



## INTERACTIVE TABLE

The interactive table developed by 235 MEDIA <sup>®</sup>evolution unites elements from art, design and technology. The system quality is geared towards an aesthetic-sensorial perception and user integration. The interactive processes create both emotion and functionality, re-defining the relation between space and user, between real and virtual levels of communication.

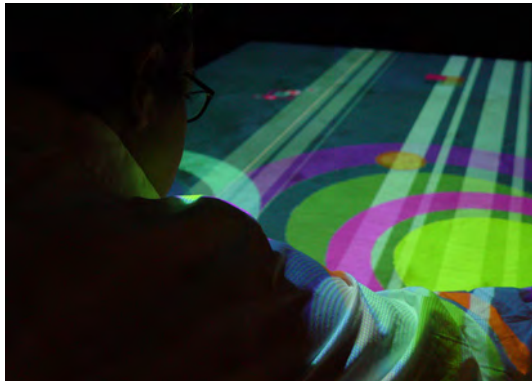
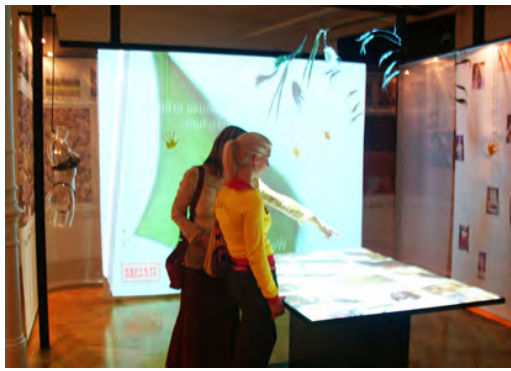
The basic module of the interactive table includes a menu adapted to the individual needs. Through its modular construction, the application can be extended by games, video and camera input or associative visualisation, or it may be used as a control system for light, sound and video projection in the room. The interactive table thus becomes an encompassing system for presentation, control, and entertainment.

towards an aesthetic of communication



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### Technical Specifications

table construction, sensors, transmitter, PC, software, video, projector, amplifier, loudspeakers

### References

Luisenhütte Balve-Wocklum, Balve 2006  
 Brewery Museum, Dortmund 2006  
 Booth of T-Systems, CeBit, Hannover 2006  
 Hoesch-Museum, Dortmund 2005  
 Storchenmuseum, Windheim 2005  
 „ECR-Abend“, Düsseldorf 2005  
 Natural History Museum Senckenberg, Frankfurt 2004

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