



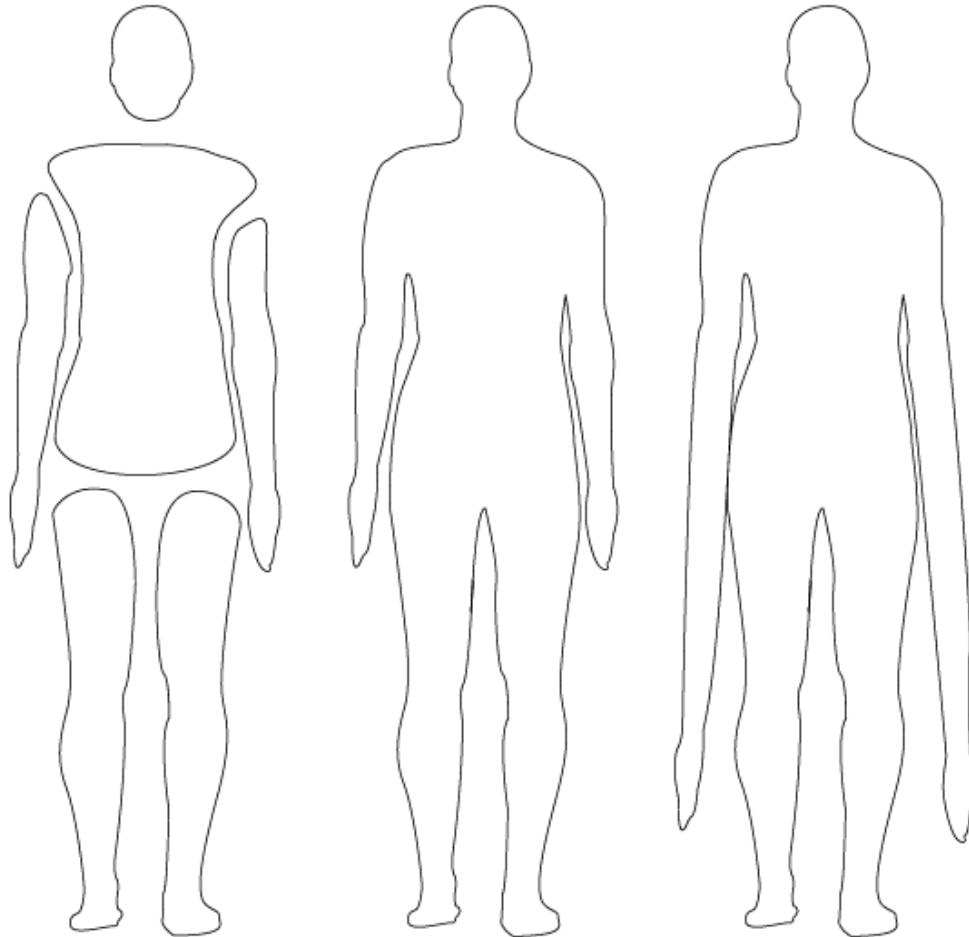
the disconnected self



not feeling whole

not feeling comfortable with
sensing your own body

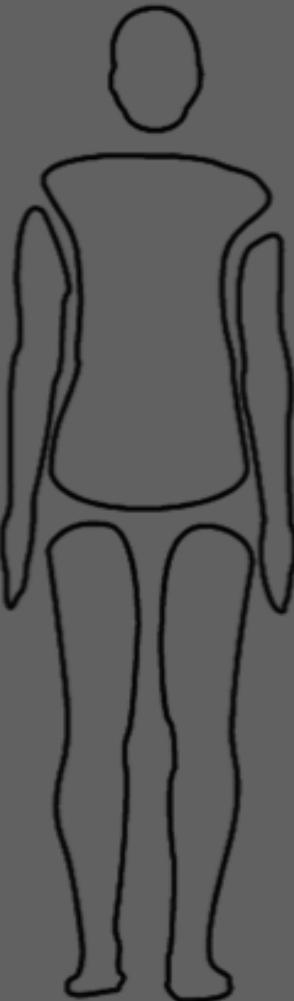
in the extreme: disorders like
body dysmorphia,
depersonalization



