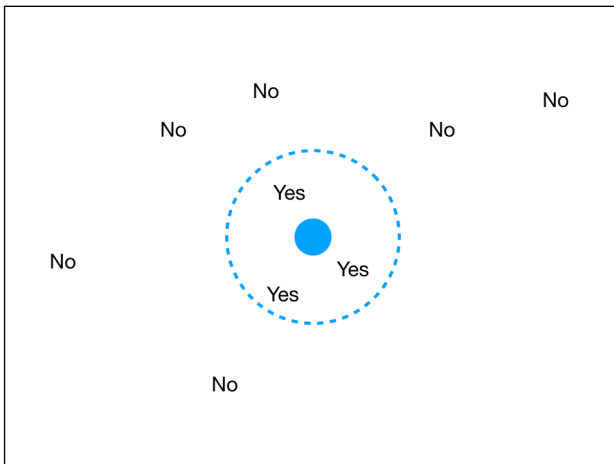


Yes/No-Object

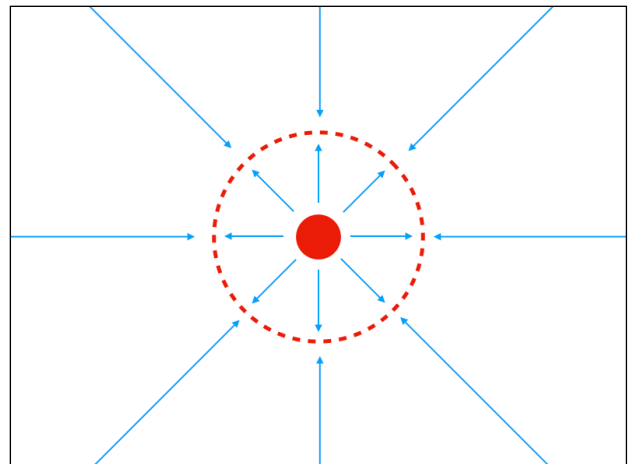
Introduction

“Yes/No-Object” is an interactive object made of metal, electronics, loudspeakers and code.

Using ultrasonic sensors, it continuously measures the distance to surrounding objects. It regularly generates and utters words. If anything is close to the object, it says repelling words such as “No!”, “Keep the distance!”. Otherwise, it says inviting words: “Yes!”, “Come Closer!”

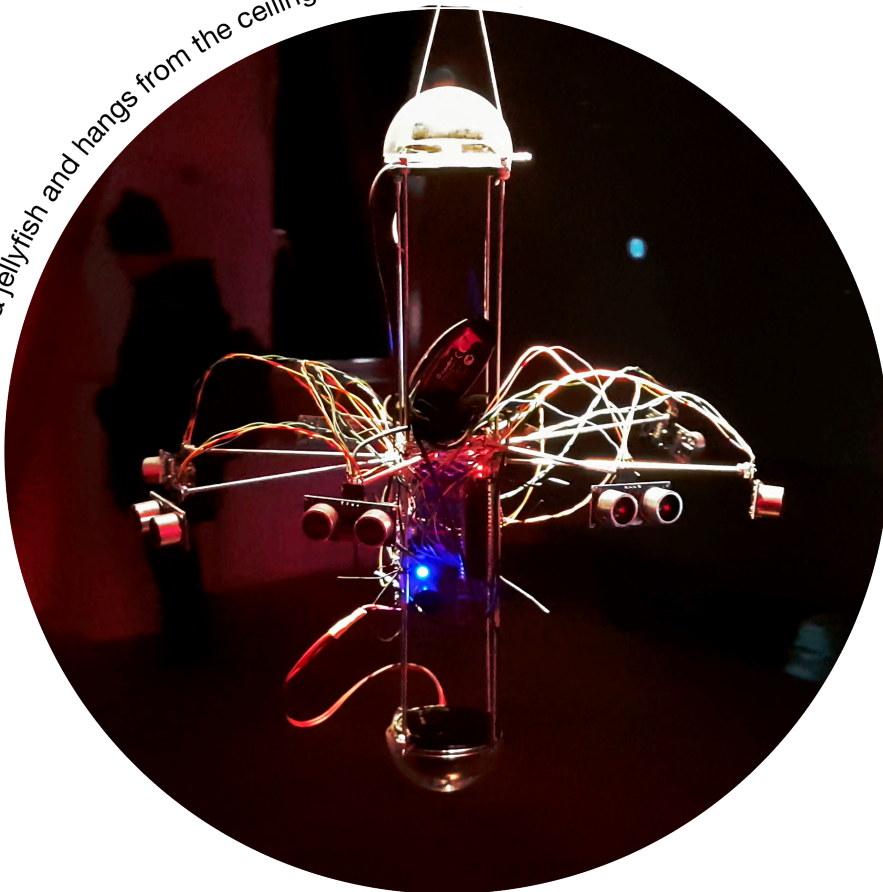


Interaction as perceived by a single visitor



Directional “force fields”

