

INSTANT CHURCH

A DATA-DRIVEN EUCHARIST REALIZED AS
A CHRISTIAN PERFORMANCE SLOT MACHINE

Danny Schott, Carsten Greif, Sinah Herrklotsch, Michael A. Herzog, Dominik Schumacher
Faculty of Engineering Science und Industrial Design, Magdeburg-Stendal University of Applied Sciences

12th Intl. Conference on Interfaces and Human Computer Interaction, #IHCI2018 18 – 20 July 2018, Madrid, Spain

INSTANT CHURCH

// BACKGROUND

// SHORT TIME PROJECTS

// MOTIVATION & RELATED RESEARCH

// RESEARCH CONCEPT

// USER EXPERIENCE AND DESIGN

// TECHNICAL IMPLEMENTATION

// USER EVALUATION

// IMPLICATIONS & CONCLUSION

INSTANT CHURCH

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BACKGROUND



Danny Schott



Carsten Greif



Sinah Herrklotsch

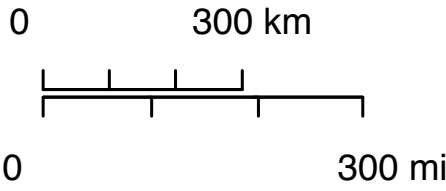


Dominik Schumacher



Michael A. Herzog

Europe





Berlin

Magdeburg



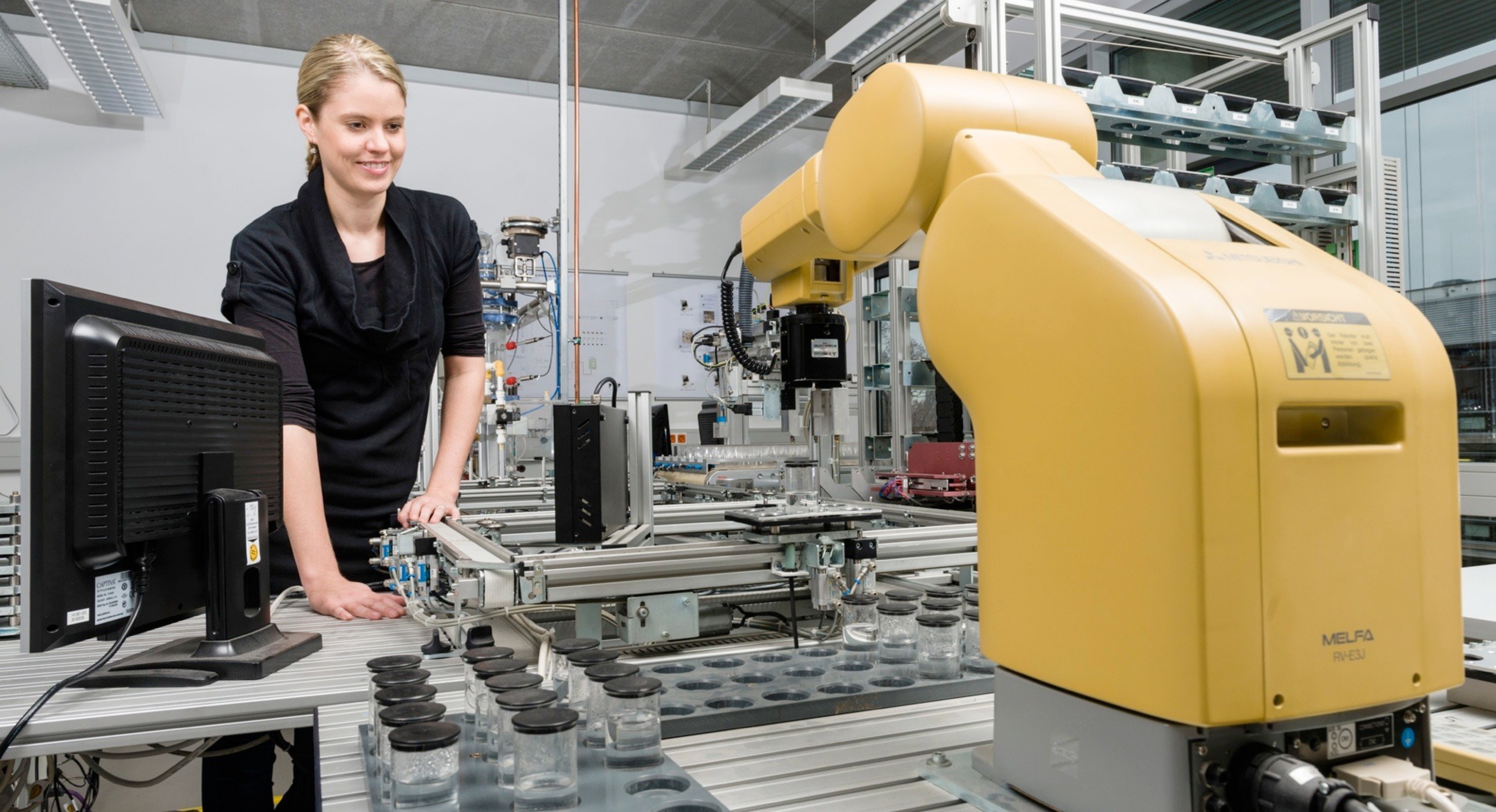
Hochschule
Magdeburg • *Stendal*

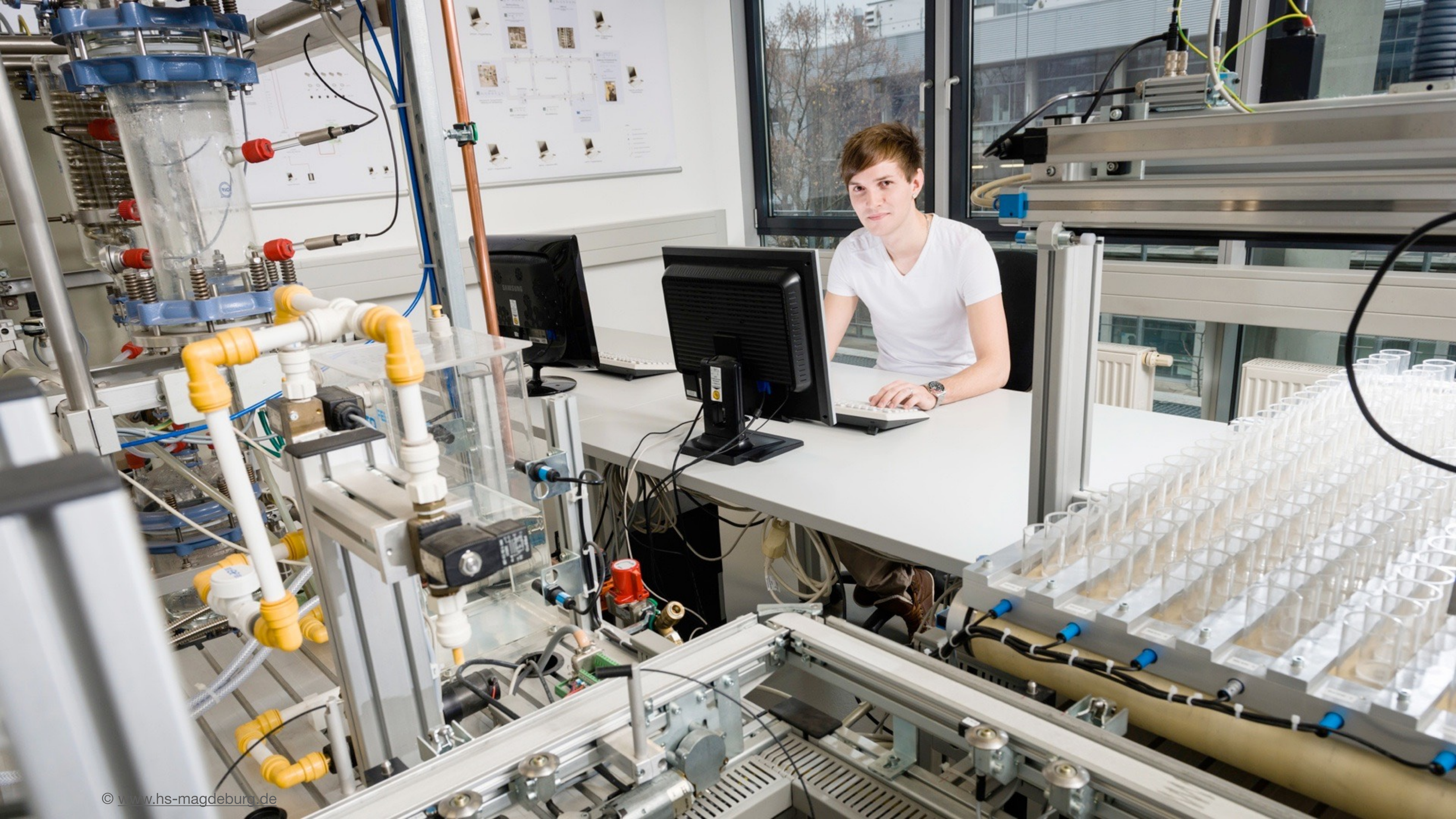














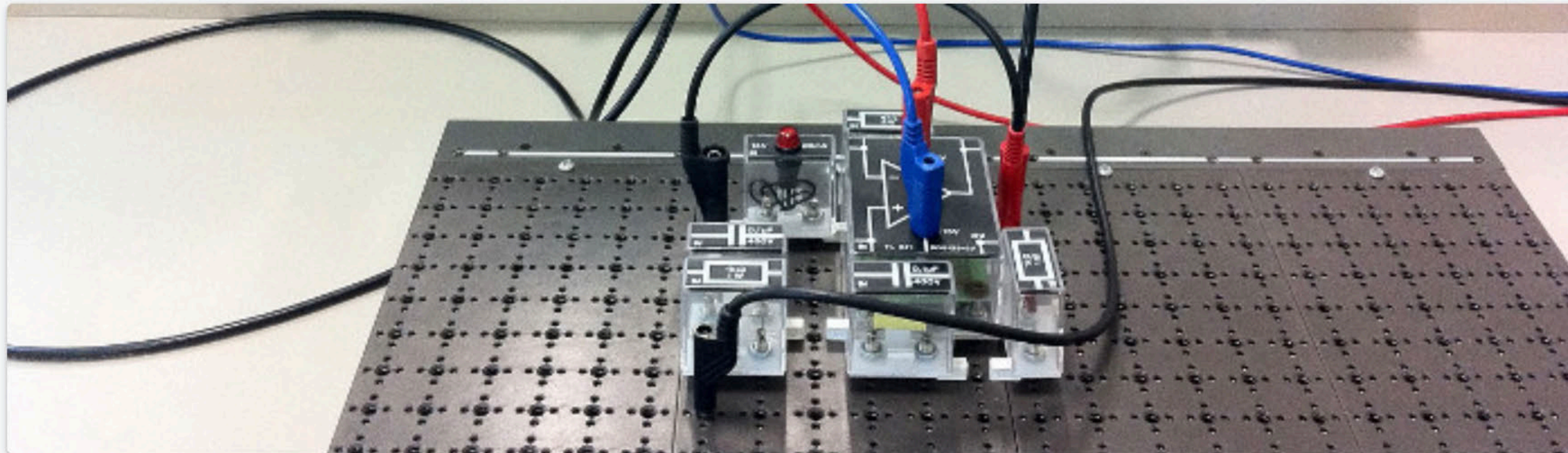












Deutsch English

- News**
- Projects
- Showcase
- Members of staff
- Statement
- Events
- Research
- Studies
- Contact

SPiRiT > News

03/31/18

Virginia Academic Spring Trip 2018

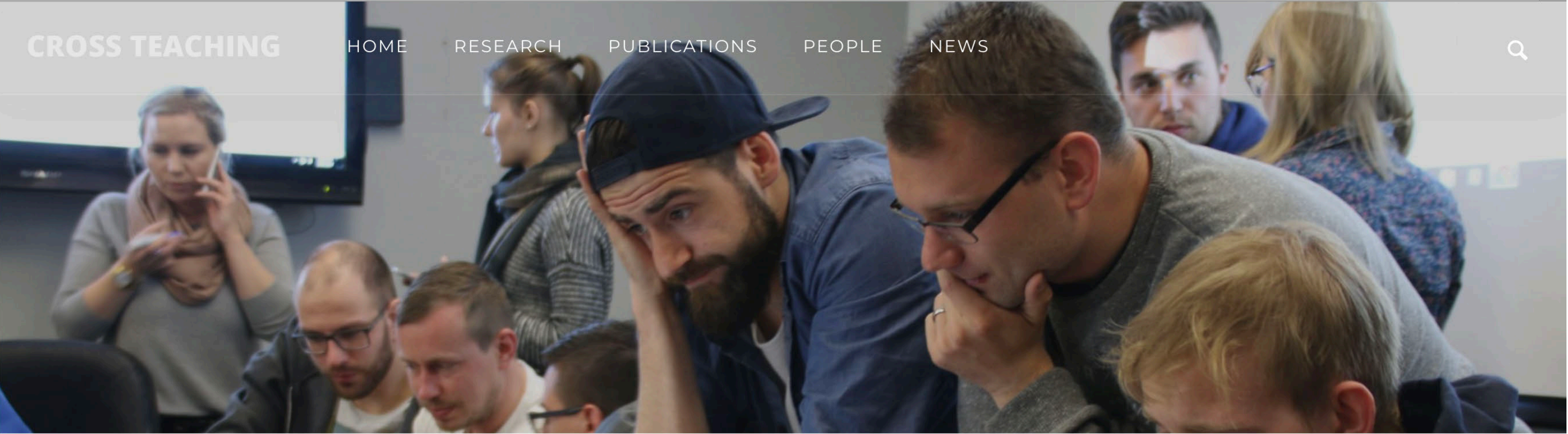


Tweets by @spirit_group

SPiRiT Retweeted

Master Cross Media
@ma_crossmedia

Lust auf angewandte #Medienforschung, die euch im Job weiterbringt ? Könnt ihr haben mit @maherzog ab #Wintersemester. Bewerbung auf ma-crossmedia.de #berufsbegleitend #MasterofArts



Mai 10, 2018

Interuniversity Research-based Learning in Virtual Teams.

