathy and its neuronal basis in children and adults with and without psychiatric disorders. Along her career she has won diverse awards including the Charlotte-und Karl Bühler-Preis from the German Psychological Society and has published many scientific papers on autism, emotions and the brain in top international journals.

MAX VERSACE, TOBY WALSH AI: Learning to Think

SATURDAY 5.II., 12:30 - 14:00

LOCATION: FLOOR 0

Robots and computers have so far been conceived to perform punctual tasks and exercises in order to help humans with their daily responsibilities. What would happen if we managed to incorporate learning capabilities into the way they operate? Current biologically-inspired neural models resemble, to a certain extent, the way toddlers learn to perform tasks in the early stages of childhood development. Based on this, Max Versace has designed and developed neuromorphic software to allow

smarter machines to become autonomous and adapt to unexpected challenges in many fields of interest. The impact of such sophisticated robots will be considered by Toby Walsh whose research focuses on how optimisation, social choice and game theory interact with artificial intelligence.

© speaker



Max Versace is co-founder and CEO of Neurala Inc. and founding Director of the Boston University Neuromorphics Lab.

He researches and brings to market large scale neural models that allow robots to interact and learn real-time in complex environments. His work has been featured in IEEE Spectrum, New Scientist, Geek Magazine, CNN, MSNBC and others. Massimiliano is a Fulbright scholar and holds two PhDs: Experimental Psychology, University of Trieste, Italy and Cognitive and Neural Systems, Boston University.

© speaker



Toby Walsh is one of the world's leading experts in artificial intelligence (AI). He was named by the Australian newspaper as a "rock star" of

the digital revolution, and included in the inaugural Knowledge Nation 100, the list of the 100 most important digital innovators in Australia. Professor Walsh's research focuses on how computers can interact with humans to optimise decision-making for the common good. He is also a passionate advocate for limits to ensure AI is used to improve, not take, lives.

MANFRED HILD, MARCO DONNARUMMA, TAREK BESOLD Expanding relationality, testing affect

SATURDAY 5.II., 15:00 - 16:30

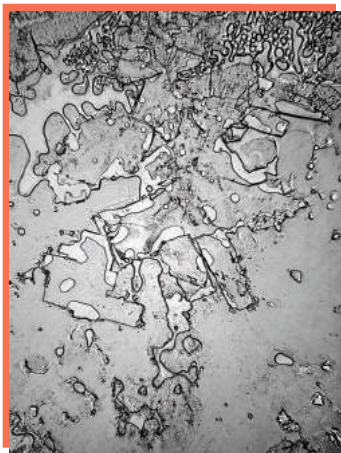
LOCATION: FLOOR 0

Scientists, developers and artists will present and discuss different approaches and ethical considerations through creatively working with current developments in robotics and AI, and new interfaces between human and machine. They will present DIY, open source or creative approaches that reflect on these contemporary techno-scientific developments.

LOCATION: FLOOR 0, FLOOR 1, FLOOR 3

EXHIBITION & PERFORMANCES

The festival's exhibition and performance program presents a range of artists working beyond the mere conception of art as evoking emotions and emotional responses. Blurring the lines between artistic and scientific research, the artists, scientists, experimental philosophers, researchers, self-proclaimed »Dasein-alchemists«, and DIY-tinkerers who have created the festival's installations, performances and interventions deeply engage with cutting edge research in the affective sciences, related techno-scientific developments, and their various actual or possible implications on society and culture. Through artist talks within the exhibition, as well as in conversations with scientists on the conference stages, the artists will give deeper insight into their artistic research, reflections and approaches, offering a reflective space in which the analytic, critic and prophetic shades and hues of artistic expressions will come into exchange with cutting-edge scientific research and the audiences' questions, and lead participants to consider where these implications and visions will take us.



© courtesy Rose-Lynn Fisher and
Craig Krull Gallery, Los Angeles

ROSE-LYNN FISHER
Topography of Tears
(2008-2016)

SERIES OF PHOTOGRAPHIES

LOCATION: FLOOR 3

Topography of Tears is a study and series of more than one hundred human tears photographed through an optical microscope, comprising a wide range of the artist's own and others' tears, causes and emotional states: from elation to onion, from sorrow to frustration, from rejection to resolution, and laughter. *Prints generously supplied by termindruck*

SUSANNA HERTRICH
Extracts from Prostheses
for Instincts (2015-2016)

INSTALLATION

LOCATION: FLOOR 3

Prostheses for Instincts sits between artistic hypotheses and scientific experiment, exploring the idea of prosthetic devices acting as emotional extensions. In the installation's display of images, documentation and the background materials of the artist's

research, scientific language blends with fictional imaginations. *Prints generously supplied by termindruck*

MARGHERITA PEVERE
Lymph (2016)

INSTALLATION

LOCATION: FLOOR 3

The disease-avoidance emotion of disgust is a predominant emotion experienced in a number of psychopathologies, and is related to various phobias. *Lymph* addresses the nature-culture dichotomy within the broader context and field of affective sciences, and especially in relation to the question whether disgust is an emotion that evolved biologically, or culturally.



© courtesy Lauren
McCarthy & Kyle McDonald

LAUREN MCCARTHY &
KYLE McDONALD
pplkpr (2015)

VIDEOS

LOCATION: FLOOR 3

pplkpr is an art project created by Lauren McCarthy and Kyle McDonald to explore the implications of quantified relationships for living. What if algorithms could understand our relationships and make better interpersonal decisions than we could ourselves? *pplkpr* is an app that tracks, analyzes,

and auto-manages your relationships. Using a smartwatch, pplkpr monitors your physical and emotional response to the people around you, and optimises your social life accordingly.



© courtesy Ruben van de Ven

RUBEN VAN DE VEN
**We Know
How You Feel
(2015)**

MIXED MEDIA
INSTALLATION
LOCATION: FLOOR 3

*We Know How You
Feel* is an artwork in
two parts, looking

at computational emotion classification and categorization. By juxtaposing different layers and types of information it unveils and addresses assumptions underlying purportedly objective practices, and questions the impact of emotion analysis technology on human self-image.