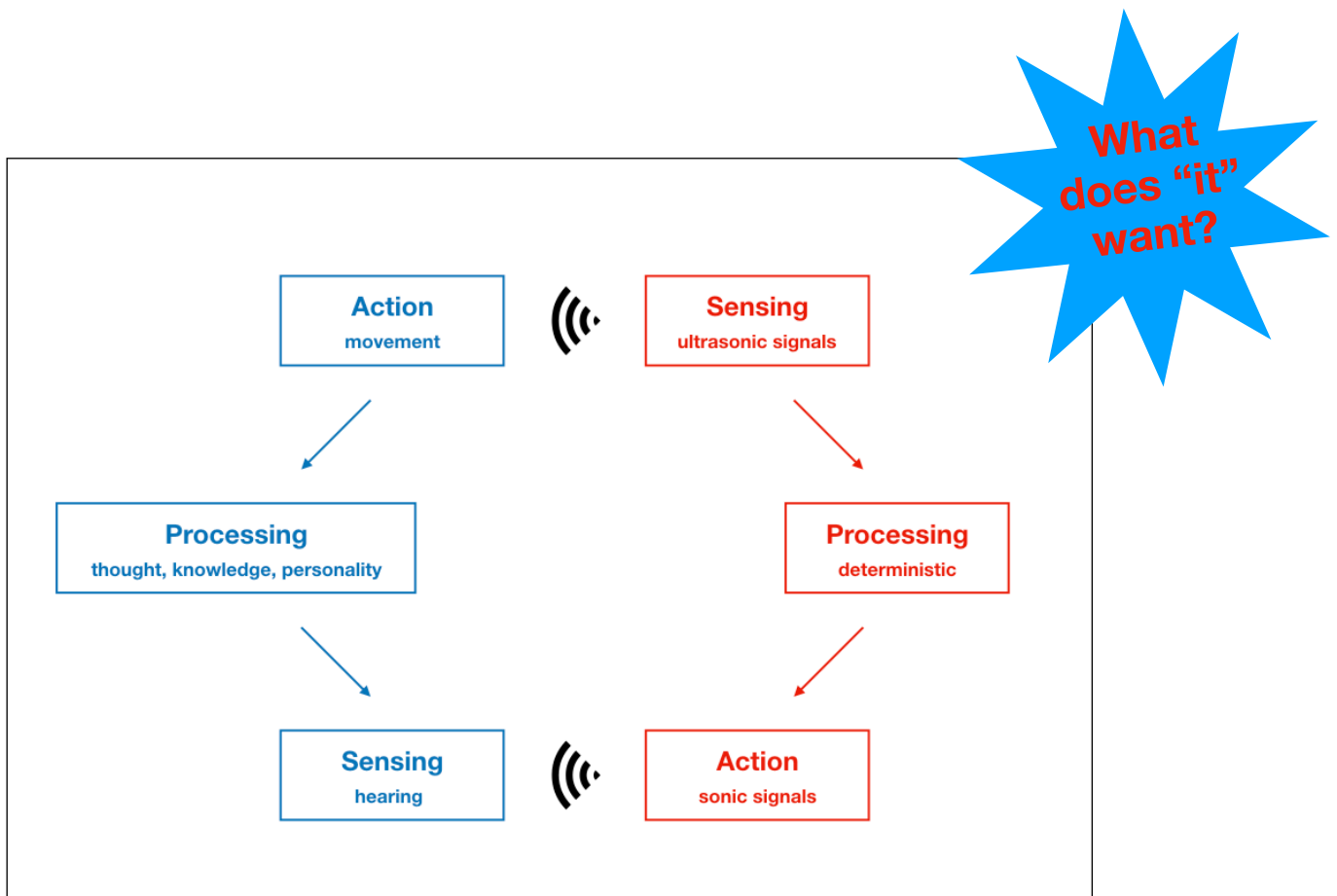
It looks like a jellyfish and hangs from the ceiling



Further thoughts

The object tries to attract visitors, but also to keep them at a distance, which theoretically results in a circle. By using natural language, it claims existence in social space and it may evoke emotional reactions such as care, empathy, disrespect or irritation. Being a communicative center, it also initiates social contact and exchange.

Distance and closeness are fundamental parameters of social relations and are occasionally linked to ambivalent desires. The digital object mimics these issues in a binary and asymmetric way, tragically providing no interface for negotiation, complexity or modification beyond compliance.



Object and human seen as a system – mediated by aerial vibrations. Despite structural similarities, there are fundamental differences in terms of agency and potentiality.

Technical requirements

Setup

- Needs space around and relative quietness
- Good room size is 5x5 meters
- Should be possible to hang from the ceiling
- Preferably darkness and a spot above the object

Maintenance

- Battery needs to be replaced and recharged about every 3 hours

