

## GRANTS

**2021-2022 101022318 TRES-CHIC-Est MSCA 101022318 Horizon 2020** in cooperation with the Vienna University of Technology (funded by EU)  
Time-Resolved Electron Spectroscopy: a Challenging Highly Innovative Collective Excitation Study <https://cordis.europa.eu/project/id/101022318>  
Role: Project lead Angewandte, artist, designer, teacher

**2019-2023 DEMEDARTS. Dementia. Empathy. Education. Arts.** Artistic Research on Patterns of Perception and Action in the Context of an Aging Society University of Applied Arts Vienna (FWF: The Austrian Science Fund is Austria's central funding organization for basic research, PEEK: Programme for Arts-based research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/> ). AR 609  
Role: Project lead, artist, designer

**2020-2022 WKP 132 „Art 4 Science“**, (funded by FWF) Projectlead: Eva Maria K.NIG, St. Anna Kinderkrebsforschung e.V. – Tumor-Immunoediting (funded by FWF): The Austrian Science Fund.Science Communication Program.  
<https://www.art4science.at/> / <https://pf.fwf.ac.at/en/research-in-practice/project-finder/49095>  
Role: artist, designer

### **2018, 2019/20: Design & Dis-ability (Co-ability)**

LINKS: [https://www.researchgate.net/publication/342151059\\_co-Ability\\_catalog\\_A](https://www.researchgate.net/publication/342151059_co-Ability_catalog_A)  
Time: 2018, 2019-2020

Grant Funders: Austrian-Hungarian Foundation for Knowledge Sharing and Education  
Project Partners: University of Applied Arts Vienna (Angewandte), Laszlo Moholy Nagy University, Design Insitute, Budapest, Hungary. Csillaghaz School

#### PROJECTDESCRIPTION:

Objective of this project is research & education within the Knowledge Sharing Exchange Program on Co-ability/Designcultures and Disability studies, based on the theory of Rosi Braidotty and Posthuman Critical Theory. Aim of the project ist to co-design concepts, prozess and objects with and for people with multiple impairments.

### **2018-2020 INTERREG: Design & Innovation**

LINKS: [http://mak.at/veranstaltung?event\\_id=1542957247753&article\\_id=1542957247749](http://mak.at/veranstaltung?event_id=1542957247753&article_id=1542957247749) / [https://mak.at/en/\\_human\\_by\\_machine\\_2019-07-02](https://mak.at/en/_human_by_machine_2019-07-02) / [https://mak.at/programm/ausstellungen/in\\_machine\\_we\\_trust](https://mak.at/programm/ausstellungen/in_machine_we_trust) [https://www.ots.at/presse-aussendung/OTS\\_20190109\\_OTS0043/kick-off-design-innovation-mak-future-lab-laedt-zur-diskussionsveranstaltung-bild](https://www.ots.at/presse-aussendung/OTS_20190109_OTS0043/kick-off-design-innovation-mak-future-lab-laedt-zur-diskussionsveranstaltung-bild) <https://www.viennabiennale.org/> / <https://www.sk-at.eu/de/projekte/karte-der-projekte/design-innovation> / [https://www.mak.at/en/collection/research/forschung\\_artikel?article\\_id=1542957247421](https://www.mak.at/en/collection/research/forschung_artikel?article_id=1542957247421)  
Time: 2018-2020

Grant Funders: EU, <https://www.interregeurope.eu/>

Project Partners: University of Applied Arts Vienna (Angewandte), MAK (Museum of Applied Arts Vienna), SCD (Slovakian Design Center, VŠVU (Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication)

#### PROJECTDESCRIPTION:

Objective of this project“Design & Innovation“ is to follow the research question ? How can digital revolution of our times be used for human beings as best as possible and how can we cope with predictable misdevelopments ? in close and interdisciplinary collaboration with the Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication. The results will be presented at either Vienna Biennale 2018 or Bratislava Biennale 2019.