Mai 5, 2018

Featured project by Austrian »Atlas gute Lehre«

April 30, 2018

Reflecting Peer Reviews in Inquiry Based Learning Scenarios

CROSSTEACHING.ORG



// News: Jetzt bewerben! Studiengang Cross Media nimmt neue Studierende auf [mehr >>](#)



// Was ist der M.A. Cross Media. Medien, Design & Leadership

Der Master of Arts in Cross Media. Medien, Design & Leadership ist ein berufsbegleitender, in Teilzeit studierbarer, modularer Studiengang. Er läuft zu über 80% online, 3 Präsenzen im Halbjahr finden auf dem Magdeburger Campus statt.

Der M.A. Cross Media. Medien, Design & Leadership bringt Kreative in den drei Disziplinen Journalismus, Interaction Design und Management zusammen. Er richtet sich an Journalisten, Gestalter, Producer, Programmierer,... kurz an Macher mit Schnittmengen im Mediabereich, die ihre Kernkompetenz mit übergreifenden analytischen, betriebswirtschaftlichen, gestalterischen und kommunikativen Fähigkeiten verbinden wollen und das Ziel Aufstieg in ihren Unternehmen haben bzw. ihre Führungsposition durch mehr Kompetenzen stärken wollen.

Das Masterstudium ist auch ohne ersten akademischen Grad möglich, eine Eingangsprüfung stellt die Adäquatheit der im Beruf erworbenen Kompetenzen zum Bachelor fest.

Der M.A. Cross Media Medien, Design & Leadership ist akkreditiert (AQUIN) und gilt bei der HRK als Good-Practice-Beispiel.



// Einzigartig in Deutschland

Think CROSS - Change MEDIA 16.-17.02.2018

"Digital. Culture. Change."

Vielen Dank allen ReferentInnen und TeilnehmerInnen!!

Euer Feedback sagt: Auf zur #tccm19!