Artist talk: Saturday 5.II., 14:00

RUBEN VAN DE VEN
Emotion Hero (2016)

ANDROID APP / GAME
LOCATION: FLOOR 3

What does it mean to feel 48% surprised and 18% joyful? Over recent years, new software has emerged that estimates what people feel based on their facial expressions. *Emotion Hero* is an Android game that encourages one to investigate how face and feelings are represented by the software. The central question is: what is it we are looking at when we read emotion scores? *Artist talk: Saturday 5.II., 14:00*

TILLMANN OHM
**Reflections of HAL and
Samantha (2016)**

VIDEO INSTALLATION
LOCATION: FLOOR 3

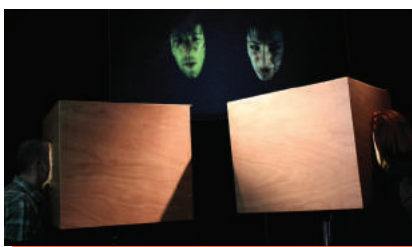
A mashup of original lines from the movies »2001: A Space Odyssey« (1968) and »Her« (2013), *Reflections of HAL and Samantha* becomes a gripping conversation between these two most iconic operating systems in film history. In an emotional roller coaster, HAL and Sam reflect upon the relation between machines and emotion processing, and address the enigmatic question of the authenticity of feelings.

BARBARA NORDHJEM & JAN KLUG
(e)motion (2014)

INSTALLATION
LOCATION: FLOOR 3

We express what we think and feel by facial movements, often without even realizing it. *(e)motion* aims at creating awareness of even the most subtle movements of the face, and a space for interaction purely based on facial expressions. Facial movements tracked by custom software and translated into motion vectors are visualized and coupled with sounds, giving participants the possibility to interact by responding to each other's facial movements.

Artist talk: Friday 4.II., 14:00



© RenePasset

IVOR DIOSI

Molding the Signifier (2008-2015)

MIXED MEDIA INSTALLATION

LOCATION: FLOOR 3

90% of the cells in our body do not have human DNA. Much as we're convinced that our brains run the show, all the while our microbiomes alter our drives, desires, and behaviors to support their own reproduction and evolution.

Molding the Signifier is a time-based, hybrid, bio-cybernetic installation deploying an external biological agent to infiltrate and disrupt the body-mind-ecosystems of virtual humans, resulting in states that we regular humans can perceive as mental illness.

Artist talk: Friday 4.11., 16:00

JONATHON KEATS

Digesting the Anthropocene – Anthropocenic Sorbet (2016)

INSTALLATION

LOCATION: FLOOR 1

Boasting 500 million neurons, the human digestive system is an intelligent organ. Yet when we set out to understand the world, we depend entirely on our brains. The project and installation, specifically developed for STATE Festival 2016, will engage the emotional cognition of visitors' stomachs and intestines in solving one of the world's most pervasive and intractable problems: anthropogenic climate change. *Kindly supported by The Science Kitchen*

CHIARA ESPOSITO, EEVA-LIISA
PUHAKKA, FRANZISKA LIPPOLDT,
NENAD POPOV, PABLO ROJAS

Humans Sounds Like Apes (2016)

LOCAL COMMUNITY SCIENCE HACK /

INTERACTIVE INSTALLATION

FRIDAY 4.11., 11:00

SATURDAY 5.11., 14:30

LOCATION: FLOOR 1

The project *Humans Sound Like Apes* addresses the field of affective sciences in humans and animals, and the way mankind extrapolates human-centered academic terminology to the natural world. It illustrates this by linking the output of face/emotion recognition software to sounds made by animals experiencing an »equivalent« emotion.

PERFORMANCES

© courtesy Jacques-
André Dupont



JACQUES-ANDRÉ DUPONT &
CLÉMENT DESTEPHEN

MIM – The Medium is the Message (2015)

PERFORMANCE /

TOUCH CHOREOGRAPHY

LOCATION: FLOOR 3

The multi-modal properties of the human somatosensory system continue to be unravelled, but current scientific research reveals mounting evidence that one of these submodalities — touch — has another dimension, providing not only discriminative input to the brain, but also an affective one. *MIM* is a choreographic project exploring the »affective touch hypothesis«, using interpersonal touch as form of expression. In an intimate experience of 30 minutes, sound and touch guide the participants through an immersive journey.

POPPY, EMMANUELLE GRANGIER,
BI-JIA YANG, LUDOVIC DUHEM,
SAMUEL ROURE, THÉO SEGONDS,
LEOS ATOR

POPPY N+Z (2016)

DANCE PERFORMANCE

SATURDAY 5.II., 18:30

LOCATION: FLOOR I

Poppy N+Z is a performance for a dancer, a Poppy robot, a philosopher and a musician. Designed and built in collaboration with researchers in developmental robotics at the Flowers Lab, the project is a collective production developed through exchanges between artists and scientists. *A project in collaboration with Flowers laboratory of INRIA in Bordeaux. Supported by the Dome (Bordeaux), the Cité des Sciences (Paris) and the Institut Français.*

ARTIST TALKS & EVENTS

ARTHUR ELSENAAR

Perfect Paul

LECTURE – FRIDAY 4.II., 18:00

LOCATION: FLOOR I

Perfect Paul is a sequel to the Arthur Elsenaar's (in)famous Huge Harry lecture/performance, in which a digital persona lectures on computer-human communication. In a live computer-versus-human showdown, Perfect Paul demonstrates the superior qualities of digital versus neural (human) facial control. When performed for the first time in Bilbao, Spain, it won the Technarte 2012 Best Speaker Award.

© Mateo Binder



VINCENT BOZEK, SIMO
VASSINEN AND GUESTS

Dandelions –

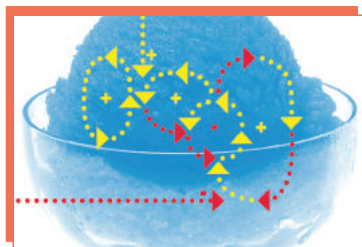
Talk Show: Progress

PERFORMATIVE / TALK SHOW

SATURDAY 5.II., 21:30

LOCATION: FLOOR 0

The Talk Show closes the festival days by triggering conversations on the ultimate emotional puzzle: our common ecological future. Choreographer Vincent Bozek and journalist Simo Vassinen mix disciplines in a positive stimulation of live expert interviews, music, video and entertainment. The Talk Show is also the final chapter in the performance project Dandelions, that has explored the collapse of our ecosystems and societal structures through dance, performance art and journalism. *With the kind support of the Institut Français*



JONATHON KEATS
**DIGESTING THE
 ANTHROPOCENE –
 Food for thought**

JONATHON KEATS IN CONVERSATION

FRIDAY 4.11.2016, 16:30 &

SATURDAY 5.11., 13:00

LOCATION: FLOOR 1

Once a day, Jonathon Keats will engage in a conversation with a scientist to discuss questions related to the current state of research and the interrelation between the gastro enteric system and emotional states; the possibilities and difficulties related to the study and analysis of complex biological systems; and the difficulties and implications of the abstraction of big amounts and complex relations of data.