RE/CONNECT : RE/IMAGINE

RE/ME

BODILY WELL-BEING
BODILY CREATIVITY



BODY AWARENESS HAS BEEN SHOWN TO
POSITIVELY IMPACT

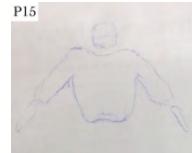
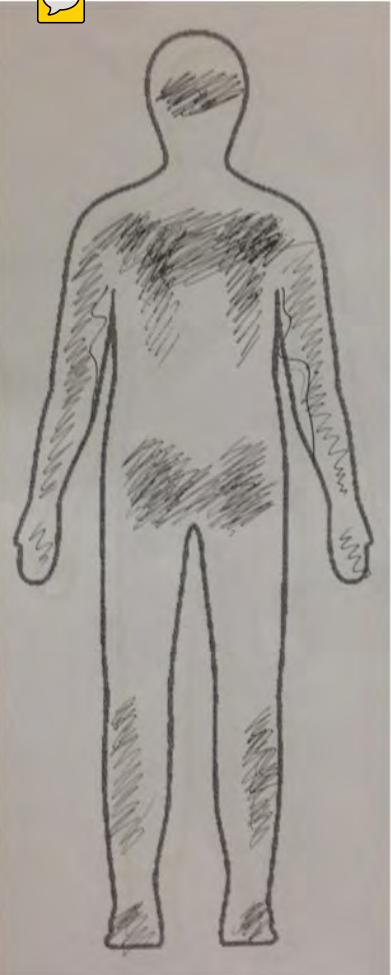
Pain Management

Intrusive Thoughts & Cravings

Emotional Trauma

Mobility & Stability

Self Perception

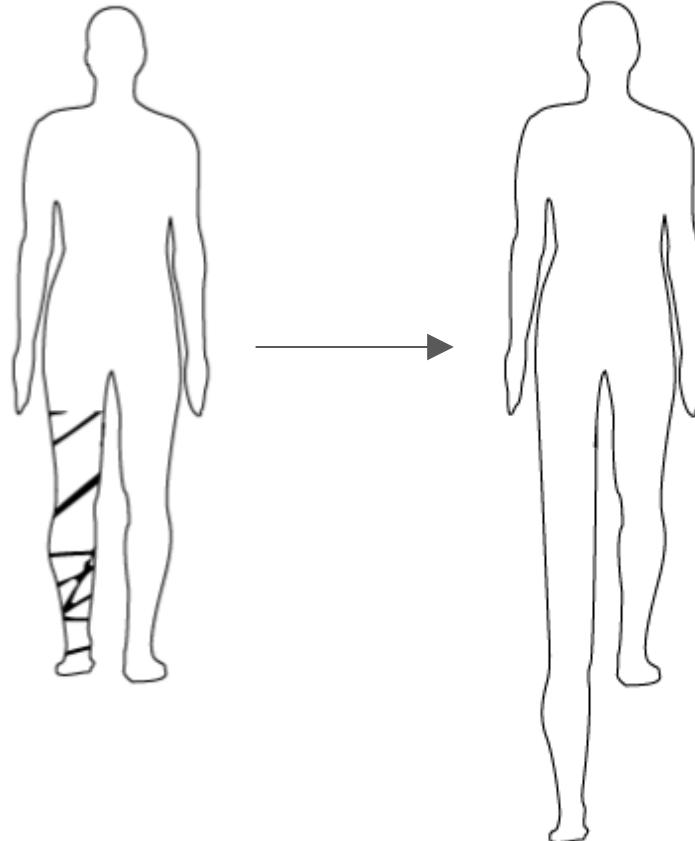


RE/ME

measurably fills
in gaps in
awareness in
one's body.

Rosenkranz, K., & Rothwell, J. C. (2004). The effect of sensory input and attention on the sensorimotor organization of the hand area of the human motor cortex. *The Journal of Physiology*, 561(1), 307–320.

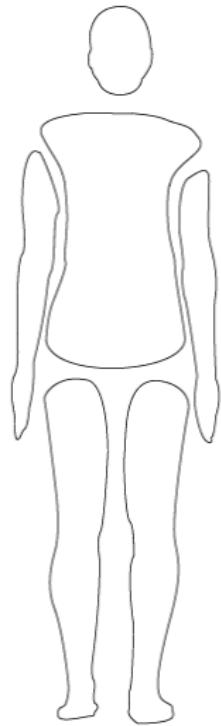
Maranan, D. S. (2017). *Haplós: Towards Technologies for and Applications of Somaesthetics* (PhD thesis). Plymouth University, UK.