Role: Partner of Lead Austria Museum of Applied Arts Vienna,  
Role: Project lead Angewandte, curator, teacher

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### **2016-2017 personal.curator**

Grant Funders: Vienna Business Agency: <https://viennabusinessagency.at/>

TIME: 1.3.2016-28.2.2017

LINKS: Homepage under construction

Project Partners: University of Applied Arts Vienna, Fluxguide

Project Lead: Fluxguide

PROJECTDESCRIPTION:

This project fokusses on wearable technologies for innovative museum education by developping the „personal.curator“, an app with diverse technological interactions. The research group aims to design a context-sensitive education tool. Museum visitors do not have to use just Audioguides or a Smartphone App but receive at the right moment at the museum space informations to relevant exhibits in their immediate vicinity. By simple touch of wearable mobile devices (f.e. Apple Watch) they are guided by a personal curator. The contents and strategy of the guide will be co-developped with the research team of the University of Applied Arts Vienna and by stakeholders: Albertina, MUMOK, Vienna Museum of Natural History, Leopold Museum, Vienna Museum, Google Austria.

### **2016-2019 D.A.S. Dementia. Arts. Society. “Artistic Research on Patterns of Perception and Action in the Context of an Aging Society”**

Grant Funders: FWF Programm for Arts-based Research: <https://www.fwf.ac.at/en/researchfunding/fwf-programmes/peek/>; <http://pf.fwf.ac.at/de/wissenschaft-konkret/project-finder/36537>

TIME: 01.03.2016-28.03.2019

LINKS: <https://www.dementiaartsociety.com/>

Project Partners: University of Applied Arts Vienna

Project Lead: University of Applied Arts Vienna (Ruth Mateus-Berr)

PROJECTDESCRIPTION:

Artistic Research on Patterns of Perception and Action in the Context of an Aging Society. This project is about integrating the potentials of arts-based research into the ongoing efforts to meet the challenges which dementia brings to our societies. Some 10 Million people in Europe are suffering from dementia. By the year 2050 the number of people with dementia is estimated to double. People with dementia suffer from societal stigmatization. Common tasks like shopping, financial agendas and traveling to unknown places can be difficult for them. To avoid rejection and embarrassment they seclude themselves from society. The principle hypothesis of this research project is, that specifically created art and design interventions can change the societal approach to dementia and improve the individual situation of people with dementia and their caring persons. On the societal level this project aims to develop art-based processes for changing the sensory perception of persons without dementia and thereby raising the general societal awareness for the situation of people with dementia. On the individual level the project aims to develop concepts for artworks, design products, interactive creative social processes, performative interventions or other creative tools to increase the individual self-determination and selfconfidence of people. This should support people with dementia to remain an active part of society for a longer period of time. Spending some time with people suffering from dementia, dialogues and interviews with experts, workshops on design thinking, sensual workshops, narrative drawings, photographs, videos and public performances will be the methods applied. Where social politics, therapies, caregiving and medicine come to their end, arts- and designstrategies aim to open up new perspectives to people with dementia concerning their own capabilities and their situation within social environments. This is the particular approach to the challenges caused by dementia.

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### **2015-2017 Playful interfaces for Music Audience Participation (Breaking the Wall)**

PEEK FWF, University of Applied Arts Vienna & University of Technology Vienna & University of Music (Austrian Science Fonds, Programme for Arts-based Research: <https://www.fwf.ac.at/en/research-funding/fwfprogrammes/peek/>) <http://www.piglab.org/breakingthewall> AR 322

Grant Funders: FWF Programm for Arts-based Research: <https://www.fwf.ac.at/en/researchfunding/fwf-programmes/peek/>; <http://pf.fwf.ac.at/de/wissenschaft-konkret/project-finder/36537>

TIME: 2015-2017

LINKS: <http://www.piglab.org/breakingthewall/>

Project Partners: University of Applied Arts Vienna, University of Technology, University of Music and Performing Arts

