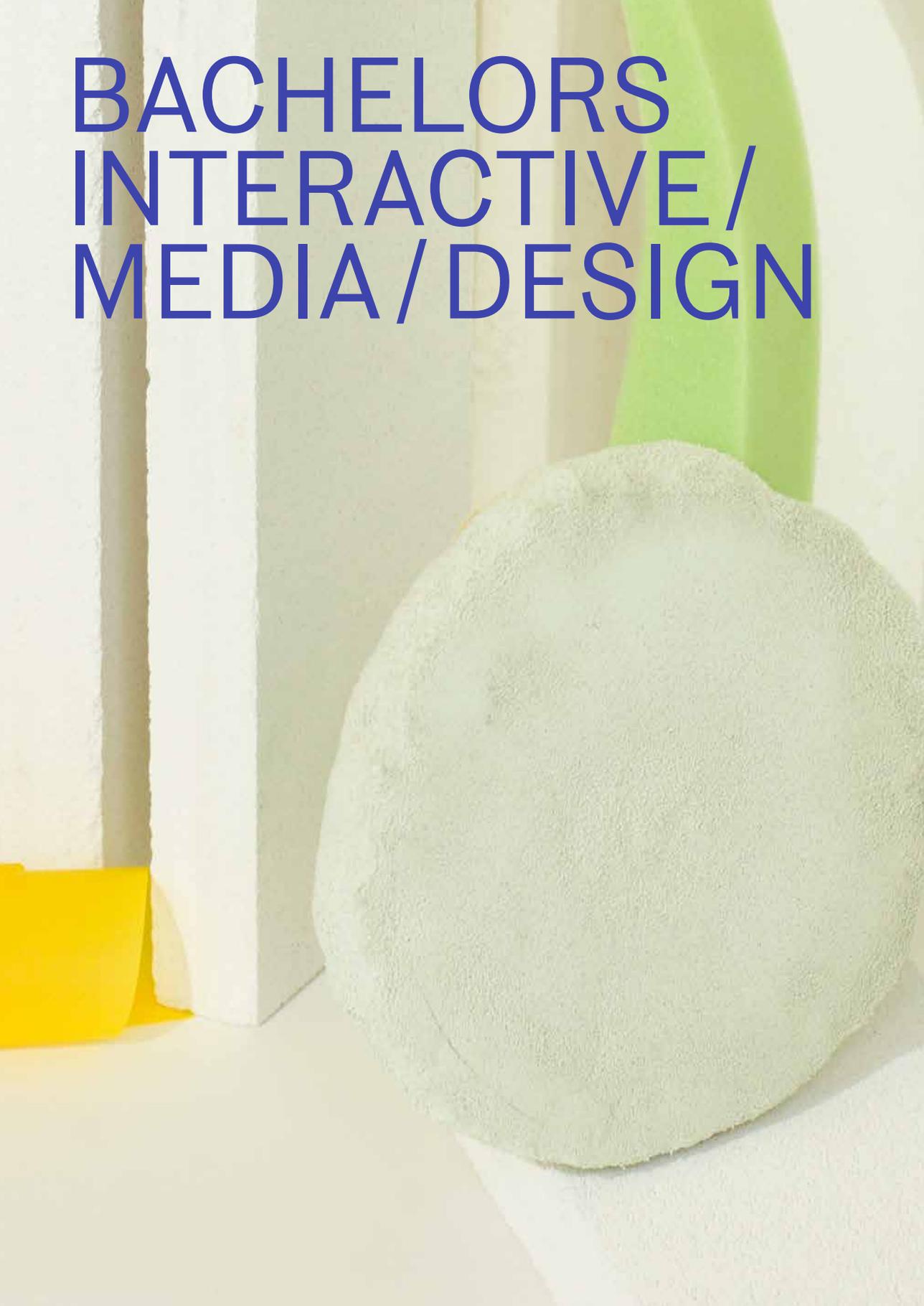


BACHELORS INTERACTIVE/ MEDIA/DESIGN

An abstract geometric composition featuring a large, textured, light green circle in the foreground. Behind it are several vertical bars of varying heights and colors, including white, light green, and yellow. The background is a soft, light green gradient.