RE/ME

changes the perception of the size and shape of one's body

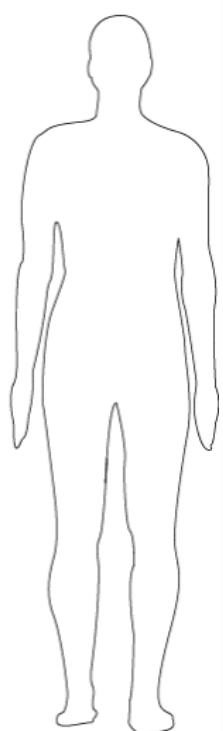
Maranan, D. S. (2017). *Haplós: Towards Technologies for and Applications of Somaesthetics* (PhD thesis). Plymouth University, UK.



DISCONNECTED



WHOLE



IMAGINATIVE



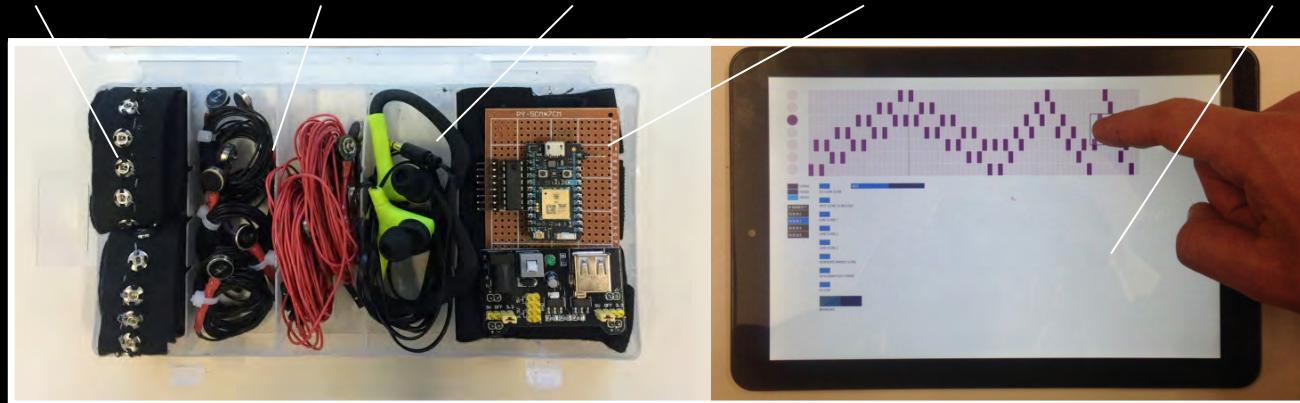


REATTACHMENT
SYSTEM

REATTACHABLE
MOTORS

EARPHONES
WIFI-READY
MICROCONTROLLER

VIBROTACTILE + SOUND
COMPOSITION SOFTWARE



EQUIPMENT



FURNITURE



CLOTHING





<http://tinyurl.com/re-me-video>



DR. DIEGO MARANAN
Embodied cognition researcher



AGI HAINES
Speculative designer



JACK MCKAY FLETCHER
Computational neuroscientist



SEAN CLARKE
Composer

Previous Collaborative Works

- CogNovo Workshops (2014-2017)
- Off The Lip (2016, 2017)
- Conversations With Myself (2017)
- Acoustic Osteology (2017)
- If You Prick Us, Do We Not Bleed? (2016)
- ColLaboratoire (2016)
- Bisensorial (2016)
- Drones With Desires (2015)

Partner Institutions and Supporters



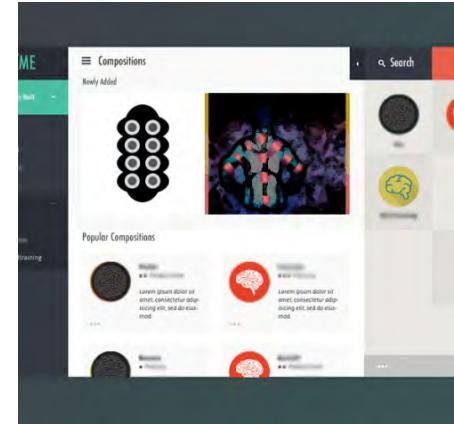
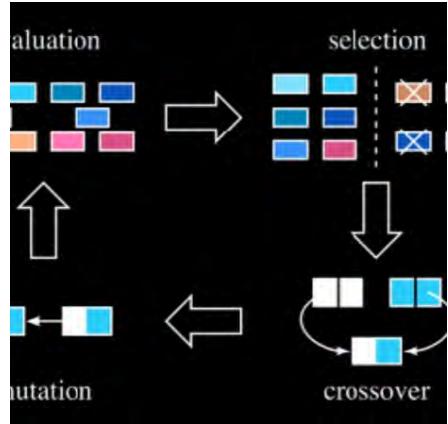
Royal College of Art
Postgraduate Art and Design



Curiosity.