Project Lead: University of Technology

#### PROJECTDESCRIPTION:

Breaking the Wall - Playful interfaces for audience participation and artistic expression in musical live performances Audience participation allows the audience to influence and shape musical live performances together with the performing artists. The field has a rich history of custom-built instruments and devices, and ways to facilitate collaborative performances. The artistic potential of audience participation, both for musicians as well as their audiences is very high. Recent advancements in sensor and interface technology have further increased this potential. While research on audience participation shows both practical as well as theoretical perspectives, a structured creative and evaluated approach to fully explore the artistic potential is missing so far. Thus this project addresses the central research question "Which new ways of artistic expression emerge in a popular form of music performance when using playful interfaces for audience participation to facilitate interactivity among everybody involved?" To answer this important question, and to shed light on the artists' creative practice, we develop, document and evaluate a series of interfaces and musical performances together with popular music artists, among them Austrian DJ and media artist Electric Indigo. The focus will be on providing playful game-like interaction, facilitating collaborative improvisation and giving clear feedback as well as traceable results. The interfaces will be deployed in three popular music live performances at one event. The artistic processes and the performances will be evaluated using mixed methods, including a focus group and surveys as well as quantitative data logging and video analysis to identify parameters of acceptance, new ways of artistic expression and musical experience. The evaluation will allow us to present structured guidelines for designing and applying systems for audience participation. The FWF PEEK funded project is a collaboration between the Vienna University of Technology, the University of Applied Arts Vienna and the University of Music and Performing Arts.

The team is comprised of artists and researchers that cover diverse areas such as media arts, computer science, Human-Computer-Interaction, game design, musicology, ethnomusicology, technology and interface design. The results of the project will be situated at the interdisciplinary intersection of art, music and technology. We will present structured and evaluated insights into the unique relation between performers and audience, leading to tested and documented new artistic ways of musical expression that future performances can build on. We will further deliver a tool-set with new interfaces and collaborative digital instruments. The results of the project will be highly relevant to musical practice, and contribute to theory from the areas of media arts and musicology. The project greatly increases the visibility of experimental music performances and audience participation through a large public performance, detailed online documentation, media coverage, and a public symposium at the Ars Electronica Center.

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### **2015-2016 Sparkling Games Sparkling Science (bmwfw)**

Grant Funders: bmwfw: Ministry of Science and Economy: <https://www.sparkling-science.at/en>

TIME: 2015-2016

LINKS: [https://www.sparkling-science.at/en/projects/show.html?--typo3\\_neos\\_nodetypes-page\[id\]=728](https://www.sparkling-science.at/en/projects/show.html?--typo3_neos_nodetypes-page[id]=728)

<http://www.piglab.org/sparkling-games/>

Project Partners: The project is hosted at the Institute of Design and Assessment of Technology (Vienna University of Technology) Department of Communication (University of

Vienna) and the Viennese schools Schulschiff Bertha von Suttner, HTBLVA Spengergasse

and BFI Margareten.

Project Lead: University of Technology

PROJECTDESCRIPTION:

Designing Educational Games about the Relation of Informatics and Society Together with secondary school students we will investigate how concepts from the field of game-based learning can be used to develop learning methods and materials to the topic informatics and society. Starting with a detailed analysis of existing learning and mainstream commercial games students will iteratively conceptualise and develop games and game-like materials to support teaching about topics including copyright and intellectual property, privacy, surveillance, social media, and big data. The project will lead to a transfer of academic competencies to students, who will gain expertise in the areas of game design and serious games as well as in social science research methods to assess and reflect their creations. Key results of the project include a commented collection of existing games supporting learning about topics from the area of informatics and society, new games and game concepts developed by students, and bottom-up insights into how game-based learning can be used in schools. Sparkling Games strives to expand the potential of games as media for learning, reflection and for teaching media literacy. We further hypothesise that the process of creating learning games itself constitutes a highly valuable learning experience.

### **2013-2014 Art Lector**

Grant Funders: ZIT: Technology Agency of the City of Vienna, Vienna Business Agency: <https://viennabusinessagency.at/>

TIME: 2013-2014

Award: 3.Prize Call IKT Vienna 2013

LINKS: [http://www.dieangewandte.at/jart/prj3/angewandte/main.jart?rel=en&reservermode=active&content-id=1371642582530&aktuelles\\_id=1380624428841](http://www.dieangewandte.at/jart/prj3/angewandte/main.jart?rel=en&reservermode=active&content-id=1371642582530&aktuelles_id=1380624428841).

PROJECTDESCRIPTION:

Art Lector is a transmedia art technical solution for specific arts and cultural education work for schools and young people in the museum, a combination of interactive multimedia-guiding & a material and exchange platform for teachers and their schools. As a communication technology and mediation scientific innovation Art Lector should show that the use of new technologies and media in the arts and cultural education in no way competes with the current mediation work, but can be seen as a supplement and path to a new technologically-supported mediation offer. The University of Applied Arts Vienna ( Department of Didactics of the Institute of Art Studies, Art Education and Communication ) research needs of the target groups and develop participatory with them and Fluxguide solutions.