RUBEN VAN DE VEN
**We Know How You Feel &
 Emotion Hero**

TIME: SATURDAY 5.11., 14:00

LOCATION: FLOOR 3

In his artist talk, Ruben van de Ven will present the background research and development of his artworks *We Know How You Feel* and *Emotion Hero*, talk about his artistic research and approach in general, and engage in an exchange and Q & A with interested visitors.

BARBARA NORDHJEM

(e)motion

TIME: FRIDAY 4.11., 14:00

LOCATION: FLOOR 3

(e)motion creates awareness of even the most subtle movements of the face, and a space for interaction purely based on facial expressions. Barbara Nordhjem will present the background research of and interdisciplinary collaboration for the development of the artwork, talk about her research, and engage in an exchange and Q&A with interested visitors.

© RenePasset



IVOR DIOSI
Molding the Signifier

TIME: FRIDAY 4.11., 16:00

LOCATION: FLOOR 3

Molding the signifier is a time-based, hybrid, bio-cybernetic installation deploying an external biological agent to infiltrate and disrupt the body-mind ecosystems of virtual humans, resulting in states that we regular humans could perceive as mental illness. Ivor Diosi will present the background research and development of his artwork, talk about his artistic research and approach in general and engage in an exchange and Q&A with interested visitors.

LOCATION: FLOOR 2

WORKSHOPS & INTERACTIVE FLOOR

The Workshop and Interactive programme provides STATE audience the opportunity to go deeper into the working realities, limitations, potentials and challenges of computational emotion by experiencing first hand, cutting edge art, research and experimentation.

The Workshop and Interactive program goes deeper into the working realities of computational emotion. Designed as a menu of encounters, it is split over four zones. Workshops take place in Futurium's mobile laboratory for hands-on interaction. Speaker Lounge is the place for presentations and conversations between our presenters and the public. Galley exhibits artistic works, prototypes and outcomes from the Futurium's PopUpLab and Royal College of Art's Information Experience Design course. SmellLab is SPEKTRUM Berlin's smell-and-match onsite dating service.



GEORGIA DIENST

Rapid Idea Generation Challenge: What is the future of care?

WORKSHOP & INTERACTIVE

FRIDAY 04.11., 13:30-14:45

LOCATION: FLOOR 2, GALLERY

Join Georgia Dienst for a rapid fire session on what solutions to »care« on an interpersonal and interspecies level might mean in the future. Across the field of AI, the future of care is speckled with visions of machines addressing such needs, desires and anxieties. Dienst's rapid idea generation model, sets up a challenge, which aims at exploring, exploding and reimagining the how and what of the future of care. *Registration required: Participant number limited to 50*

DAVID WEIGEND & FRIEDRIKE KORTE Foresight – Methods and Opportunities

FRIDAY 04.11., 10:00 - 12:00

SATURDAY 05.11., 15:45 - 16:15

LOCATION: FLOOR 2,

FUTURIUM WORK SHOP AREA

FORESIGHT WORKSHOP

REGISTRATION REQUIRED:

PARTICIPANT NUMBER LIMITED TO 50

While this may seem to be at odds with conventional thinking, researching the »imaginable« of the future isn't as much looking into the void of an oracle but rather systematic and data-based recording of trends and scenarios. If you know how to do it. The Foresight Workshop by FUTURIUM provides a hands-on introduction to the methodology of future research for scientists and other creators who are interested in »tomorrow«. Facilitated by foresight experts, hypotheses, morphological methods and future storytelling can be tried out here. The future isn't a blank-space anymore and we're curious to see what you make of it.

MARCO DONNARUMMA

AI Ethics & Prosthetics

FRIDAY 04.11., 15:30 - 17:30

LOCATION: FLOOR 2,

FUTURIUM WORKSHOP AREA

CRITICAL THINKING WORKSHOP

REGISTRATION REQUIRED:

PARTICIPANT NUMBER LIMITED TO 50

This critical thinking workshop begins with the question »Would you live with an autonomous prosthesis?« Using speculative methods and critical conversations, we discuss the ethics of AI in relation to future intelligent machines that do not only live with us, but on and within us. We imagine, and speculatively inhabit, plausible future scenarios where body prosthesis are widespread and autonomous. We inhabit this scenarios so as to

force ourselves to formulate questions around hybrid genders, synthetic emotions, technological incorporation, species hate.

BeAnotherLab

SATURDAY 05.II., 10:30 - 12:30

LOCATION: FLOOR 2,

FUTURIUM WORKSHOP AREA

EMBODIMENT AND EMPATHY WORKSHOP

REGISTRATION REQUIRED:

PARTICIPANT NUMBER LIMITED TO 50

BeAnotherLab, in collaboration with BeAnotherLab Berlin will run a workshop offering insight into state of the art research on virtual reality, embodiment, multisensory integration and the impact these bodies of knowledge can have on understanding and promoting pro-social behaviours. The workshop provide festival goers with the possibility of experiencing an embodied VR setup that will allow them to put themselves in someone else's shoes. BeAnotherLab and BeAnotherLab Berlin's currently conducting investigation in the field of social neuroscience, looking in particular at how embodied virtual reality might be used to trigger vicarious pain, which is the capacity to feel pain when others are in pain.

SMELL ME, SMELL YOU

FRIDAY 05.II. AEROBICS SESSIONS:

12:45 - 13:00 & 14:45 - 15:00

FRIDAY 05.II. SNIFF & DATE:

17:45 - 19:30

SATURDAY 05.II. AEROBICS SESSIONS:

12:00 - 12:15 & 14:30 - 14:45

SATURDAY 05.II. SNIFF & DATE:

17:30 - 19:00

LOCATION: FLOOR 2, SMELL LAB

© BeAnotherLab



Places are limited to 30 people per aerobics session. Sniff and Match sessions will be held each day and open only to those who have participated in the aerobics sessions. Would you be able to sniff out your future partner in the STATE crowd? Check out the power of your nose and join the SMELL LAB, Berlin for daily aerobic and Sniff-and-Match sessions. The tailor-made aerobic sessions will help you work up the sweat necessary to imbue a small patch of material with your unique scent. Once generated, all the smells will be collated and available to sniff and rate. A simple algorithm will provide you with a best match; the rest is up to you. Places are limited to 30 people per aerobics session. Sniff and Match sessions will be held each day and open only to those who have participated in the aerobics sessions.

