**arts science research practice: #Ludic Method Soirée, issue 01**

PUBLIC EVENT in the context of Angewandte Applied Praxis

November 29, 2017, 6 pm

**Zentrum Fokus Forschung  (Heiligenkreuzer Hof, Schönlaterngasse 5, 1010 Vienna)**

**PLEASE ENTER AT „STIEGE 8“ , Erdgeschoss links**

**arts science research practice:**

**#Ludic Method Soirée, issue 01**

<http://www.dieangewandte.at/jart/prj3/angewandte-2016/main.jart?rel=de&reserve-mode=active&content-id=1453068412106&artikel_id=1510145654749>

A discourse evening in a playful "Ludic" format on arts research, science and epistemic things.

The *structural coupling* of methods and disciplines offers a new form of discourse in the public realm of arts research. But how can we consider performative practice and installations as experimental systems in order to generate artistic artefacts as epistemic objects. Where lies the significance of the analysis of "big" arts research data — from outer space and inner worlds — as "science of science" in artistic research?

First we will introduce Ludic method, an artistic strategy that builds on the experiences made in cultural public spaces and rule driven systems, which are then opened in processual forms of play as process of insight. Then we will discuss a viable way of combining both, methodologies introduced in the scientific research, as rule driven systems and arts, as reputation network.

The described questions will be addressed by the presentation of exemplary arts research works. An occasional encounter at the occasion of the Viennese festival *The Future of Demonstration*, November 2017, of the inviting arts researcher Margarete Jahrmann and her play performance work in the space simulation habitat SHEE, Self-deployable habitat for extreme environments by the invited guest, the space architect Barbara Imhof.

Her artistic research method builds on a mix of classic scientific methodology with artistic and experimental methodologies with straight forward engineering. This is possible because in her team's composition different disciplines are found, such as architecture, design, engineering and science.

Imhof responds to the Ludic invitation: “Seen from a top view, all my work is a game of many rules applied to topics of terrestrial and outer space design research and development. *Designing from the unfamiliar* might be a good short description of the way I work.”



Pre\_Cognition, duration performance by Jahrmann and Dématraz, 2017. Ludic experiment, played in the LIQUIFER SHEE habitat, International Space University Strasbourg.

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More on

LIQUIFER: http://www.liquifer.com  
  
Metabolic apps for our living spaces: http://livingarchitecture-h2020.eu/  
GrAB - growing as building: http://www.growingasbuilding.org/  
Biornametics: http://www.biornametics.com  
  
ESA Topical Team Arts & Science: http://www.esaartscience.com  
  
Regolight - solar sintering habitats on the moon: http://www.regolight.eu  
LAVAHIVE 3D printed habitat: http://www.lavahive.com  
EDEN-ISS greenhouse: http://eden-iss.net  
MOONWALK - Human -Robot collaboration: http://www.projectmoonwalk.net  
SHEE - Self-deployable habitat for extreme environments: http://www.shee.eu  
FASTER explore space safer and faster: https://www.faster-fp7-space.eu/  
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More on Ludic method

Ludic Society, Arts project and Ludic Society magazines, issue 01- 06. 2006 - 2016

<http://ludic-society.net>

VOIDBOOK <http://ludic-society.net/voidbook/>

Real Player Manifesto: Ludic Society manifesto briefly introduces several ideas around the named international association of game researchers and practitioners. In: Eludamos, Journal for Computergame Culture. 2006. <http://www.eludamos.org/eludamos/index.php/eludamos/article/view/vol1no1-5>

Deep Play. Arts experiments as strategies of participative research. In: Journal for Research Cultures. 2016

<https://researchcultures.com/issues/1/deep-play.html>