Project Partners: University of Applied Arts Vienna, Fluxguide

Project Lead: Fluxguide

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### **2012-2016 INTERACCT: INTEGRating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Children Cancer**

Research Center Institute, T-Systems

Grant Funders: FFG: The Austrian Research Promotion Agency: <https://www.ffg.at/en>

TIME: 2012-2016

Project Partners: University of Applied Arts Vienna, University of Vienna (Games4Resilience

Lab- Psychology; Faculty of Computer Science, Entertainment Computing) St. Anna Childrens

Cancer Research Center, T-Systems Austria, Austrian Schools (Schulschiff Bertha von Suttner)

Project Lead: University of Vienna

#### LINKS:

<https://www.interacct.at/project/english.aspx>

<https://www.youtube.com/watch?v=FvvlFbga2VQ>

<https://www.interacct.at/project/english.aspx>

#### PROJECTDESCRIPTION:

Hematopoietic stem cell transplantation (HSCT) treats serious malignant and non-malignant diseases (e.g. leukemia or sickle cell anaemia) by destroying the patient's ill immune system and replacing it with new, healthy stem cells. It is a life saving procedure for children and adults with cancer or blood diseases. However, the procedure itself is still associated with considerable morbidity and high risk for mortality (approximately 40%) due to infection, toxicity and immunologic complications. Over the past years, progress in HSCT has significantly improved survival, but mortality has been shifted into the long-term follow-up. In this context, high quality aftercare is an essential part of the therapy, and in particular prompt information is warranted to enhance early diagnosis and to deliver appropriate treatment. The project INTERACCT investigates the design and development of an E-Health platform specially focusing on juvenile HSCT patients in aftercare. INTERACCT is mainly meant to improve the communication between patients and clinicians in order to detect possibly life-threatening complications as soon as possible. In this context, compliance of patients to follow the treatments as well providing their health status to the clinicians is one of the main factors for survival. INTERACCT specially focuses on supporting compliance by making the design as child friendly as possible. This includes a fun and entertaining user interface, as well as the provision of specific computer games inside an online world. Although we focus on juvenile HSCT patients, we think that our approach can be generalized to any child related chronic disease. The entertaining and playful INTERACCT Web platform is developed in a multidisciplinary approach at the interface of clinical research, design thinking and information communication technology (ICT). Augmented clinician-patient communication may enable the clinician to early identify behavioral changes which precede manifest symptoms of diseases. Furthermore the tool will be adaptive to developing problems e.g. enhanced "drinking games" if fluid intake is decreasing. An entertaining user interface specially designed for juvenile patients should foster interaction with the tool and improve long term treatment adherence. In the long run, the use of INTERACCT could lead to earlier diagnosis and, thus, to a better quality of care after HSCT. INTERACCT therefore should have the look and feel of modern entertainment platforms, including various elements of entertainment, challenges, games and social aspects, etc. Seen from the children's perspective, INTERACCT delivers mainly entertainment, and is a source of challenges, competitions, empowerment and fun. The E-Health aspects of fostering compliance, communication, and treatment should be visible, but not dominating. INTERACCT does not require any newly created hardware devices. Unlike other E-Health projects, we do not aim at using special health sensor hardware that automatically detects and sends health data. Data collection will only include information as requested in the patient handbook like eating and drinking behavior, bowel movement, observation of pain etc.). Any clinical examination will only take place in the hospital during the regular mandatory visits. Therefore, INTERACCT is a pure software solution, but will integrate state-of-the-art low-cost and off-the-shelf consumer equipment like web cams, smart phones or a Kinect sensor to increase the fun factor for children and adolescents. Also, we do aim at using the Kinect or even Android based smartphones as input sensors for health data. The Kinect for instance can be used to guide treatment games fostering movement. Also, we aim at analyzing player performance data to help clinicians in detecting worsening of a patient's condition.

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### **2011 PlayDecide for blind and elderly people (Science & Art)**

Grant Funders: EU microFUND "brain doping"

TIME: 2011

LINKS: <http://www.playdecide.eu/play/inspiringstories/1539>

PROJECTDESCRIPTION:

How can we offer DECIDE for elderly people who are blind or can hardly see? This was a challenge

we took on when word-of-mouth about our microFUND "brain doping" DECIDE series prompted the Austrian Association for Blind People to invite us for this very special target group.