Programm


Teilnehmen


Presse


Hintergrund


Kontakt



The new Johann Joachim Winckelmann Exhibition at Stendal



»Torso of
Belvedere« –
Work of J. J.
Winckelmann



Batz, V., Blümel, F., Falkenberg, J., Haubert, E.,
Schumacher, D., Herzog, M.A.: Experiencing
Artwork with Augmented Reality. Interactive
Perception of historical Statue “Belvedere Torso”.
In: Busch, C., Kassung, C., Sieck, J.: Kultur und
Informatik. Mixed Reality, vwh Verlag, 2017

»Gemmen collection«
of J. J. Winkelmann



Batz, V., Blümel, F.,
Falkenberg, J., Haubert,
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Herzog, M.A.:
Experiencing Artwork
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Interactive Perception of
historical Statue
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In: Busch, C., Kassung,
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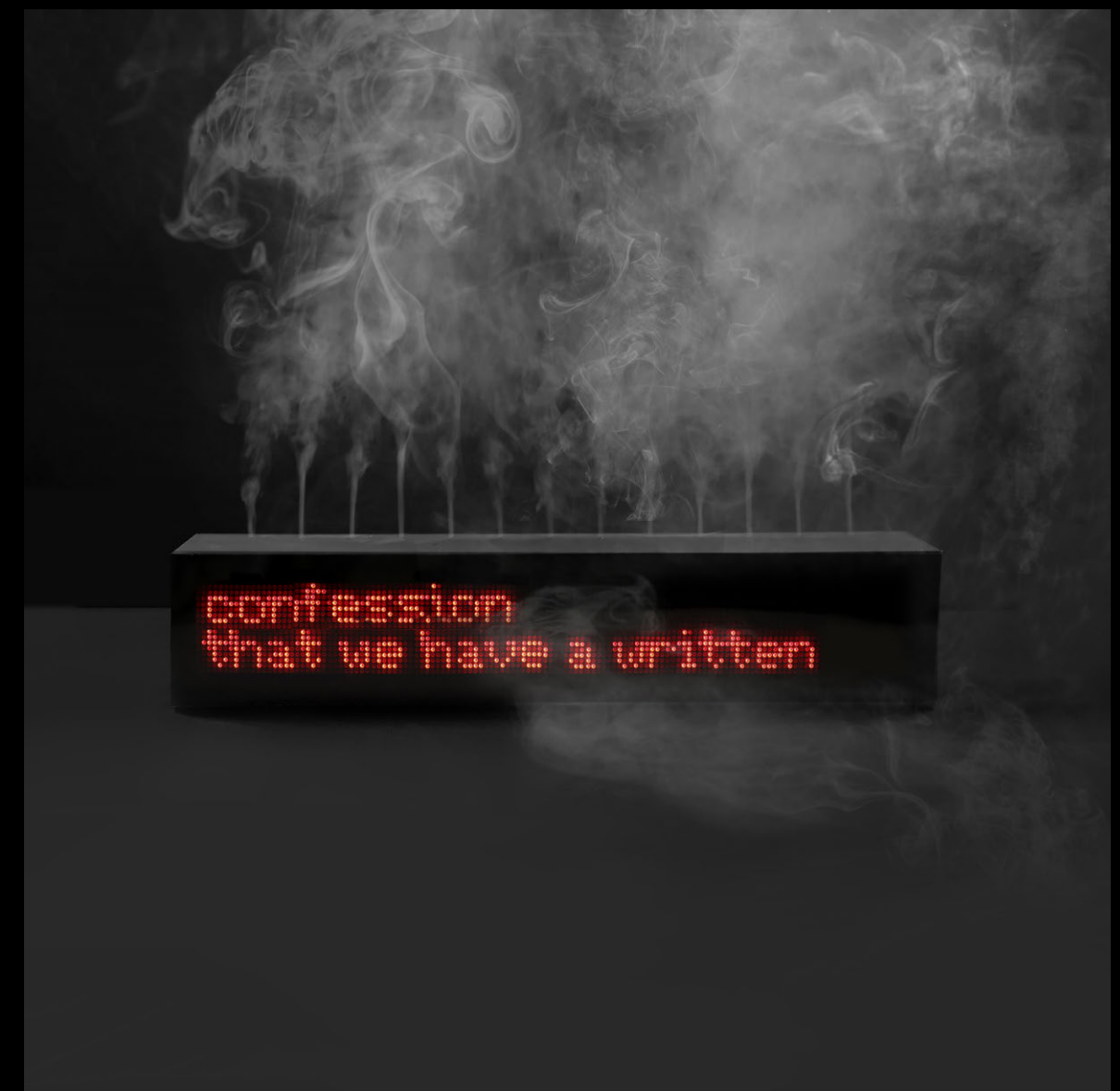
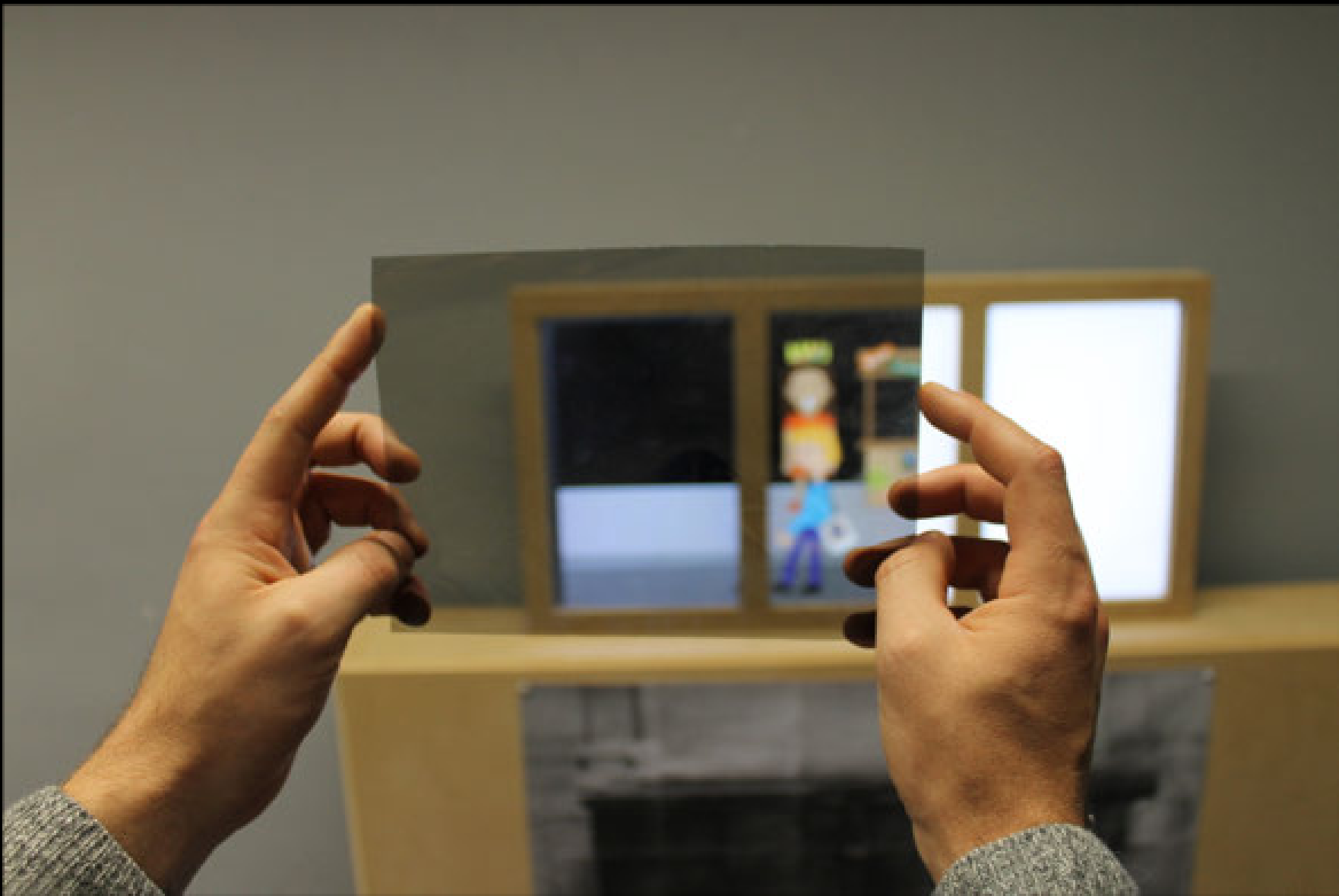
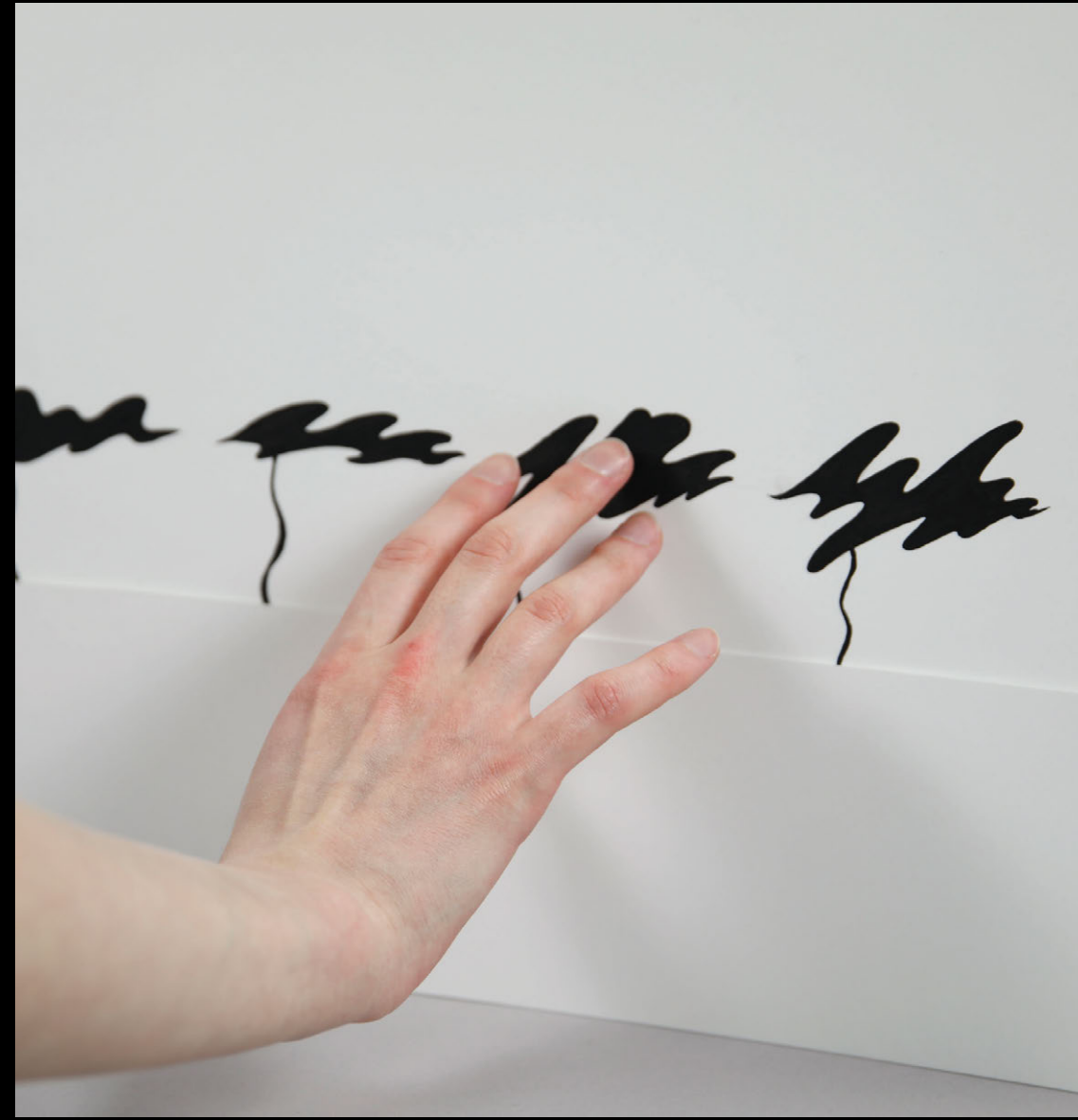
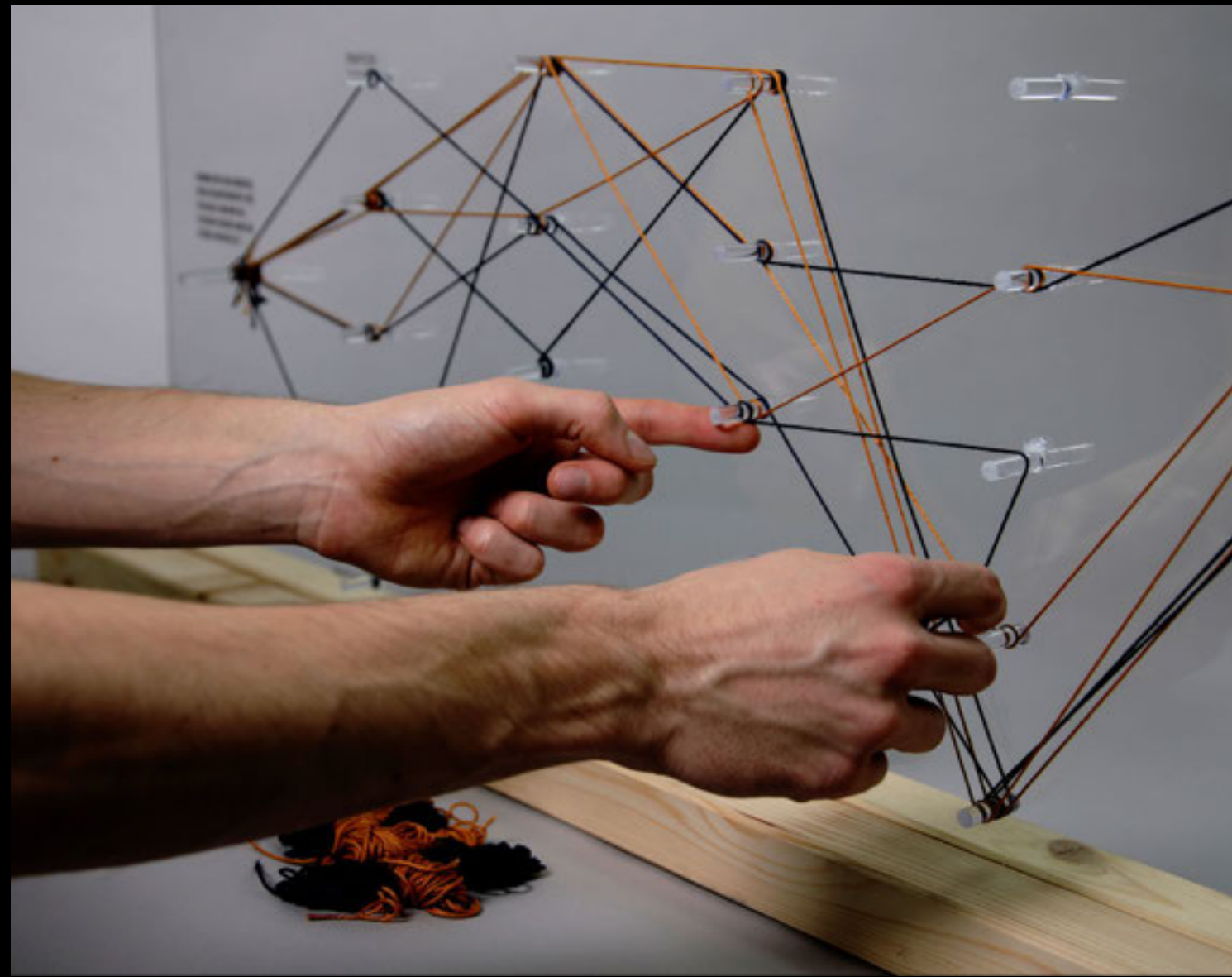