**PLYMOUTH
UNIVERSITY**





Next Steps



1. Build more interest in the work; we want people to experience RE/ME
2. Explore user interactions
3. Test our neurofeedback model
4. Develop and launch developer kit
5. Launch community of developers



RE/ME

installation at DART 17

Building interest

Softly lit room

Comfortable “RE/ME fitted” pod

Tablet with RE/ME interface to guide
users to their desired experience





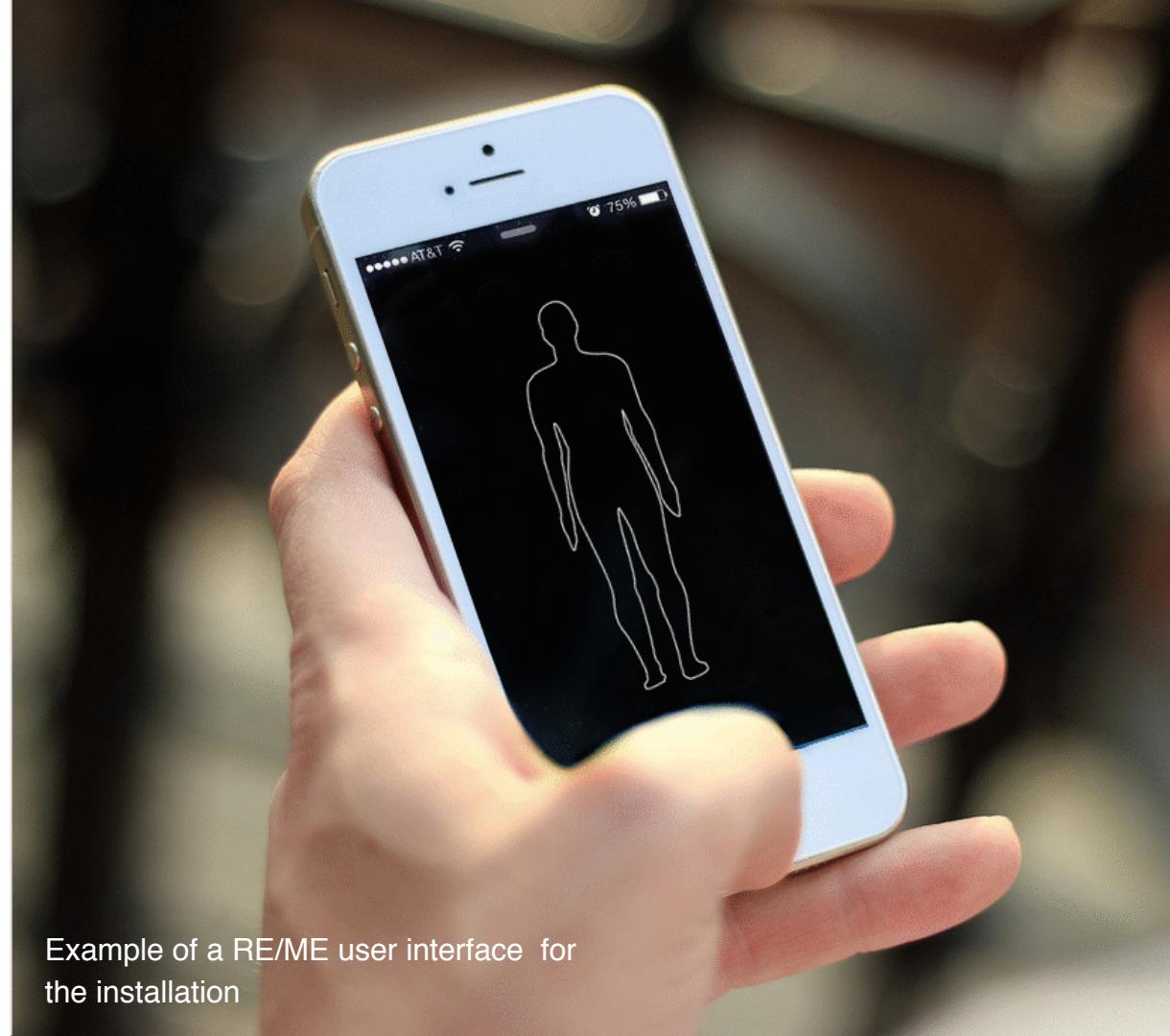
RE/ME

installation at DART 17

Exploring user
interactions

Use installation as a research tool to
explore user interactions.

Francis, K. B., Haines, A., & Briazu, R. (in preparation). Thinkering through experiments:
Considering the veracity and materiality of
testing tools. *AVANT: Trends in Interdisciplinary
Studies*.