Ruth Mateus-Berr developed the Workshop for the blind and elderly people with haptic elements and conducted this workshop part.

Project Partners: University of Applied Arts Vienna (AT), Science Center Netzwerk (AT)

Project Lead: Science Center Netzwerk (AT)

**2009 -2010 Communication Lab** & Science Center Netzwerk (WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>) SSH08-F02 Fellowship: Communication lab for developing network-based spaces for science center activities in Vienna, Art(s)&Sciences Call 2008, Science Center Netzwerk Barbara Wenk, <http://www.science-center-net.at/>

### **2012-2014 Visuality & Mathematics: Experiential Education of Mathematics through**

#### **Visual Arts, Sciences and Playful Activities & Universities in Finland, Hungary, Serbia and Belgium**

Grant Funders: TEMPUS European Union's programme: EU-Tempus: [http://eacea.ec.europa.eu/tempus/index\\_en.php](http://eacea.ec.europa.eu/tempus/index_en.php))

TIME: 2012-2014

LINKS:

<http://vismath.ektf.hu/>

[http://vismath.ektf.hu/student\\_book\\_v2.0-online/student\\_book.pdf](http://vismath.ektf.hu/student_book_v2.0-online/student_book.pdf)

Educational Toolkit: <http://vismath.ektf.hu/index.php?l=en&m=131>

2nd. International Summerschool on Visual Mathematics: <http://vismath.ektf.hu/index.php?l=en&m=233>

Serbian students' attitudes towards mathematics and mathematical education :

Tempus Attitude Survey (TAS) 2013–2014 report: <https://jyx.jyu.fi/dspace/handle/123456789/44803>

Adventures On Paper. Math-Art Activities for Experience-centered Education of Mathematics:

<http://vismath.ektf.hu/index.php?l=en&m=311>

Project Partners: University of Jyväskylä (FI), Belgrade Metropolitan University (RS), University of Novi Sad (RS), Serbian Academy of Sciences and Arts (RS), ICT College of Vocational Studies (RS), Sint-Lucas School of Architecture (BE), University of Applied Arts Vienna (AT), Eszterházy Károly College (HU)

Project Lead: Eszterházy Károly College (HU)

PROJECTDESCRIPTION:

TEMPUS is the European Union's programme which supports the modernisation of higher education in the EU's surrounding area. Tempus promotes institutional cooperation that involves the European Union and Partner Countries and focuses on the reform and modernisation of higher education systems in the Partner Countries of Eastern Europe, Central Asia, the Western Balkans and the Mediterranean region. Training a new generation to accomplish the prerequisites established by a knowledge-based competitive society and economy is a significant goal to reach. Our project aims to achieve this goal by supporting the development of technology and the pragmatic educational methods of the educational institutions and their teachers and tutors in Serbia. We also intend to raise students' interest for mathematics and sciences and make these disciplines more appealing to the youth, invoking inter- and trans-disciplinary instruments. The ultimate purpose of this development project is to expand and modernize

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the tools' system used in the field of mathematics and other sciences. Above all the methodology of the Visual Mathematics project offers a great possibility for teachers to present mathematics creatively, and in an interesting, appealing way. The 24-months program and the comprised two Summer Schools and Experience Workshops are constructed in a way that the subsidiary materials and tools used for education purposes are involved from everyday life spiced up by artistic techniques which are very catchy for the youth. Thus this project uniquely combines mathematics with art, and other ordinary assets with the intention of attracting Serbian children to learn mathematics, and inspiring them to improve their achievement in sciences. Ruth Mateus-Berr researched the attitudes of serbian children towards mathematics (2014), she organized and taught at the study visits an interdisciplinary team of students, she co-organized conferences and book editions and curated an exhibition in Belgrade (arts & mathematics).