INTERACTIVE/MEDIA/DESIGN

Designers today are increasingly at the centre of social, economic, and cultural change, providing 'human-centred' creative solutions for complex issues. A focus on technology and process alone does not create designers of sufficient calibre to meet these needs. Rather, the new breed of designers of the future must not only master technology, process and traditional design skills, but must additionally bring artistic sensitivity – curiosity, desire, flexibility, intuition, and independence. Such a multi-faceted critical thinker adds a new, deeply socially relevant dimension to design practice. This is the new breed of designer, which IMD at the Royal Academy of Art aims to educate, and which, indeed, is well represented and reflected in the 2018 graduating students.

These students are all strong individuals, critical thinkers, with their own broad set of skills, diverse expertise and mode of expression. As such, they explored and 'pushed' the boundaries of the domain of Interactive/Media/Design, ranging from applied and focused practical design to imaginative areas of autonomous art. At the core of all their work was a sound basis of research. The high standard and diverse nature of the work bears testimony to their quality as the new design professional.

Janine Huizenga
Head of Department

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Internship:
JipPiet

Project

Conversations with a torso - ACT 3

Touch plays an extensive role in building identity and the ego, determining our relationship with love and the extent of our ability to empathise. It is used to heal the mind and body, to reconnect with the surrounding world through a relation to the self. Physical contact has an impact

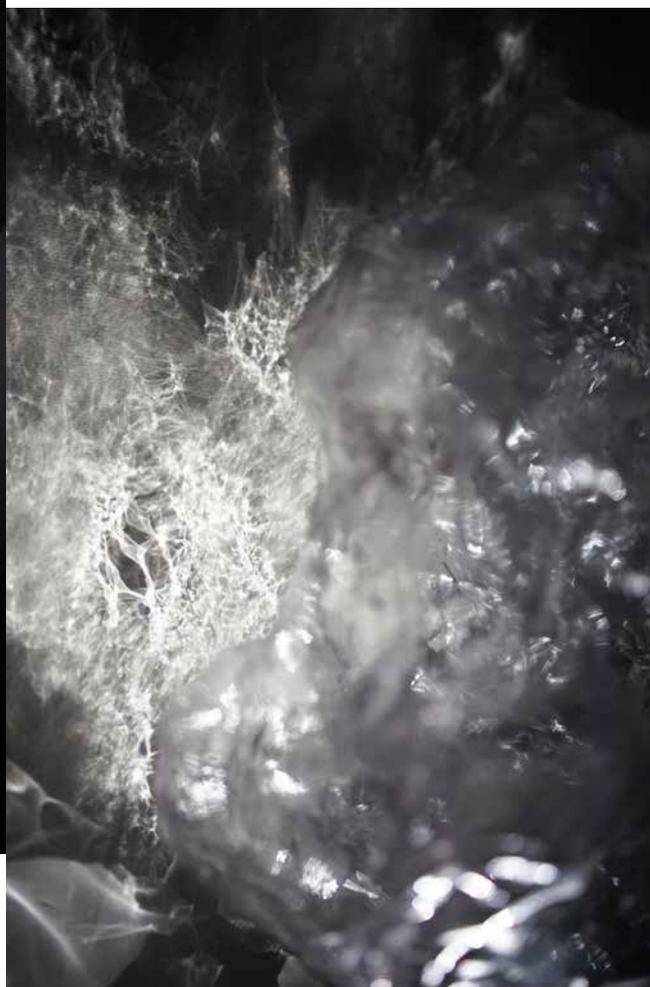
that is either feared or banalised by our Western society, too fixated on science, logic and technology, intellectualising experience. The world is seen as a machine, and therefore every aspect of it is a mechanism that is understandable and controllable. This mechanistic society fulfils its own material needs, resulting in comfort, security and complete autonomy of the individual, spreading physical isolation. So what does the future of touch feel like?