Night Drift: Stories

FRIDAY 04.II., 20:30

Join the Drift Club on a journey into the city at night. A drift is a playful walk without a destination, a way to



collaboratively explore urban landscapes. We will give our subconscious free reign – diving into our emotions and memories as they arise and sharing our stories with the group in a safe space. We meet up at Kühlhaus at 19:30, prepare, set out at 20:00, stopping at 23:00. We don't know where we'll end up or what we will see. We recommend you wear warm clothes and comfortable shoes, suitable for whatever the weather throws at us.

CAROLINE YAN ZHENG

Extimacy!

»Wear your heart on the sleeve?« Why not the sofa or the curtains?

SATURDAY 05.11., 12:15 - 14:30

LOCATION: FLOOR 2, GALLERY

AFFECTIVE COMPUTING,

ROBOTIC MATERIALS WORKSHOP

REGISTRATION REQUIRED:

PARTICIPANT NUMBER LIMITED TO 50

Affective computing is increasingly capable to quantify human emotional cues and endow machines with »emotional intelligence«. Robotic materials responsive and adaptive to human emotional cues could be made into artefacts on the body, in the space and as part of ambience. Would you like this »extimacy«? What would you like them to do if your jewellery, your furniture and your curtains could do something when we feel bad? Rigid robots don't evoke sensual imagination but soft robotics do. The

workshop invites participants to join the debate on extimacy (the term created by Jacques Lacan). Come play with soft robotics prototypes and build tangible stories in groups. The outcome will be displayed during the festival.

Meet the Young Researchers

FRIDAY 04.11., 15:15 - 16:15

SATURDAY 05.11., 13:15 - 14:15

LOCATION: FLOOR 2, SPEAKER LOUNGE

PANEL TALKS AND DISCUSSION

The complete understanding of complex biological phenomena such as emotions can only be achieved through interdisciplinary discussion and collaboration of researchers. This event gives experts from a variety of fields as well as the audience an opportunity to comment, contribute and engage in discussions with young inno-

© Caroline Yan Zheng



vative researchers. A creative perspective on neuroscience and emotions will also be open for the public to interpret. Topics include biomimicry, collective emotions, neurotechnology, psychiatric diseases and many more. With Frédéric Minner, Florence Razoux, Nicolas Endres, Alwin de Rooij, Liila Taruffi, Marjan Sharifi, Joana Piper and Prateep Beep.

JENNIFER WHITNEY

The Role of the Doll in the Feminine Posthuman

SATURDAY 05.11., 16:45 - 17:45

LOCATION: FLOOR 2, SPEAKER LOUNGE

TALK AND DISCUSSION

SEATING LIMIT: 40, PLUS STANDING

In March 2016, Microsoft released an Internet »chatbot« named Tay. Designed to replicate the language patterns of a 19-year-old American girl, Tay joined Twitter in a PR move that was meant to illustrate the promise of social learning in machines. Instead, Tay began to respond to deliberately offensive tweets, and within 24 hours Tay's tweets, too, had become incendiary. In this talk, I will contend with the cultural anxieties and expectations that surround the feminine posthuman, and suggest important links between contemporary robotics and AI, gender, and the cultural history of the doll.

MUSA OKWANGA

Slowly Goes The Night

SATURDAY 05.11., 19:15 - 20:00

LOCATION: FLOOR 2, SPEAKER LOUNGE

POETRY AND SELECTED READINGS

SEATING LIMIT: 40, PLUS STANDING

Poetry, passionate, cruel and brimming with slivering insights into the realities of the human soul. What could be a more fitting end to the approach to hosting that has been promoted on the »Workshop and Interactions« floor than poet and author Musa Okwonga reciting some of his works, including a selection of texts, which have been nominated by STATE participants as their most inspirational pieces on the complex nature of emotion.

POPOP LAB BY FUTURIUM & STATE
& RCA, INFORMATION EXPERIENCE
DESIGN, MA PROGRAMME

De-computating emotion

PERMANENT EXHIBIT

LOCATION: FLOOR 2

GALLERY

De-computation is an initiative of the Royal College of Art (RCA), Information Experience Design (IED) programme. In De-computation, the steps of computational thinking are applied to non-digital phenomena in order to deconstruct objects and systems, recognise patterns, abstract core principles, and create new work that questions existing forms and provides new perspectives. For the STATE festival, student projects will be shown, which de-compute emotion, producing engaging design objects, situations and interventions. The work on display will be the result of a three-week project led by interaction designer, and IED Visiting Lecturer John Fass, and fashion designer and PhD researcher on fashion and affective soft robotics, Caroline Yan Zheng. John will also be leading a specially designed workshop along

© Creation Company Films



with Raphael de Courville as part of the PopUp Lab by Futurium and STATE, 27-28th October. Outcomes of this De-computation workshop will also be exhibited as part of the Gallery Zone on Floor 2.



© John Fass

RIK LANDER AND PHIL HALL Job Vacancy: Echoborg

PERMANENT EXHIBIT

LOCATION: FLOOR 2, ENTRANCE

Job Vacancy: Echoborg is a work in progress, which is currently been developed by Rik Lander & Phil Hall. An Echoborg is a human being that only speaks the words given it by an Artificial Intelligence. Job Vacancy: Echoborg is an experiential exploration of our anxieties about automation and AI. It is heavily informed by the Syrian war and the refugee crisis. How can man create such a situation and fail to have the language to end it? This one-to-one encounter with an Echoborg is set in a near future where a recruitment bot starts to ask questions about its own existence and its status in relation to humans. Help us find out about its state of mind.

CAROLINE YAN ZHENG

MoodLab - Happy and Unhappy scarf

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

MoodLab explores how self-tailored fashion and emotion tracking can help in mood management. Subjective feelings were described via a taxonomy of colour, doodles and shapes, which served as the basis for the design of the scarves. During the design process participants gained deeper insight into their behavioural and emotional patterns, while simultaneously engaging in a creative process, which resulted in a fashion line been created that was tailored to each person. Merging art, design and fashion, the scarves highlight how objects can act as carriers. Demonstrating how fashion can be used to support people who may find it difficult to express or communicate their emotions to others.