### **2007–2011 Haptic and olfactory Design for Viennas Creative Industries & University of Vienna, University of Natural Resources and Applied Life Sciences Vienna**

Grant Funders: WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>  
<http://www.science-center-net.at/index.php?id=478>

TIME: 2007-2011

Project Partners: University for Applied Arts, (Institute for fine arts, art pedagogy and mediation), University of Vienna, (Department of Clinical Pharmacy and Diagnostics) University of Natural Resources and Life Sciences, Vienna, (Institute of Botany) ZOOM Childrens Museum

Project Lead: University of Vienna

LINKS: [http://www.wwtf.at/projects/research\\_projects/details/index.php?PKEY=823\\_DE\\_O](http://www.wwtf.at/projects/research_projects/details/index.php?PKEY=823_DE_O)

#### **PROJECTDESCRIPTION:**

The project investigates which haptic qualities and smells – due to materials and activities in public places – constitute Vienna's specific identity, how they contribute to the local residents' emotional well-being and attract tourists, finally which materials and strategies can be used by architects and designers in order to enhance Vienna's flair and raise its quality of life for all age groups.

Fall studies are Vienna's parks and gardens, its public transport, cafés, popular public spaces, vintage shops and playgrounds. How and where does Vienna smell most intensively? Which atmosphere do customers expect in a Viennese café and how do materials produce specific moods? How does it feel to sit in the public transport and how does a blind person perceive public places in Vienna? Did the city smellscape change in the last decades and can be the old smells "revived"? Finally, do Viennabased architects and designers have interest in cultivating these two senses?

The project makes an inventory of the tactile qualities and smells in public spaces, analyses and measures their smell intensity and the emotional reaction to odours. The research will result in a city smell calendar and smell maps for selected city areas, including an experimental "fragrant garden".

## AWARDS

**2022 Special Mention: ECC AWARDS, category „University research projects“** for INTRA-ACTION at the Venice Biennial 2022

LINKS: <https://personalstructures.com/stories/ecc-awards-2022/>

AWARD FUNDER: European Culture Center (ECC) Venice Biennial 2022

DESCRIPTION:

**2021 Nomination/Short List for the New Bauhaus Award** for INTERDISCIPLINARY CO-ABILITY: INCA

LINKS: <https://2021.prizes.new-european-bauhaus.eu/node/267630>

AWARD FUNDER: European Union

DESCRIPTION: INCA<sup>o</sup>- Interdisciplinary Co-Ability INCA<sup>o</sup> is an innovative arts and design-based education method that unites various artistic disciplines. It enables an empathic and aesthetic approach to inclusion (e.g. divers impairments, dementia, social disadvantage, disadvantage on the basis of race and gender) and has developed person-centered sustainable education formats. Disability critical questions like ‚how to think difference positive‘ (R Braidotti) open new approaches to education, analog/digital

**2021 Nomination for Ars Docendi /Staatspreis für exzellente Lehre**

LINKS: [https://gutelehre.at/projekt?tx\\_gutelehre\\_default%5Baction%5D=show&tx\\_gutelehre\\_default%5Bcontroller%5D=Project&tx\\_gutelehre\\_default%5Bproject%5D=1492&cHash=51f7f271488820c2b937ef635c77be62](https://gutelehre.at/projekt?tx_gutelehre_default%5Baction%5D=show&tx_gutelehre_default%5Bcontroller%5D=Project&tx_gutelehre_default%5Bproject%5D=1492&cHash=51f7f271488820c2b937ef635c77be62)

AWARD FUNDER: Bundesministerium für Bildung, Wissenschaft und Forschung (BMBWF)

DESCRIPTION: CO-ABILITY were two semester projects (WS 2018/19, WS 2019/20), in which students from Austria (Ö) and Hungary (U) implemented a joint interdisciplinary and inclusive project in the sense of experiential learning. The groups were characterized by a high degree of heterogeneity in terms of study stage (1st semester to BA, MA, alumni) as well as the fields of study such as artistic teaching; social design and industrial design. The aim of CO-ABILITY was to provide students with a space for interdisciplinary and international exchange within the framework of semester projects.

**2017 eAward for Health & Education. National winner**

LINKS: [www.report.at/award](http://www.report.at/award) <https://www.flickr.com/photos/award2008/albums/72157677227580333> <https://www.youtube.com/watch?v=mrdCzeyQsEI>

AWARD FUNDER: Federal Chancellery Austria, Report publisher, platform Digital Austria

DESCRIPTION:The „Interacct & comfort stories“ project, a collaboration between universities, St. Anna Children’s Cancer Research and T-Systems improves communication between doctors and patients in a fun way.