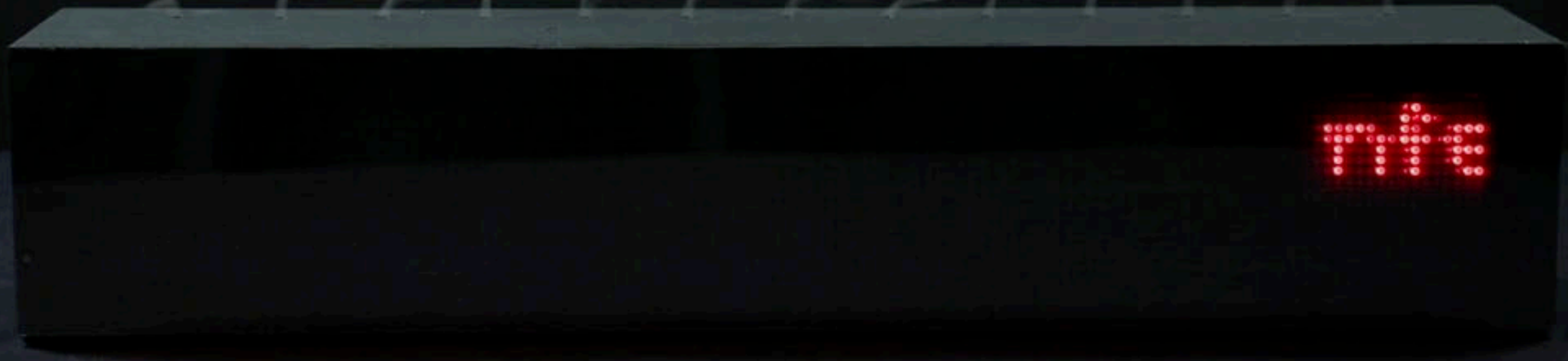
MAGDEBURG CATHEDRAL



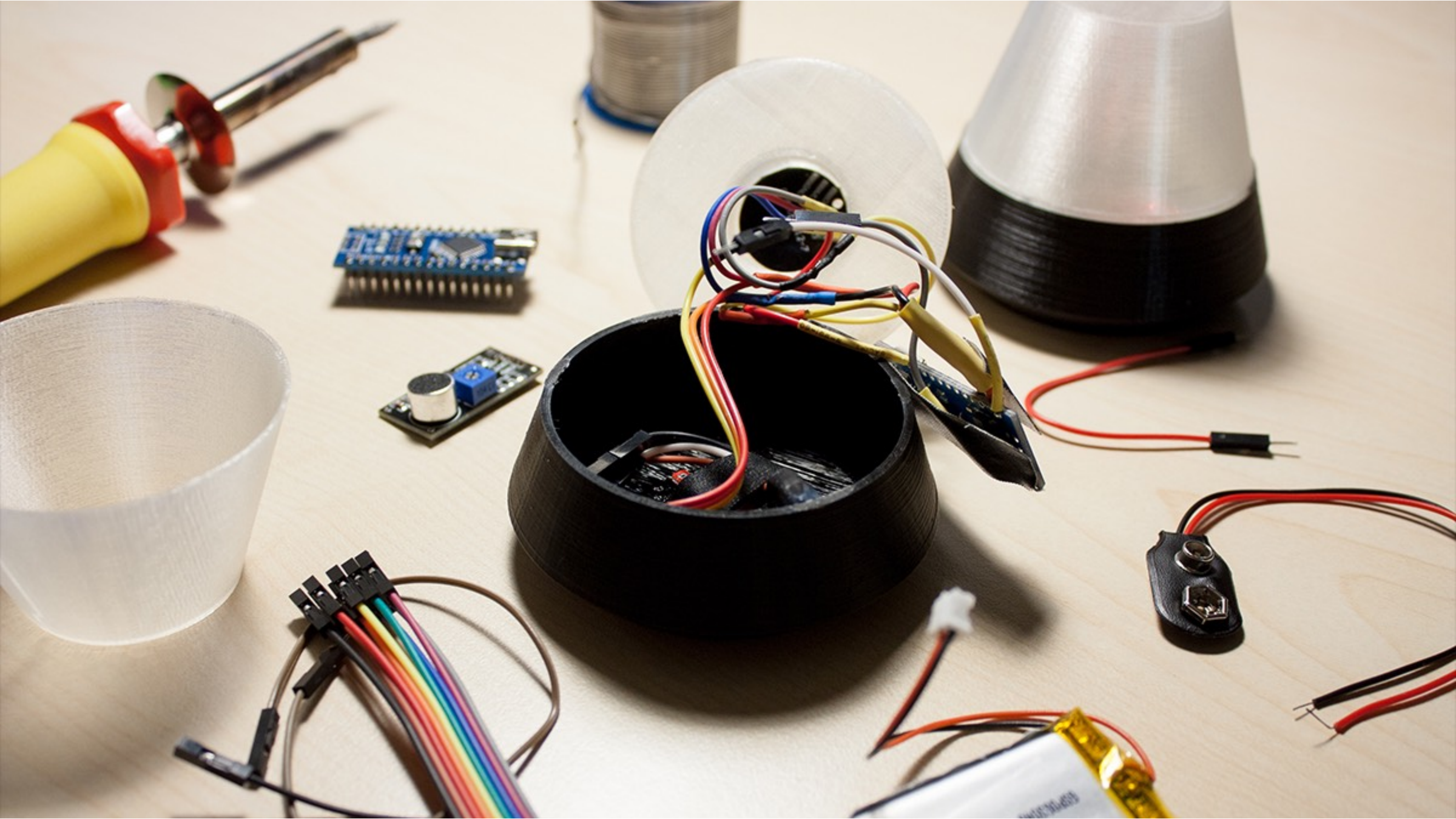
SHORT TIME PROJECTS











INSTANT CHURCH

—

instant church



Drillisch 3G 14:21 Twittern

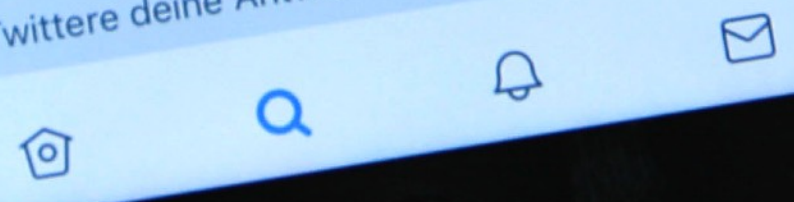
FAZ.NET @faznet · 1h
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7 4 1

os76_mave
@OS76_mave

Antwort an @faznet
fertige Rohrbombe im Keller - so what, no Problem at all! In #BRD wird #Hass ausschließlich im Netz bekämpft -per #NetzDG und das auch nur von outgesourcten Hilfskräften.
#DankeMerkel #deppencountry

Twittere deine Antwort



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MOTIVATION & RELATED RESEARCH