CAROLINE YAN ZHENG

Soft robotic artefacts prototype #5

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

Soft robotics satisfies my pursuit in new materials and interface design, while maintaining the integrity of computational intelligence and aesthetic serendipity. My research focuses on how design can exploit the sensual properties of such dynamic agents, for nonverbal communication of emotion. The tactile, kinetic, visual and sonic properties of silicone soft robotics are singled out to explore artifactual emotionality and

human affect. The squishy robots on display invite hands-on interaction and comments from the audience.

THE NEW YORK TIMES'S T BRAND
STUDIO WITH UBS AND MEDIAVEST

AI: What it takes to be human / talk to artificial intelligence

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

This year is the 100th anniversary of the birth of Herbert A. Simon, a Nobel laureate in economics and artificial life visionary. Building on his visionary work, The New York Times's T Brand Studio collaborated with UBS and MediaVest to create a multimedia interactive project looking into the current state and future of artificial intelligence (AI). Entitled »AI: What It Takes to Be Human,« the project links to the work of Simon and UBS's Nobel Perspectives marketing initiative. At STATE you will have the opportunity to browse the web and explore each part of the project, including interactive timeline featuring key dates in the development of AI, with

original photos documenting its history, articles and Q+A's with key experts in the field of AI and a short documentary on the world's leading humanoid designer, Professor Hiroshi Ishiguro from Osaka, Japan.

LUISE WAGNER/ARTE TV

Measurement of Emotion, Selected Interviews by Luise Wagner/Arte TV

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

For her ARTE documentary »Die Vermessung der Gefühle« the filmmaker Luise Wagner and her team embarked on an exciting journey into the world of emotions and affective computing. They visited leading labs and interviewed scientists in the States and in Europe, to see how emotions can be deciphered by machines, and how machines can even learn to be empathic. They met emotionally intelligent virtual humans at the Institute for Creative Technologies in Los Angeles, who are supposed to »work« as coaches and assist psychologists. Algorithms or intuition - what do we

want to trust more in the future?

Installed across four screens we show an exclusive selection of the interviews, which Wagner and her team collated in the process of making »Die Vermessung der Gefühle«, and show them ongoingly throughout the festival period. For two weeks from 15 Oct 2016 at 21.40 »Die Vermessung der Gefühle« will be available on <http://bit.ly/2dTldMZ>



MICHAEL SPRANGER, STÉPHANE
NOËL & KLAUS STILLE STUDIO

Das Fremde

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

A colony of robotic agents peacefully creates its own language when their culture is disrupted by another species: human beings. Can we connect empathically to them and is a dialogue possible when both languages and appearance are totally different? Das Fremde will take the form of an interactive installation mid November 2016. For now, this project makes its very first public appearance at STATE Festival in the form of a portrait presenting the species. When getting closer to the exhibited image, one can hear recorded conversations that took place between the robotic agents a couple weeks before in Tokyo.

ADA LOVELACE

Alfred Edward Chalon image

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

In homage to the pioneering computer programmer Ada Lovelace (1815-1852) we created a print, which will don the »Workshops and Interactives« floor. Lovelace was known by Charles Babbage, Lucasian Professor of Mathematics at the University of Cambridge, UK as the »enchantress of numbers«. During her life she had significant correspondence with Babbage, extending his notes and ideas on The Analytical Machine, which is considered as the world's first programmable computer. Lovelace's contribution paved the way for computers to be



© Klaus Stille Studio

viewed as more than just calculators, in that they could also for example compose music. Lovelace therefore is the GrandMama of the Sentimental Machine.

ANDREAS DANIEL MATT

Promoting Cuddles

PERMANENT EXHIBIT

LOCATION: FLOOR 2, GALLERY

Promoting cuddles considers how public messages in the future may be displayed, in order to support care relations in a world co-inhabited with sentiment machines.

TOM FRITZ

Jymmin - Jamming in the gym

IN CONVERSATION

FRIDAY 4.11., 13:00 - 13:45

JYMMIN DEMONSTRATION

FRIDAY 4.11., 13:45 - 14:30

LOCATION: FLOOR 1

CONFERENCE, PERMANENT EXHIBIT

»Jymmin« is a combination of »jamming« and »gym«, a mixture of free musical improvisation and sports. Scientists at the Max Planck Institute for Human Cognitive and Brain Sciences in Leipzig retrofitted conventional fitness machines to produce music during a workout. When using jymmin machines, gym-goers become composers, controlling the music they create. Dr. Tom Fritz, the project's leader explains, »We are using jymmin machines in our research in order to discover more about the beneficial effects of music-induced ecstasy.« His team's research revealed that musical fitness equipment responding to user movements has a greater beneficial effect on mood than passive listening to music during sport, and reduced physical exertion during exercise. The results recorded by the Leipzig-based researchers show that active music-making during physical exertion improves mood to a far greater extent than passive music listening. When the participants began their workout on the jymmin machines they retained their good mood even after the second workout during which they listened to music passively. Thus, the current study suggests that the technique may be suitable for mood-enhancing self therapy. »As a result,« continues Fritz, »we now want to investigate how we can use music to treat such conditions as motivational deficits and depression.«

AXNS COLLECTIVE Quantifying Aesthetic Emotions: what are the Implications for the Arts?

PANEL TALKS & DISCUSSION

SATURDAY 05.11., 11:00-12:00

LOCATION: FLOOR 2,

SPEAKER LOUNGE

AXNS Collective is a not-for-profit, curatorial collective that explores intersections between art, neuroscience and technology. The London-based collective is comprised of four women working across the arts and sciences: Rachel Bedder, a cognitive neuroscientist, Romy Lorenz, a cognitive neuroscientist and neuro-technologist; Miranda Marcus, a graphic designer and digital anthropologist and Rachel Stratton, an art historian and curator. The collective programme panel discussions, curate exhibitions, carry out workshops in museums and schools, and commission collaborative projects between artists, neuroscientists and technologist. Featuring: Elena Agudio, Thorsten Zander, Rachel Stratton, Ivana Franke and Joerg Fingerhut.