**2017 Stadtarbeit und Erste Bank Mehrwert Designpreis: Lebenswelten.**

LINKS: <https://www.sponsoring.erstebank.at/en/art-and-culture/design/city-work-2017>

AWARD FUNDER: Erste Bank

DESCRIPTION:The participatory project LEBENSWELTEN (“LIVING WORLDS”) approaches the subject of dementia through the mediums of art and design. Workshops at Kardinal-Rauscher-Platz will aim to demonstrate the similarities, synergies and connections between people with and without dementia, to awaken empathy and connect to a language of understanding and coexistence. With the help of design objects and unconventional communication strategies, new approaches to the topic of dementia will be facilitated.

**2016 Occursus:** Award for communication in oncology for the project INTERACCT

LINKS: <https://www.youtube.com/watch?v=FvvlFbga2VQ;>

<https://www.interacct.at/project/english.aspx> [https://www.ots.at/presseaussendung/OTS\\_20160321\\_OTS0013/preis-occursus-fuer-kommunikation-in-der-onkologie-erstmalig-verliehen-fokus-auf-stellenwert-der-menschlichen-begegnung-mit-krebspatienten](https://www.ots.at/presseaussendung/OTS_20160321_OTS0013/preis-occursus-fuer-kommunikation-in-der-onkologie-erstmalig-verliehen-fokus-auf-stellenwert-der-menschlichen-begegnung-mit-krebspatienten)

AWARD FUNDER: Occursus: <https://www.occursus.at/>



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**DESCRIPTION:** Award Winner Grant: Improved Patient Communication via INTERACCT App St. Anna Children's Cancer Research can look forward to a grant in the amount of EUR 10,000. The project „Improved patient communication in oncology using the INTERACCT app“ was selected by the jury, among other things, for its particularly innovative character and target group-oriented communication. The INTERACCT app is already improving real-time communication between children and adolescents with cancer who have undergone allogeneic stem cell transplantation and their medical team. The goal of the app is to increase compliance and identify problems and complications more quickly. The way it works is simple: patients enter data such as food and fluid intake, pain, physical activities, etc. in the app, similar to a paper diary. One of the ways they are motivated to do this is by the possibility of receiving points for their input, which they can use in a game integrated into the app. One of the key advantages of the app is that the attending physician can track the data in real time and take immediate countermeasures if necessary.

The funding from Occursus will now be used to finance a study in which the INTERACCT app will be compared with the classic paper diary and clues will also be collected for the further development and optimization of the app.

### **2014 2. Bank Austria Social Innovation Award (& Tröstgeschichten - Interacct Research Group)**

**LINKS:** <https://interacct.cs.univie.ac.at/index.php?item=press> <https://www.csr-guide.at/news/als-die-welt-zu-tanzen-begann>

**AWARD FUNDER:** Bank Austria

### **DESCRIPTION:**

Healthy children write and draw stories. Their stories are implemented as minigames. Their drawings become avatars on the website. The stories from the young writers were written as comforting stories for other, - seriously ill - children and teenagers. They are meant to entertain and distract. They are to be comforted. After so many beautiful and great stories arrived, it was obvious to publish the most beautiful and best ones in a book, in order to have some comforting stories compactly at hand and to be able to pass them on. A renowned jury selected 50 stories. These will now be published in the book *Als die Welt zu tanzen begann*. The proceeds of the book will go to St. Anna Children's Cancer Research, whose children are undergoing lengthy treatment and during this time, among other things, are delighted by the comfort stories.

200 children & teenagers donated 410 comfort stories

Since 2014, 200 children and teenagers from 27 school classes donated 410 stories and drawings of avatars for their sick peers. The authors were between eight and 17 years old at the time of their story donation. All donated stories can be read and viewed online: <http://www.interacct.at/troestgeschichten/>. The majority of the comfort stories were initiated by the commitment of teachers at schools, - at elementary schools, high schools, new middle schools or also Austrian schools abroad. There were competitions in the subjects of German or visual education and also joint cooperation between the two subjects.