Thesis

OUT OF TOUCH - The Integral Role of Physical Contact in a Modern Mechanistic Society

To what extent can the mechanism of touch enhance our experience

of the world outside and inside the limits of our skin? What is the role of touching in a rational and mechanistic culture? A return back to human-to-human tactile interaction can offer an opportunity to progress into a wisdom driven human consciousness. In the embrace of the Integral structure, touch could be experienced in new perceptions that value wisdom over rationality. Touch gives us a sense of reality, and forms concepts of what exists outside of us. It permits a connection to the self, generating a connection to the external world, and thus exceeds the individual. In this sense could lie the cure to a deep rooted isolation within the modern mechanistic society.



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Internship:
Fiber Festival

Project

Rituals for Silence

In order to reduce contemporary oversaturation and induce peace and introspection I am offering a

carefully conducted landscape. A landscape focused to inspire an insight into the inherent animism of objects and morphogenetic fields they generate.

Thesis

Deep Sonics- Crossmodal Perception of the Hypersonic Effect

The research is suggesting that our ability of perceiving frequencies above our audible range is an anatomised probable signal of a perceptual feeling (intuition).

Namely, that we unconsciously 'hear' each other and the objects around us without verbal communication. The thesis is build upon the study of the Hypersonic Affect, followed by topics of silence and noise relation, oversaturation, crossmodal perception, synesthesia, Acoustic Ecology, New Materialism and psi phenomena. Leading to a new model of communication, 'Deep Sonics' are a tool for unlocking perceptual potentials.



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Internship:
Studio Robert Henke
School of Machines, Making &
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Project

Peer to Peer

You were a little curious when you saw the label. "Virtual Reality, I want to try that!" A little nervous you entered the room. As you settled yourself inside of the small space you felt swallowed by its

pitch-black walls. As soon as you installed yourself, you could feel your world melting away and merging with something else – artificial but organic – and before you knew it you arrived in a different universe. Your wandering hand felt the walls next to you, assuring you were really still there, playing. Sliding into your role, an array of questions followed you around: "What are the rules of this game? Am I playing it right? Who else is involved?" The questions linger as you exit the game. On your way home, you wonder: "Am I still playing?"

Thesis

If one Sheep Leaps over the Ditch

Stories can help people to deal better with reality and train our

social intelligence. If you know what is going to happen next, you can predict your chances and learn lessons of survival. Sharing stories with each other will unify thoughts about a certain topic, conforming common thought, so that we can do what we are programmed to do by default: survive. Our stories can influence us in such a way we can agree with something we would not in the first place, just because it is put in a certain way. Our own tools are being used for and against us, and we mostly all go with it in an organic, healthy way. But what happens when one party gets more power than the other? And is our society still fit for us living in unison?



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Internship:
ReFunc

Project

Dodecatonic

This installation explores the concept of making spaces make sense, when we put a learning subject at the core of it.

Spaces and their design can be useful tools to let people explore different subjects through different perspectives.

This allows us to design the space in correlation to the subject matter, making the space somewhat interactive.

This installation explores the connection between space and music, taking into consideration the aesthetics and attractiveness/aversiveness of spaces and music, and attracting people into learning something new. The space itself sets a stage for the audience and they therefore will feel a sense of challenge and curiosity, by continuously experimenting with the installation.

Thesis

Space Schooling

Can we use spaces as a method for learning? This thesis explores

what the uses are of aesthetics and design within spaces, and how to use these factors to make learning easier.

Learning has a wide set of applications, but we can narrow the set down by giving spaces a subject matter given by the artist, so people can experience learning through the eyes of the artist.

An aesthetic experience can spark a chain of interpretation in an individual, and teaches us how the use of design and aesthetics in spaces can enhance our perception of it through interaction and experimentation.