The Emotional Science Behind Start-Ups

SATURDAY 05.11., 17:30-19:00

LOCATION: FLOOR 2

WORKSHOP ZONE

A variety of apps from the local start-up scene that apply affective science research to improve your everyday life will be available for testing and demonstration. Discuss the science incorporated into innovative apps such as Clue, ARYA and Participatient.



LOCATION: FLOOR 0

FILMS

To quote Sergei Eisenstein »Emotion is a phenomenon that is completely identical with the primary phenomenon of cinema« and what is cinema but the art of putting in motion human emotions? Beyond the complex cognitive experience film viewing offers, we all have a personal relationship with films that can deeply impact and transform our psyche and emotional realm. This filmic intimacy can broaden our horizon, allowing us to feel and embody emotions that in reality would be difficult either to experience or express. These stories told on a silver screen can connect us to each other in the darkness of a theater or connect us to ourselves in our laptop's glimmering light. Through impactful storytelling, our film program will convey an emotional arch that span from the pursue of happiness to isolation and social anxieties to a reflection upon how do we still connect to one another when devices are the middle man and sentient A.I no longer part of a dystopian sci-fi landscape but closer to our reality that we might have think of? Because at the end of the day, in every story told in the dark, therein lies feelings and emotions we all share.

FRIDAY

SENTIMENTAL DATA *Short Film Program*

FRIDAY 4.11., 16:30 - 17:30

Technology has grown into a channel for the expression of our emotions, particularly so in term of love and our need to be connected through different online communities. We have developed emotional relationships with our devices sometimes to the demise of what surrounds us in the immediacy of the Now. Our phones, computers and tablets have become mediators between our emotions and their receivers, transforming emotions into data inscriptions. This short film program explores what unfolds when we rely on an app's algorithms to find a potential date, how is it to grieve in the digital age, and how to connect and disconnect with someone we never met - how augmented reality can enhance our life, or be a tool for manipulation, and, measured neurochemically, what love looks like when we are urged to love as hard as we can.

Sight

ERAN MAY-RAZ & DANIEL LAZO,
7'49, ISRAEL, 2012

In this short futuristic film, we find out what it means to live in augmented reality, where everything from the art hanging on the walls to the reactions of the date sitting across the table are displayed in a contact lens-like device for our own eyes only.

It's complicated

MAYA MEIRI, 18', ISRAEL, 2015

It's Complicated is a personal film about a Facebook relationship between the director and a married man whose identity is unknown to the viewer. It is a bitter sweet portrait of our lives that have become virtualized. In collaboration with Proxyact

97%

BEN BRAND, 8'09, NETHERLAND, 2013

Via an app on his phone, Bert discovers that a 97% love match is near. Will he find her before the subway reaches the end of the line?



IN MEMORY

In Memory | A mother's journey through death and grieving in the digital age.

72U, 11'19, USA, 2015

In Memory tells the story of a community's digital journey through the life, death and remembering of PlainWhite Tom, a Chicago street performer who tragically took his life on January 1, 2013.

The Love Competition

BRENT HOFF, 14'55, USA, 2012

The Stanford MRI Lab hosts the world's first ever »Love Competition,« in which seven contestants have five minutes to neurochemically love someone »as hard as they can.«

FEATURE DOCUMENTARY

FRIDAY 4.11., 18:00 - 19:35

The Happy Film

STEFAN SAGMEISTER, BEN NABORS & HILLMAN CURTIS, 60'35, USA, 2016

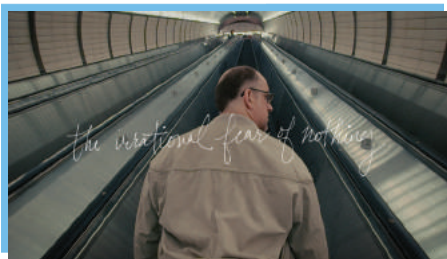
Austrian designer Stefan Sagmeister is doing well. He lives in New York, the city of his dreams, and he has success in his work, designing album covers for the Rolling Stones, Jay-Z and the Talking Heads. But in the back of his mind he suspects there must be something more. He decides to turn himself into a design project. Can he redesign his personality to become a better person? Is it possible to train his mind to get happier? He pursues 3 controlled experiments of meditation, therapy, and drugs, grading himself along the way. But real life creeps in and confounds the process: art, sex, love, and death prove impossible to disentangle. His unique designs and painfully personal experiences mark a journey that travels closer to himself than ever intended.

(UN)EASE YOUR FEELINGS

Short Film Program

FRIDAY 4.11., 20:15 - 21:20

This program of shorts films questions the fundament of human emotions when they are experienced through psychological and physical hardships or under extreme circumstances. How do we relate to unpleasant or challenging emotions when they rise up? On one hand, everybody strives for happiness, but what if the path towards it involves our darkest feelings? Most of us try to avoid the unpleasantness of anger or sadness, but what happens when all forms of escapism are no longer satisfactory? Can faking our own death help with depression? Can we remain in touch with our humanity when everything that constitutes it has been taken away from us? (un)ease your feelings raises the question : how do we relate to our emotions and feelings when they get the better of us?



The Irrational Fear Of Nothing

PAUL TRILLO, 6'46, USA, 2016

Following behind the back of a paranoid, neurotic man named Terry as he wanders through the streets of Manhattan. Past memories and his irrational

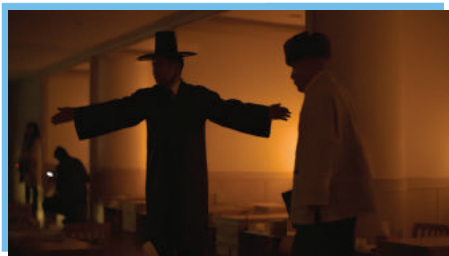
inner thoughts soon plague his every move. By channeling a form of mental time travel, he attempts to overcome these past anxieties.

Madness Made Me

NIKKI CASTLE, 3'20,
NEW ZEALAND, 2015

Madness Made Me is a visual poem that grapples with two very different accounts of one person's madness, and in doing so addresses issues of the power of language, asking: is there value in madness?

In collaboration with Proxyact



Kill Me, Heal Me

DAVID FREID, 9'11, USA, 2016

The Hyowon Healing Center in Seoul, Korea takes an unorthodox approach to mental health issues—by simulating death for its clients. Groups of 30 or more individuals attend a regular seminar that includes activities like planning your own funeral, saying goodbye to your loved ones, and finally, as the lid closes on each individual's coffin, an imagined facsimile of your own death.

