

Device Art

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Abstract

Device Art is a new form of art that displays the essence of technology through the use of new materials and mechatronic devices. This concept challenges the traditional paradigm of art by its convergence of technology, art and design.

Device Art possesses three main characteristics:

1. The Device itself is content. The mechanism represents the theme of the piece. Content and tool are no longer separable.
2. Artworks are often playful and can sometimes be commercialized into devices or gadgets for use in everyday life.
3. Refined design and playful features are traced back to the Japanese tradition of appreciating tools and materials.

Traditional Japanese culture, such as tea ceremony or flower arrangement, uses sophisticated devices. These devices are the roots of Device Art.

I will introduce some of our recent Device Art projects such as Optical Camouflage, Tectile and Popapy.

Bio

Masahiko Inami is a professor in the School of Media Design at the Keio University (KMD), Japan. His research interest is in human I/O enhancement technologies including bioengineering, HCI and robotics.

He received BE and MS degrees in bioengineering from the Tokyo Institute of Technology and PhD in 1999 from the University of Tokyo.

His scientific achievements include the Retro-reflective Projection Technology (RPT) known as "Optical Camouflage," which was chosen as one of the coolest inventions of 2003 by /TIME/ magazine. His research has appeared at the Siggraph Emerging Technologies via 35 installations from 1997 through 2013. His installations have appeared at Ars Electronica Center. He was one of members of Device Art Project.

<http://www.deviceart.org/>