Johanna Hammer

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 Austria

Internship:
 Ulli Gladik Filmproduktion

Project

Matter of Interpretation

It is known that. Reportedly.
 The source said.
 How do I know that news content
 is based on facts and not on

ideologies? Matter of Interpretation is a multimedia installation to improve media literacy. It is an archive of vague content verifications used in news media as a strongly biased point of departure towards devaluation and new reevaluation of exposed content. This archive is being exhibited through media in which the news is distributed, meaning broadcast, print as well as an online tool for direct news consumption. matterofinterpretation.info

Thesis

24 Opinions per Second

The BA thesis '24 Opinions per Second' elaborates on the recent trend of populist politics in the age of post truth and over saturation, exploiting and creating especially the present day scapegoat phenomenon about refugees. It is being investigated on how opinions are being manipulated through the media, especially news makers and how contrastingly, a truthful and objective image can be suggested using documentary filmmaking as an artistic medium for objectivity.



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Internship:
Studio Kartel

Project

The Ludens Show

The large colourful machines of the Ludens Show represent the ridicu-

lous inessential activities of modern Western human life. By showing the elements in a lubricous way, the work embraces human's function of play, rather than a utilitarian function.

Thesis

Human Versus Machine: A Search for Value beyond Quality and Quantity

Due to the ever-increasing capabilities of technology, one could assume

that technology will take over more and more human duties. However, there are multiple examples found in entertainment, games, crafts, sports and competitions where technology seems incapable of doing so. By analysing specific examples, the research tries to underline the future of the function of humans, when the human can't compete anymore with the capabilities of technology.



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Project

AWASEed

(A: I don't like you. B: Me too.)

'AWASEed (A: I don't like you. B: Me too.)' is a mixed-media installation that challenges the status of 'self'. The installation depicts multiple layers of AWASEd, which is a strategy that I developed for coexistence without mutual understanding. The strategy evolved through work-

shops where participants use body movement and linguistics to explore contradictions at both personal and social levels. Here, resolution is not the goal. Contradiction is seen as potential, not a problem, and perspective is broadened. The installation expands upon the workshops, utilizing the AWASEd strategy to unpack our sensibilities towards space and expose contradictions between the inside and outside of 'self'.

Thesis

Void Virtualized

The relationship between 'self' and 'other' differs throughout cultures. In Western society, the idea of self is

independent, concrete and actual. On the other hand, in the Eastern hemisphere, the idea of self is a fluid and dynamic relationship. In my thesis, *Void Virtualized*, I discuss the concept of self by focusing on the contradictory relationship between the body and space. I also introduce my creative activities with a philosophical inquiry to test a new framework for understanding the 'self' through real experiences.



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 Russia

Internship:
 Videomatic, WORM

Project Yokhor

I forgot my mother tongue. And I am not the only one. Many people in my native Buryatia (Siberia) are losing their language. The Buryat language

is one of nearly 2600 languages likely to disappear. Of all 6000 languages in the world, 43% are endangered and I am going through this process myself. In my performance, I will be singing two sentences from a Buryat traditional song. The only two sentences I remember.

Thesis Hello stranger

For my thesis, I investigated the figure of a stranger from different angles: political, philosophical and cultural. In the first chapter of my thesis, I conducted a research on fear of strangers from a child safety

education point of view to political campaigns where a foreign stranger becomes the main enemy. In the same chapter I also investigate into the concept of hospitality, in order to oppose hospitality with the fear of strangers. In the second chapter I researched the concept of 'the other'. I analysed who is considered to be 'the other' and why. By the end of my research, I discovered that I became a stranger to my very own culture, while also being a stranger in a different country: The Netherlands.



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 China

Internship:
 Sandwich Creative Platform for
 Contemporary Art, Kyoto, Japan

Project

The Baron in the Trees

Every person exists by continuously turning the unfamiliar into the familiar. That is by unconsciously bringing one's surrounding into a socio-historical context, or matrix of the familiar. Yet, as long as people do not break their habits, not force themselves

onto their stomachs they will remain trapped in the ordinary.

This work is not about creating new things, rather, attempting to make the 'bridge', in hopes to help people to look from a different point of view. The vantage point that is always there, but easily ignored. I am creating a labyrinth space, turning the familiar into the unfamiliar in order to break the balance of the perception of one's body and self. Shifting perspectives from "Where am I?" to "What is going on?"