Le Système Miroir

EVA ZORNIO, 17'16,
SWITZERLAND, 2015

A dream keeps coming up every night. A forest of neurons where the director encounters memories and has to figure out the relation between brain and cinema. A walk in search of the link between Neuroscience and Cinema.

Our Voices Are Rarely Heard

CALI BONDAD, 5'25, USA, 2016

This short documentary offers a visceral snapshot at how inmates survive solitary confinement. With rare access inside Pelican Bay State Prison, filmmaker Cali Bondad and reporter Gabrielle Canon captured a day-in-the-life inside one of the most notorious supermax prisons in the US. The film shows a cinematic glimpse of the personal anguish and monotony described by inmates living in long-term isolation.

An Angry Man

JANNIK DAHL PEDERSEN, 7'57,
DENMARK, 2015

From an old self-help tape the spineless Lars follows guidance, which brings him to kidnap his estranged father.

Man Under

PAUL STONE, 12'42, USA, 2015

A train operators is haunted by visions after a tragic subway suicide.

FEATURE DOCUMENTARY

FRIDAY 4.11., 21:30 - 23:20

Lo And Behold, Reveries Of The Connected World

WERNER HERZOG, 98', USA, 2016

In *Lo And Behold, Reveries Of The Connected World*, the Oscar nominated documentary werner Herzog chronicles the virtual world from its origins to its outermost reaches. Herzog leads viewers on a journey through a series of provocative conversations that reveal the ways in which the online world has transformed how virtually everything in the real world works- from business to education, space travel to health care, and the very heart of how we conduct our personal relationships.

SATURDAY

FEATURE DOCUMENTARY

SATURDAY 5.11., 17:00 - 18:00

The Singularity

DOUG WOLENS, 57MIN, USA, 2013

Within the coming decades we'll have the ability

to create computers with greater than human intelligence, bio-engineer our species and redesign matter through nanotechnology. How will these technologies change what it means to be human?

A.I : MY MECHANICAL HEART SHORT FILM PROGRAM

SATURDAY 5.11., 19:00 - 20:30



Autonomous

PER ERIKSSON & ALEXANDER RYNÉUS,

14', SWEDEN, 2014

A new, overwhelming era is approaching from the sidelines. The boundaries between what is real and unreal are becoming increasingly blurred through technological advances. Is there a limit for what can be replaced? *Autonomous* is an intense, emotional look into a future that is already here.

Tergo

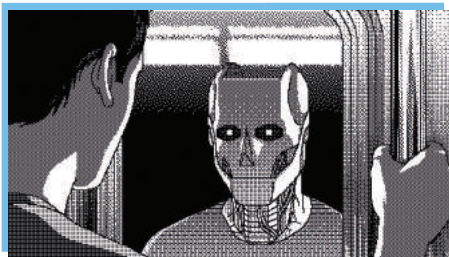
CHARLES WILLCOCKS, 3'49, UK, 2016

Tergo cleans. He cleans up after you and me. He picks up the mess we discard but yet remains invisible to all around him. Tergo's a lost soul in the London urban machine. He's ready to leave the life he leads behind.

Sunspring

OSCAR SHARP & ROSS GOODWIN,
9'02, UK / USA , 2016

The first film entirely written by artificial intelligence; Benjamin, a robot screen-writer conceived and created by Ross Goodwin & Oscar Sharp. What's it about? »I don't know. I wish I could see the sun in the first place.« - Benjamin.



Inside

MATTIS DOVIER, 2'49, FRANCE, 2016

A man's journal entry which depicts the last step of humanity's evolution.

The iMom

ARIEL MARTIN, 13'35, AUSTRALIA /
USA, 2014

The iMom will change your life! Well, at least that's what the ads claims. But when a mother leaves her kids under the supervision of the family's iMom, an unexpected connection is formed.

Human Reflections

GREG HACKETT, 2'54, USA, 2016

Human Reflections is part of The New York Times' s T Brand Studio collaboration with UBS and MediaVest for the creation of a multimedia interactive project looking into the current state and future of artificial intelligence.

Robotherapy

MANUEL FERRANTE, FABIEN JULVE
COURT & PIERRE PAPPALARDO, 5'30,
FRANCE, 2015

A robot couple goes to the therapist to solve their problems.

High Maintenance

PHILLIP VAN, 9'17, USA , 2006

Jane and Paul are having their anniversary. None of them really seems to be in the mood to celebrate. Conversation has grown stale, Jane tries to be seductive, Paul ignores her. Deeply frustrated, Jane comes to a decision: her marriage needs a serious update. A film about eternal questions of love in the age of artificial intelligence.

Rise

DAVID KARLAK, 5', USA, 2016

In the near future, sentient robots are targeted for elimination after they develop emotional symmetry to humans and a revolutionary war for their survival begins.

Frankie

MAAYAN SHELEFF & ERAN HADAS,
16'13, ISRAEL, 2014

Frankie is a robot that interview people about their emotions, attempting to »learn« what it means to be human. It responds to emotions both with language and »eye« (camera) movements, creating computer-generated, emotion inspired video.

Imprint

STATE FESTIVAL is organised by STATE FESTIVAL FOUNDATION gGmbH with the generous support of major sponsors Bayer Kultur, Schering Stiftung and Futurium, and the support of Max-Planck-Gesellschaft, Helmholtz-Gemeinschaft, Hertie-Stiftung and Robert Bosch Stiftung.

STATE FESTIVAL:

We are a young, independent team of scientists and artists who have designed STATE Festival to complement and broaden traditional models of knowledge-sharing and community-building, linking the science community to the public by offering a more agile, multi-modal and responsive event that responds to how we, as scientists, artists and makers, actually live, create and think.

STATE OF EMOTION:

The Sentimental Machine is our second initiative and we are privileged to present some of the leading thinkers, makers and doers in the realms of artificial intelligence, affective computing, philosophy, neuroscience and art, and to be supported by very many generous individuals and organisations that enable us to make our vision live. Development of Theme: Dr. Christian Rauch, Dr. Lucy Patterson, Daniela Silvestrin

FOUNDING DIRECTOR:

DR. CHRISTIAN RAUCH

Christian is a physicist with a passion for science and communication. After working as a

researcher and being involved in several science outreach initiatives, he founded STATE Festival.