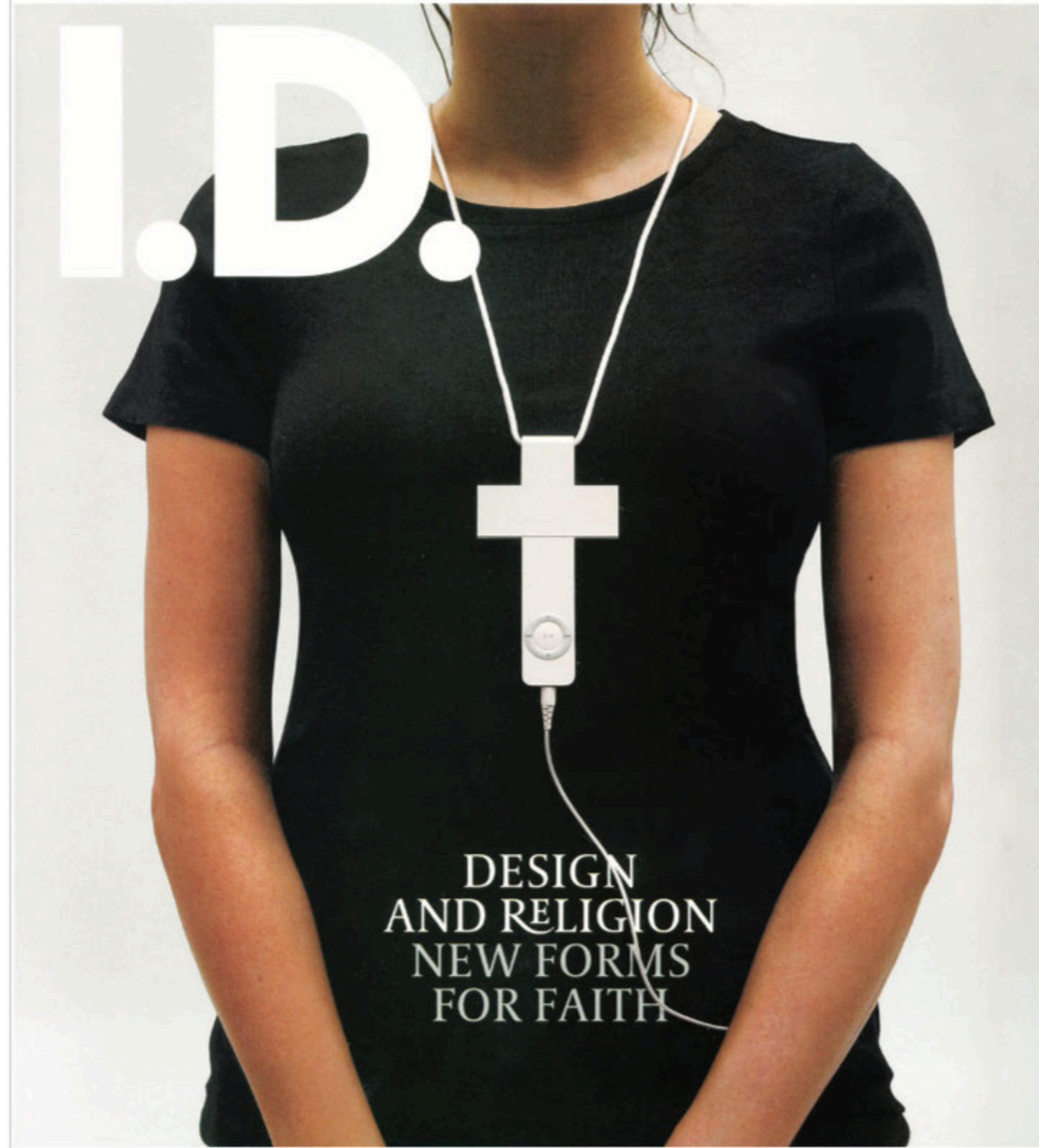
Hutchings, T., 2014. Now the Bible is an app: digital media and changing patterns of religious authority. Religion, Media, and Social Change. Routledge, Oxford, UK, pp. 151-169