Thesis

Shaped by the Labyrinth

People start learning when they begin to act 'ridiculous' and break their habits. We do not understand things

by ourselves, but rather from the perspectives of how we were taught to understand or use certain things. This thesis discusses the particular dynamics of the architectural space, the Labyrinth. In the Labyrinth, the focus falls on exploring the potential of the body and bringing it back to its natural way of experiencing the space. A place which takes a stand against one's own automaticity, where distance and experiences do not match anymore. Throughout the exploration of the space, people may continuously ask themselves "What is going on?" instead of "Where am I?"



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Project

Who Has Told Her That We Belong To Her?

Who Has Told Her That We Belong To Her? is a performance installation that discusses notions of the body as the archive and the archive in the body. Through the recollection of family stories the work attempts to unfold the archive that has man-

ifested within the body. Language and migration as the uncommon denominator, yet the foundation of family it revolves around the search for belonging and identity.

Who Has Told Her That We Belong To Her? explores the reconnection of histories within the body through the act of listening.

Thesis

Inviting Silence - Gaps In The Contemporary Western Archives

The foundation of the archive was rooted in hopes of preserving history, yet with the progression of time, it was corrupted through the

perversion of memory and history. This thesis is composed of a collection of essays discussing the issues that arise through the imposed Western concept of the archive and explores how this leads to the (mis) representation of systematically marginalised people. The arguments are made through an account of archival spaces in the context of Ghana - extended onto the Global South. While breaking down dimensions of power and oppression, the objective of this exploration is to shift the perspectives of the archive and propose ideas within the magnitudes of the arts.



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Internship:
Nafasi Art Space

Project

Every Dead Bird Deserves to Feel Pretty

'Every Dead Bird Deserves to Feel Pretty' explores the interdepend-

ency of violence, vulnerability and power. In the concept of liminality the work exists in between fiction & documentary, discomfort & vulnerability, installation & performance. Through the performance the audience themselves become a part of the work, therefore the work exists in moments. Each moment undefined, explores the expressions of vulnerability through resistance, and resistance through vulnerability.

Thesis

Tracing Violence

'Tracing Violence' questions the role and affect of the artist; economically, geographically, & epistemically. How does the art institution perpetuate oppressive ideals and economics such as white supremacy? The question of responsibility of the artist and their respected institutions is posed to challenge the attitude in how we collectively respond to violence.



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Internship:
Stichting Nest Foundation &
Museum Kranenburgh

Project

Choose One And Be Both

Most of us are born and raised with a strong national identity. Yet, especially the Millennial generation strives to be global citizens and contribute to a bigger community. Though, here also lies the struggle many are facing at the moment:

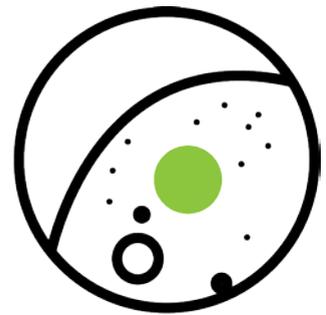
How can we combine these two superior identities – The National and the Global? Choose One And Be Both pulls the national and the global into extremes, which evolve as 'Alter Egos', as fictional characters. Resulting in a sound installation, National and Global are attending couples therapy hoping to find unity and harmony. Though, as in each human relationship this can be a tiring and confusing journey. They are facing a dilemma or better said a crisis: an identity crisis.

Thesis

Dear History: On Identity, Art & Possible Futures

'Dear History' depicts the question of "How do history and art shape

European national identities and thereby our progression towards inclusiveness?". This thesis investigates the impact of art on the definition of national culture and identity, claiming that redefining national identity is the most progressive step of coming to terms with your past. This paper is an attempt to encourage a critical view on the past and highlights simultaneously how such a change of perspective can break up profound, Western national identities.



MAKECO PLAY

Lisa Tellekamp

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Project

Makeco play

Makeco Play is an ecological toy kit made from biodegradable plastic moulds. Each mould can be filled with bioplastic in order to make your own toys. Through exploration and creative play children can learn about sustainable material, as

each toy shows the life cycle of the material.

