



INTERACTIVE TABLE

The interactive table developed by 235 MEDIA [®]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.

Tech. specifications: Table construction, sensors, transmitter, PC, software, video projector, amplifier, loudspeakers.

References: Illumination: Evolution, Naturkundemuseum Senckenberg, Frankfurt, 2004
Storchenstation, Windheim, 2005
ECR-Abend, Düsseldorf, 2005

towards an aesthetic of communication



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