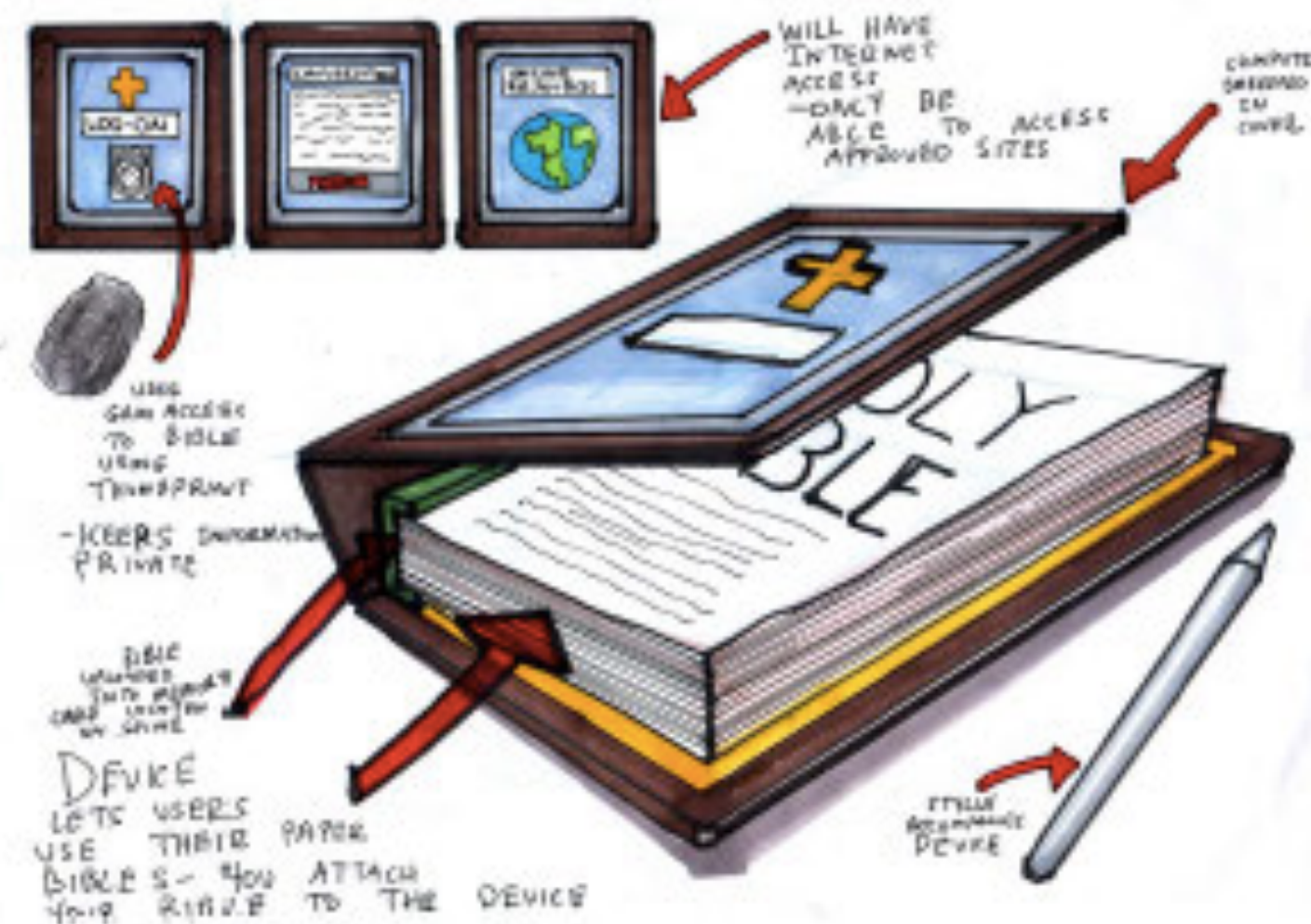
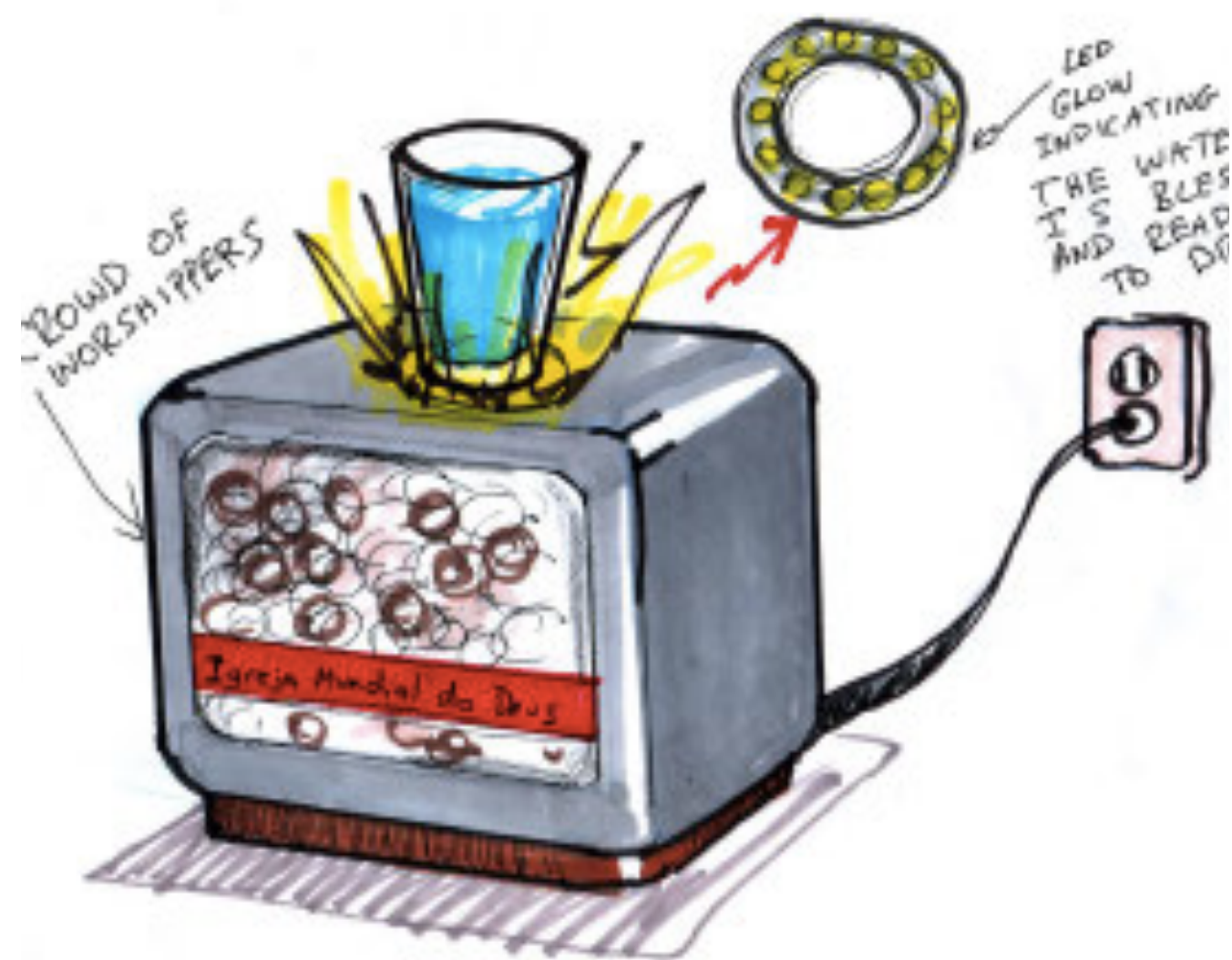
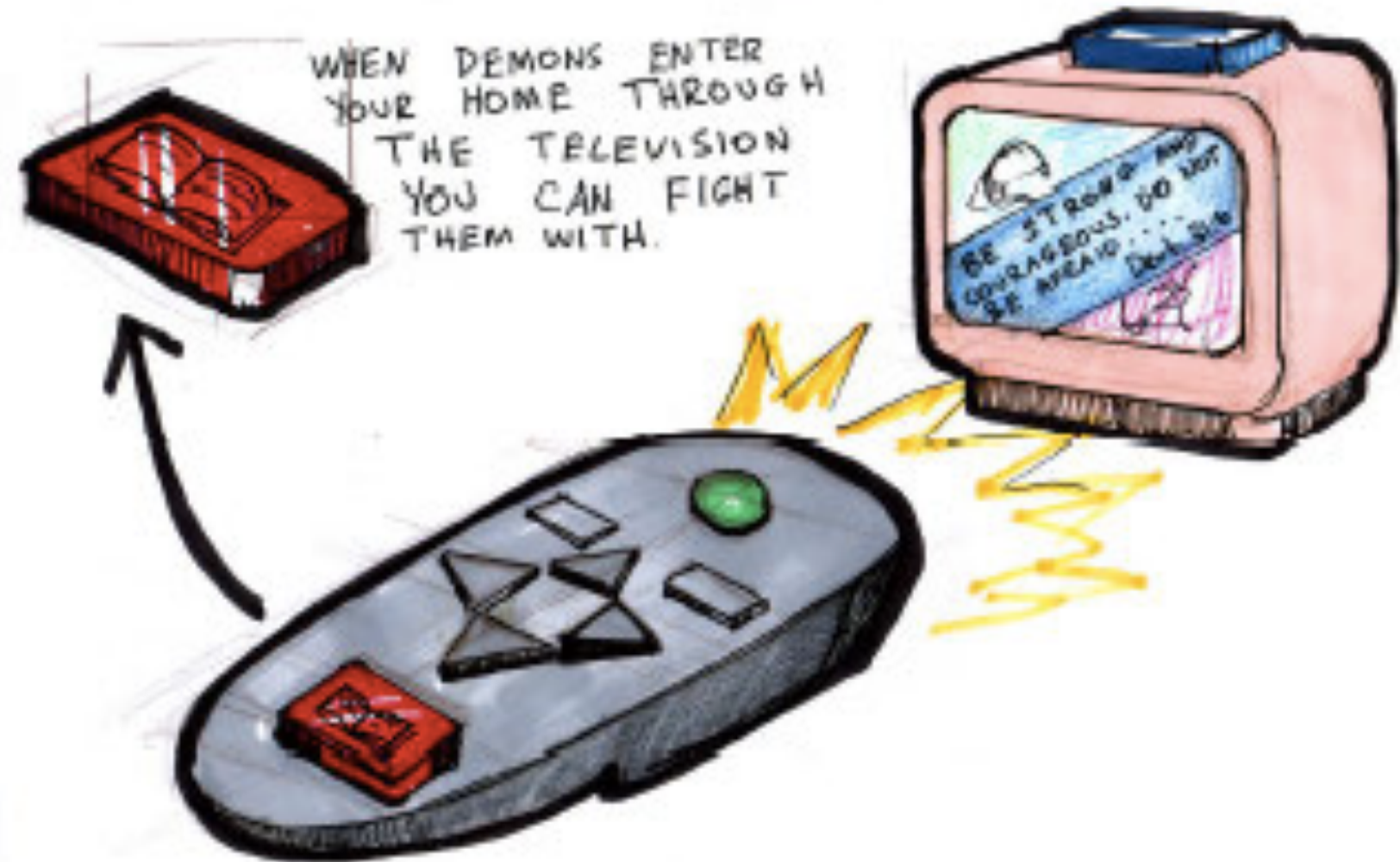
<https://www.stern.de/neon/heimat/stadt-land/digitaler-klingelbeutel--evangelische-kirche-meldet-patent-an-8157910.html>
<https://www.evangelisch.de/inhalte/150905/04-07-2018/kirche-praesentiert-erstmal-digitalen-klingelbeutel>

The International Design Magazine *God=Details* Houston Megachurch Laser Buddhas
Jehovah's Contractors Modernist Mosque Shabbat Technology Ideal Meditation Rooms

March/April 2006 / \$7.99 US/\$11.99 CAN



Gorman, C. R., 2009. Religion on demand: Faith-based design. *Design and Culture*, 1(1), NY State University, New York City, NY, USA, p. 13.