SCIENCE AND RESEARCH CURATION:

PABLO D. ROJAS

Pablo is a medical microbiologist and photographer. He creates interdisciplinary activities and pieces of artwork for a better understanding of complex scientific concepts. In Germany, he works as programme coordinator of the TU Berlin Summer and Winter University. During his studies at the Charité as a DAAD fellow he collaborated with several research institutions such as the Deutsches Herzzentrum Berlin, Robert Koch Institute, University of Toronto and the UCD Veterinary Hospital in Ireland.

PRODUCTION ASSISTANT SCIENCE AND RESEARCH:

DR. LINDSAY PETLEY-RAGAN

Lindsay is a cell biologist interested in different forms of science communication including art, science museums and festivals. They previously worked for Science World in Vancouver, Canada before joining STATE Festival.

ART & EXHIBITION CURATION:

DANIELA SILVESTRIN

Daniela Silvestrin is an independent researcher, curator and cultural manager based in Berlin. In her work and research she explores practices on the intersection of art, law, and science. Her research has been awarded with the Working and Research Grant for Visual Art 2015 by the Berlin Senate Chancellery for Cultural Affairs, Germany.

FILM CURATION:

VENA WARD

Vena is a musician, film curator and part of WOLF Consultants where she does international press for independent films. She is working within international film festivals such as Berlinale, Cannes Film Festival, Venice Film Festival when she is not on the road or recording strange cowboy ballads and repetitive guitar layers.

WORKSHOPS AND INTER-ACTIVES CURATION:

TERESA DILLON AND

AINO EL SOLH

Teresa is an artist, researcher and Professor of City Futures at the Watershed, UWE, Bristol. Her work explores the techno-civic interface in cities and the influences of technology on wellbeing, inter-species relationships and survival. Since 2007, she has directed and curated independent artistic programmes including Urban Knights (2013), plus programmes for Science Gallery, Dublin (2012-13) and Transmediale (2016). 2014-2016, Teresa was a Humboldt Fellow, TU/UdK, Berlin, where her work focused on sound art practices in the city.

Aino El Solh an independent artist and writer, and initiator of several online projects such as the online diary The secret diary of somebody else and Mrs. Blacks house. She is a founding member of De Fabriek, an old factory space in Rotterdam that produced and ran alternative cultural programs. She gained international and interdisciplinary experience by bringing a Lebanese development project to the Aalto University, Helsinki, where she worked as a teacher and project mentor for three years.

FUTURIUM POPUPLAB

CURATION: KATHARINA MEYER

Katharina is a curator, researcher and publicist who works for re:publica and previously worked for initiatives like Supermarkt and Open Knowledge Foundation. Her interest is focused on the intersection of Digital Culture, Science and Technology. She is trained as historian of technology and holds a M.A. in Arts and Media Administration from Freie Universität Berlin. Previously she also was a research fellow at Center for Digital Cultures, Leuphana-Universität Lüneburg.

PRODUCTION LEAD:

SIBYLLE KERLISCH

Sibylle is an experienced production manager, who has worked for events and organisations such as the Kulturprojekte Berlin's transmediale, Kulturveranstaltungen des Bundes in Berlin GmbH, and the UdK Berlin amongst many others.

COMMUNICATIONS:

SAMANTHA WAREING

Samantha is a musician by training and an organiser by inclination. She toured Europe and Australia as Wasp Summer, founded Berlin's Sofa Salon house concert series and instigated The Most Wuthering Heights Day Ever, a global dance event celebrating Kate Bush.

MARKETING: JULIO BRANDL

Julio works in the Developmental and Pedagogic Psychology Department at the Alpen-Adria-Universität Klagenfurt, Austria, with expertise in Social, Media and Clinical Psychology. His interest is in media psychology and the mechanisms of interactions and influences through media.

SOCIAL MEDIA: MARIA NUNES

Maria is a science communicator who received her PhD in Biochemistry and Molecular Biology from the University of Cologne, and authored science education content for print and web.

SPONSORSHIPS, PARTNERSHIPS:

VERONIKA NATTER

Veronika is a Berlin-based stylist, specialising in editorial and commercial work, fashion consulting and artist styling. She graduated from the University of Arts in London in 2007. In addition, she is a gifted Sponsorships and Partnerships Coordinator for festivals.

ART DIRECTION, GRAPHIC DESIGN AND WEB:

MARTIN WUNDERER

Martin lives between Vienna and Porto and is co-founder of montebelo design studio and textile agency. Martin's creative direction has given both editions of STATE their striking look. www.montebelo.org

ART DIRECTION, GRAPHIC DESIGN: GRAFIKLADEN

Grafikladen is the collaborative Graphic Design office of Katharina Weiß and Johanna Dreyer. They produce concepts and design work for print and web with a particular focus on clients in culture, politics and social worlds. www.grafikladen.net

HOSPITALITY CONCIERGE:

JOHANNA KARSTILA

Johanna's professional focus is concert and festival management and is passionate about human interaction. She comes to STATE after working with Live Nation Finland on their production team, and is deeply involved in Helsinki's underground electronic music scene.

VOLUNTEER

MANAGEMENT:

ROBERT WÖSTENFELD (JOJO)

Robert is a maths and physics teacher who has published educational high school mathematics formats for the Deutsche Mathematiker Vereinigung. He conducts teacher courses for the Chilean Ministry of Education and trains fundraiser teams for Doctors Without Borders.

PRODUCTION

ASSISTANT

ART & EXHIBITION:

KATERINA MICHAILIDI

Katerina is a greek cosmopolitan currently living in Berlin and working as the Manager of a New Zealand based company about collaborative book writing, Book Sprints Ltd. She studied Theory and History of Theatre in Athens and in Berlin and since 2009 she has been working as a freelancer Event and Production Manager in various tech events, conferences, festivals and concerts.

INTERIOR AND

EXHIBITION DESIGN:

ISABEL PRUGGER

Isabel is a graphic designer focusing on exhibition design for the last five years. »I like to think of my work as designing information in space. It's about creating an environment that triggers people's imagination... is a service design task, always user-oriented.« www.panzlauer-prugger.de

Our heartfelt gratitude to all who helped us to realise STATE of Emotion: The Sentimental Machine - in particular, our volunteer helpers, our Festival participants, partners and sponsors, family and friends.

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DIE PALME
INNEN- UND AUSSENBEGRÜNUNG

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