In addition to the toy kit, the moulds can be found on an open source platform where they can be downloaded and 3D printed at home. People can share and contribute self made moulds in a quest to share the toys and knowledge!

Lets play for the sake of our planet!

Thesis

Intruders of a strange world

A big difference between what nature has given us and what the

digital age provides us with, is the manner in which it passes. Nature gives birth and when this life comes to its end, it unites back with the earth. When technology breaks and is being replaced it will still need energy and space. The precious space that nature has given us will now be filled with yards of junk and smelly piles of unwanted stuff.



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Project

HUE

HUE translates. HUE controls. HUE moves you around. HUE is the junction between an installation

and a wearable that lets you perceive color through rhythmic vibrations. HUE explores the boundaries between the biological senses and the way technology influences our perception.

Thesis

Please don't mass produce me

'Please don't mass produce me' discusses the merging of the human body with technology. When

technology becomes part of our physique will it be able to match our personal needs, desires and individual perception? And even more, what role will the developer play? The thesis touches on the topics of individuality, control and open source development.



Katharina Voit

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Project

Symptoms

The 5-channel video installation is reacting to the slippery definition of the 'self' within the almost obsessive control over (digital) attention. A symptom of the dominance of tech-

nology but also a tool of survival. It encircles themes of instability in subjectivity, isolation and connection. The story is about the lost control through distribution of time. Converting this loss into a performance that culminates with the relation of constant exchange and reversibility of sender and receiver.

Thesis

Suicide as Medium

This research hypothesises that as human progress is attained – not

only in the technological sense – the self-induced death population will simultaneously grow and nourish from it. Furthermore, it locates the problematic categorisation of suicide as well as the question of who it belongs to, the masses or the person? Mapping social relations on platforms that shape collective identities and generate attention towards the increasing self-determination.



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Internship:
Surfana Productions B.V.

Project

Mimosa Pudica

This body of work explores the subject of power dynamics and balance of them between artwork and its audience. Can the audience feel empathic towards the art piece? Can we show compassion towards

it? It depicts an idea of a piece of art/design work having a character, opinion, temper and exposing it to its audience in order to protect and preserve itself by using such media as light, sound and inflatables. Self-preservation and willingness to be explored are combined within this installation. The intention is to let the audience explore the space and the installation by keeping balance with it (or pushing the boundaries).

Thesis

Enjoy beauty responsibly

Can the audience like the creation without worshipping the creator?

Creating beauty also has its privileges and responsibilities. The audience has a responsibility to judge beauty, creation, and arts according to their (social) morals. Staying moral and not abusing the power of having or being given beauty is a great challenge. It is a great responsibility to use this power for the audience and self-satisfaction without exploiting it and without disbalancing the power dynamics between creator, creation and the audience.



Sandra Zegarra Patow

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 The Netherlands

Internship:
 Paperboats.me & Jasper Abels

Project

Senses of reality

This installation is an experiment which lets you play with the relationship between reality and virtual reality.

I invite you into the frame of the artwork where you can enter my personal space. You become from the observer and an participant by

interacting with several symbolic references.

Through this experience, you become part of the work, by remembering it, you take it outside of itself.

Thesis

ATMA

The meaning of ATMA:
 noun, Hinduism.

- 1.the principle of life.
 2. the individual self, known after enlightenment to be identical with Brahman.
 - 3.(initial capital letter) the World Soul, from which all individual souls derive, and to which they return as the supreme goal of existence.
- Important aspect and dimension if I am talking about symbols:
 I am a spiritual being having a

human experience. We are all experiencing the condition. Our challenge in this condition or experience as a human being is to do something meaningful with our lives. Obviously in a way and yet so hard to reach an agreeable consensus of the concept of meaningful which is shared, experienced or understood by others. Others are needed to share and to connect because meaning is meaningless when kept to self, the search to meaning starts with connecting even in solitary we try to connect to something higher to reach and search for (self-transcendence. Maybe the meaning is searching for a meaning and sharing. Making art.