Example of a RE/ME user interface for
the installation

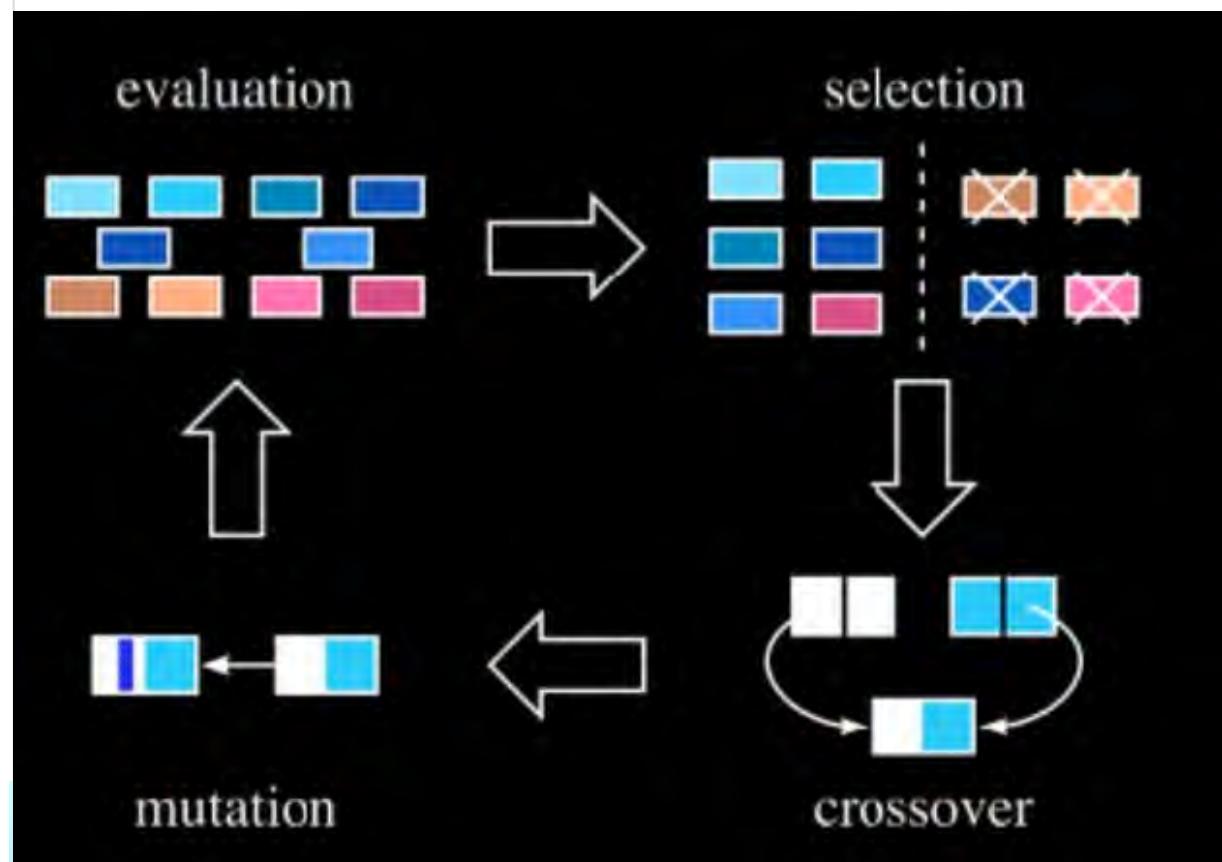


RE/ME

installation at DART 17

Testing
neurofeedback
model

Validate our neurofeedback
model based on evolutionary
algorithms





The screenshot shows the RE/ME application interface. At the top left is a yellow speech bubble icon. The main area displays a grid of brain training compositions. The first row shows three items: a black circular icon with four smaller circles, a colorful brain scan image, and a red brain icon with a '2' notification. The second row is labeled 'Popular Compositions' and shows two items: a brain scan image with the text 'Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod.' and another red brain icon with the same text. On the far left, there is a sidebar with a green header containing a user profile picture and the text 'Home Mail'. Below this are several menu items: 'Dashboard', 'Mindtraining', and 'Mindtraining' again. A 'Mindtraining' section is currently active, indicated by a green dot. At the bottom of the sidebar is a small circular icon with a dot.

Beyond DART 17

Develop and launch developer kit

Build an open infrastructure that puts this tool in the hands of the users through a product, the API and by fostering an open attitude to developers



THANKYOU