2 juries selected 50 stories for the book *Als die Welt zu tanzen begann* (When the world began to dance)

For the book that is now available, two juries selected 38 text stories and 12 picture stories. The total of 50 comfort stories were written by 74 children and young people. The jury selection was based on two different criteria: firstly, the artistic-creative and secondly, the literary-narrative strength of the stories. The art jury was made up of the renowned experts Marion Elias, Oliver Kartak, Brigitte Kowanz and Ruth Schnell, the literature jury of Constanze Dennig, Daniel Glattauer, Brigitte Krenn, Doron Rabinovici, Ferdinand Schmatz, Folke Tegethoff and Renate Welsh-Rabady.

Background: Interacct research project

## AWARDS

**2013 The City of Vienna Award** via ZIT ICT for Art Lector & Fluxguide: 3rd prize. LINKS: [https://www.fluxguide.com/wp-content/uploads/2019/06/Fluxguide\\_ArtLector\\_de.pdf](https://www.fluxguide.com/wp-content/uploads/2019/06/Fluxguide_ArtLector_de.pdf)  
AWARD FUNDER:The City of Vienna

DESCRIPTION: The City of Vienna (via ZIT - Technologieagentur der Stadt Wien) honored our project „Art.Lector“ with an awards + price money. „Art.Lector“ develops a breakthrough mobile technology for school classes when visiting museums.

**2013 Best Oral Presentation Award (International Textiles and Costumes Congress, Kasetsart University Thailand, Bangkok)**

Performative Lecture with students

AWARD FUNDER: Kasetsart University Thailand, Bangkok

DESCRIPTION: Performative Lecture

**2010 Design Award: Vienna: A Design Strategy. How to React to a City? (MAK, Departure Call) Cool City Vienna**

Project Partners: University of Applied Arts Vienna (AT), A.PORR. AG (AT), Hashem Akbari (Berkeley, USA), Architect Michael P. Schultes (AT, F)

LINKS: <https://mitglieder.k-haus.at/mitglied/ruth-mateus-berr>

AWARD FUNDER: departure, MAK

DESCRIPTION:

PROJECT VIENNA explores the question of how to respond to a city. This special Vienna plan gathers the jury selection of the 20 best works of an ideas competition developed by MAK & departure. The selected projects result in a cross-section of international and interdisciplinary submissions ranging from subversive, socially and ecologically motivated design concepts to hypothetical scenarios. What they all have in common is the confrontation with Vienna's (over)powerful cultural and urban heritage, not as a blockade, but as a driving force for new impulses. As a result, the project ideas are planted in freytag & berndt's existing Vienna book plan, complementing its function and opening up new perspectives on the city. Published on the occasion of the exhibition of the same name (30.6.-12.9.2010) at the MAK, as a special Vienna map with the three award-winning as well as the 17 best projects.

With text contributions by Andrea Branzi, Sam Jacob, Elisabeth von Samsonow, Christoph Thun-Hohenstein and Peter Noever. (101 entries from all over the world)

**2007 Neptun Contemporary Art Award for the Visualization of the Science Work of Dr. Rita Colwell: 4 Layers of Sari against Cholera**

LINKS: [https://www.wikiwand.com/de/Neptun\\_Wasserpreis](https://www.wikiwand.com/de/Neptun_Wasserpreis)

AWARD FUNDER: Verbund

DESCRIPTION:

4 layers of sari

Ruth Mateus-Berr

Homage of art to science

„4 layers of sari“ - 4 layers of an old sari filter out up to 99% of the cholera carrying plankton. Through the artistic work, an excellent scientific work is made public. The science, which often stands modestly in the background and is successfully applied, is visualized in this way in a sensual way. An awareness potential for the arts of science is developed. Also simple applications and findings are transferred to a large audience. *Vibrio Cholerae* can be found in sea water, in the water of rivers but also in well water. Therefore, cholera epidemics occur mainly in countries that use natural and unfiltered water from ponds, lakes or rivers as drinking water or cleaning water for fruits and vegetables (Asia, Africa, Latin America). Ecological studies have shown that the pathogen of epidemic cholera (*Vibrio cholerae*) lives symbiotically with zooplankton, especially with the so-called copepods.

Images: (1) Illustration of Calanoid Copepods (2) Photo of Calanoid Copepod

Caption: This tiny shrimp-like creature harbors *V. cholerae*, particularly around the egg sac and, to a lesser extent, the mouth. This animal lives in rivers and salt or brackish waters, and travels with currents and tides.

Source: Dr. Rita Colwell, Director of The National Science Foundation (2230 entries)