

AWARDS/GRANTS - DETAILS

1.159540 € Grants

2007—2020 for the University of Applied Arts Vienna for arts & design based research and research calls, projects with industry, institutions, museums and private sponsors

2019 DEMEDARTS. Dementia.Empathy.Education.Arts.rtistic Research on Patterns of Perception and Action in the Context of an Aging Society University of Applied Arts Vienna

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

TIME: 2020-2022

Grant Funders: 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

Project Partners: University of Music and Performing Arts, University of Vienna, Art4Dementia, Haus der Barmherzigkeit, Schulschiff Bertha von Suttner, Rineke Smilde, Shaun McNiff

PROJECTDESCRIPTION:

125 million people worldwide live with dementia, 10 million in Europe alone. The number of people affected increases every three seconds and will have doubled by 2050. Personal and social challenges are the result. When tasks such as grocery shopping, money transactions and travelling to unknown places become difficult and people with dementia withdraw from society for fear of rejection and embarrassment, it is not only those affected who need support, but above all society must be sensitized. DEMEDARTS, funded by the Austrian Science Fund (FWF) A-609 PEEK, addresses these challenges. DEMEDARTS is located at the Center for Didactics in Art and Interdisciplinary Teaching at the University of Applied Arts, in collaboration with national cooperation partners: mdw - University of Music and Performing Arts Vienna: W. Aigner for music education; University of Vienna: F. Kayali digitalization in schools; Alzheimer Austria: A. Croy, president of Alzheimer Austria; Haus der Barmherzigkeit: B. Hobl, psychiatry for the elderly; M.C. Gambal, Dep. Director of the nursing staff; Schulschiff: H.Schwarz, for education and international cooperation partners: S. McNiff (US), for artistic research and health, Cambridge; V.F. Gould (GB), President at Arts4Dementia; T. von Eca (PT), President of INSEA, society of art educators of the world; R. Smilde (NL), for Meaningful Music in Healthcare;

The team of researchers led by R. Mateus-Berr: W. Aigner, L. Al-Mousli, C. Carli, N. Gharanshir, L. Giroto, V. Gruber, S. Guserl, S. Muzler, J. Schaitl, P. Scharler consists of art & music & dance educators, artists, teachers, musicians, multimedial art therapists, authors, designers, performers is now developing the first art-based teaching concept to sensitize young people in schools and universities, since there is no school strategy for dementia education (through art). The questions of how art and design strategies can help secondary school students to develop more empathy for people with dementia and how artistic research can affect the cross-generational well-being of people with dementia are addressed. Following the principle of phenomenon based learning, artistic interventions to change the sensory perception of healthy people and the general society are being developed to empathetically raise social awareness of the situation of people with dementia. This will be achieved through art-based methods and collaboration between people with mild cognitive impairment, artists, people with moderate dementia, teachers, people without dementia, therapists, university and secondary students. DEMEDARTS comprises all arts and aims at the development and integration of empathic skills for dementia in schools in Austria, institutions and workshops for people living with dementia & relatives. Although it is not yet possible to medically completely cure dementia, art and design can help to improve the attitude towards and for people living with it.

-2018, 2019/20: Design & Dis-ability | Co-ability

LINKS: <https://www.youtube.com/watch?v=Ys7j9W28vrk>

LINK: https://issuu.com/okfbudapest/docs/co-ability_catalog_b

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 Braidoddy and Posthuman Critical Theory. Aim of the project ist to co-design concepts, prozess and objects with and for people with multiple impairments.

2019 WKP 132 „Art 4 Science“, e.V. – Tumor-Immunoediting

TIME: 2020

LINKS: Homepage under construction

Project Partners: CCRI Children Cancer Research Institute, GRASP network

Project Lead: Eva Maria KÖNIG, St. Anna Kinderkrebsforschung e.V. – Tumor-Immunoediting

Grant Funders: 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/>

-2018-2020 INTERREG: Design & Innovation

LINKS: https://www.mak.at/en/collection/research/research_projects/research_projects?article_id=1542957247421;

<http://www.viennabiennale.org/en/exhibitions/detail/human-by-design/>

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.

-2017 E-AWARD: Education & Health

LINKS: <http://www.report.at/index.php/component/k2/item/90426-eaward-2017-projekte-fuer-die-digitalisierung-oesterreichs>

Grant Funders: Federal Chancellery Austria, Report publisher, platform Digital Austria

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

LINKS: [https://www.youtube.com/watch?v=FvVlFbga2VQ](https://www.youtube.com/watch?v=FvVlFbga2VQ;);

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

Grant Funders: Occursus: <https://www.occursus.at/>

-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 developing 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.

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

-2014-2017 Breaking the Wall

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.

-2015-2016 Sparkling Games Sparkling Science (bmwfw)

Grant Funders: bmwfw: Ministry of Science and Economy: <https://www.sparklingscience.at/en>
TIME: 2015-2016

LINKS: [https://www.sparklingscience.at/en/projects/show.html?--typo3_neos_nodetypes-page\[id\]=728](https://www.sparklingscience.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 Best Oral Presentation Award (International Textiles and Costumes Congress, Kasetsart University Thailand, Bangkok)

Performative Lecture with students

-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&reservemode=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

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

-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)

TIME: 2012-2014

LINKS:

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

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 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).

-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)

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

Award Funder: departure, MAK

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

Funding Volume: Exhibition at MAK (Museum of Applied Arts Vienna), Bookedition

LINKS:

http://archiv.viennadesignweek.at/2009/upload/design_project_vienna_09_engl.pdf

<http://www.mak.at/jart/prj3/mak/main.jart?contentid=>

[1343388632770&rel=en&article_id=915&reserve-mode=active](http://www.mak.at/jart/prj3/mak/main.jart?contentid=1343388632770&rel=en&article_id=915&reserve-mode=active)

PROJECTDESCRIPTION:

The exhibition in the MAK DESIGN SPACE is presenting the winners of "Project Vienna—A Design Strategy. How to React to a City?", the competition of ideas held jointly by MAK & departure. More than a hundred submissions came in from twenty countries.

-2008-2009 Art(s) and Science Call: Communication Lab

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: 2008-2009

Project Partners: University of Applied Arts Vienna, Science Center Netzwerk, University of Vienna University of Basel (science studies), Process Work Institute, Portland, Oregon

Project Lead: SCN

PROJECTDESCRIPTION:

Communication lab for developing network-based spaces for science center activities in Vienna Science Center Netzwerk (SCN). Artists, Designers and Science Communicators co-developed within a sociological research project how spaces should be designed to communicate science and technology to a broad audience. Students developed with design methods a SC Designboard. Ruth Mateus-Berr supervised the students and co-developed the Designboard with them.

**-2007 Neptun Contemporary Art Award for the Visualization of the Science
Work of Dr. Rita Colwell (Verbund)**

**-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

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 wellbeing 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".

-1994 Ebensee Filmfestival 3. Award