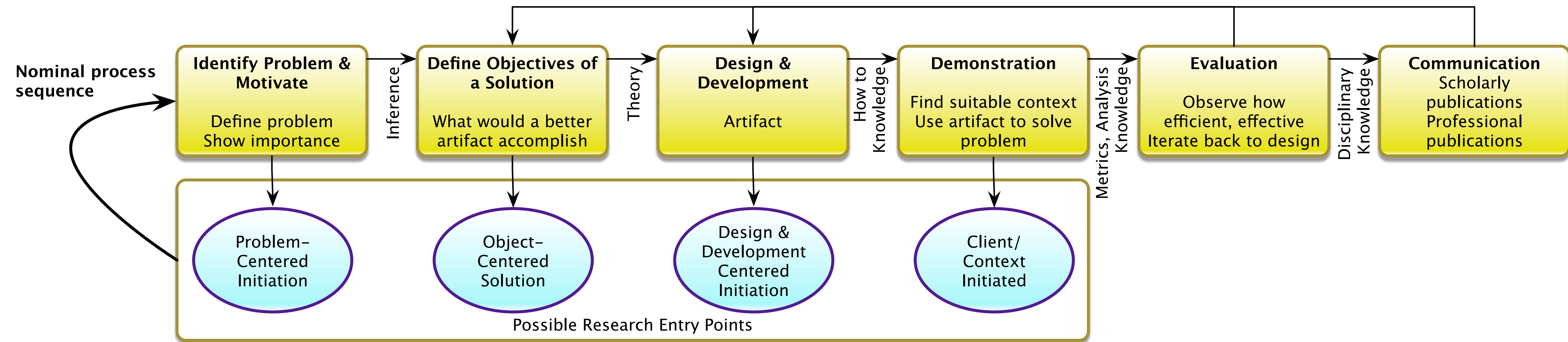


INSTANT CHURCH



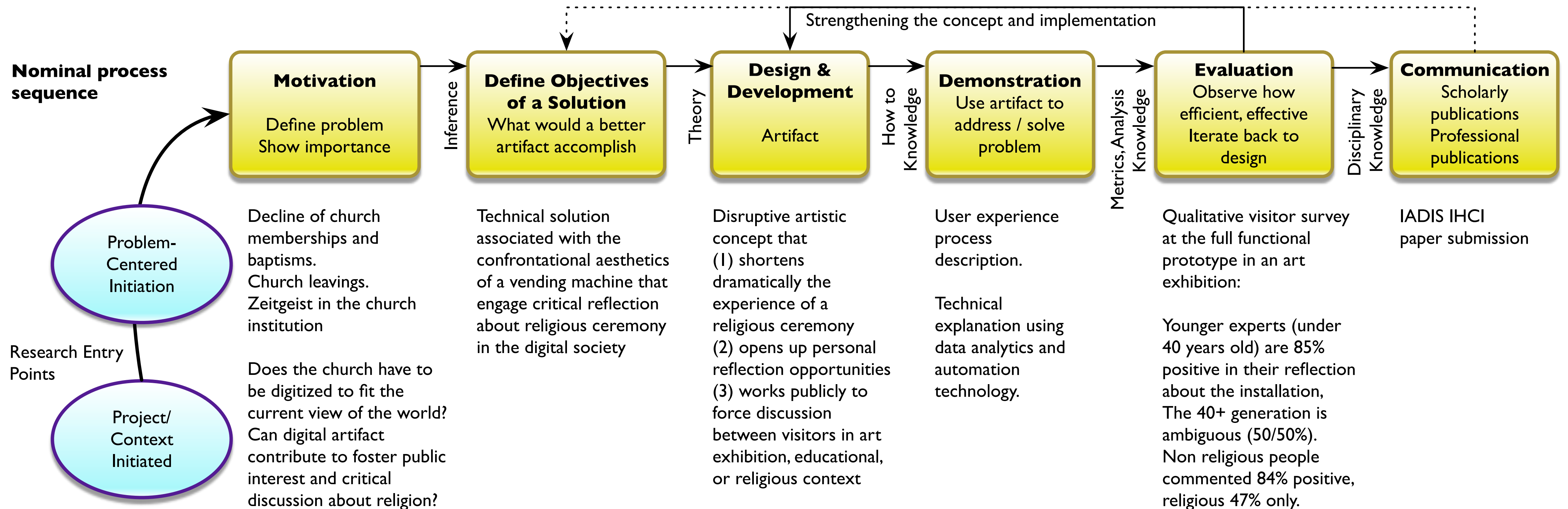
RESEARCH CONCEPT

Design Science Research Methodology



Peppers, K., Tuunanen, T., Rothenberger, M. A., & Chatterjee, S., 2007.
A design science research methodology for information systems research.
Journal of Management Information Systems (JMIS), 24(3), pp. 45-77.

Design Science Research Methodology



INSTANT CHURCH



USER EXPERIENCE & DESIGN

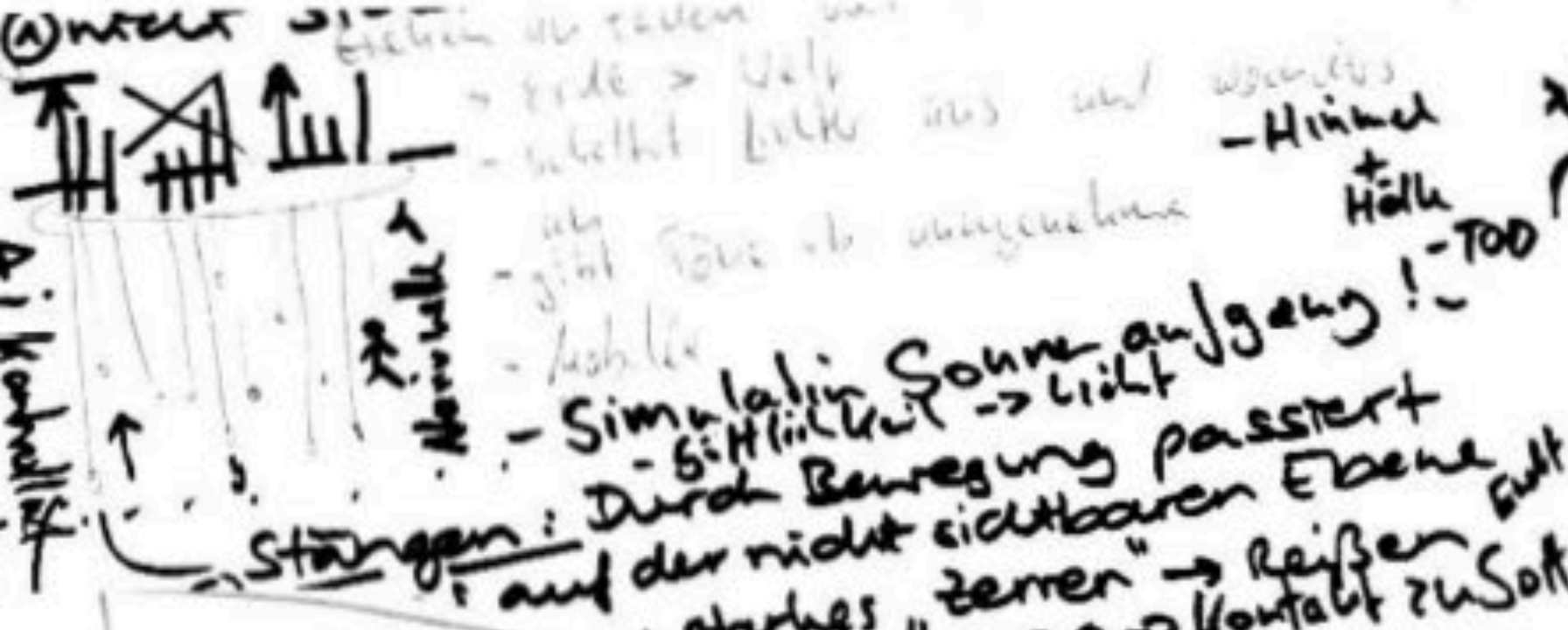
Zufrieden-
heit

Glücks-
gefühl

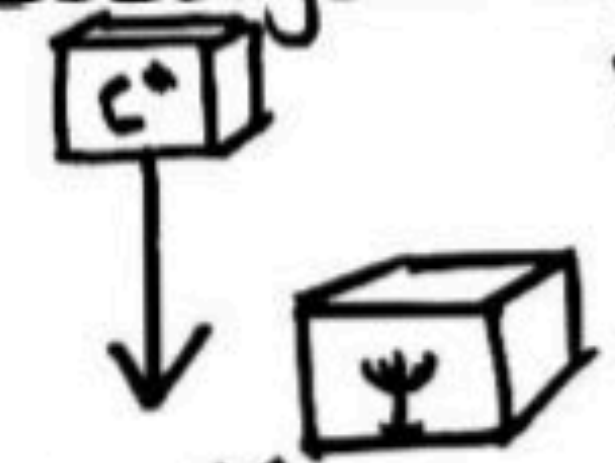
Sad 1

Handwritten notes on pink sticky notes, mostly illegible due to blurring.

Handwritten notes on yellow sticky notes, mostly illegible due to blurring.



Aktion im Raum neu
 räumen. Objekte zie
 # Geborgenheit #



Jede
 als Si
 für ai
 versch
 dies
 (Wie a)



Lumity

- gute Lichtquelle, pulsierend / abstrakt
- viele kl. Element
- Gemeinschaft / Welt / Erde
- Wegnehmen / mitnehmen d. Elemente
- > Licht verbleibt
- > Element leuchten eine Weile, erlischt später
- Element leucht stärker / wechselt Farbe > kurzfristige Befriedigung
- Museum
- pulsieren nach Regelmusik
- Glaube ist unschreibbar

Piper

- beim Einlass > vibriert
- Ziehen
- > Taschenlampe
- > Zylinder
- > "Winkel"
- = verändert Ton
- Sim-Koch
- Register
- Raum d. Lebens
- > reiten
- Sisyphos

StilleAD

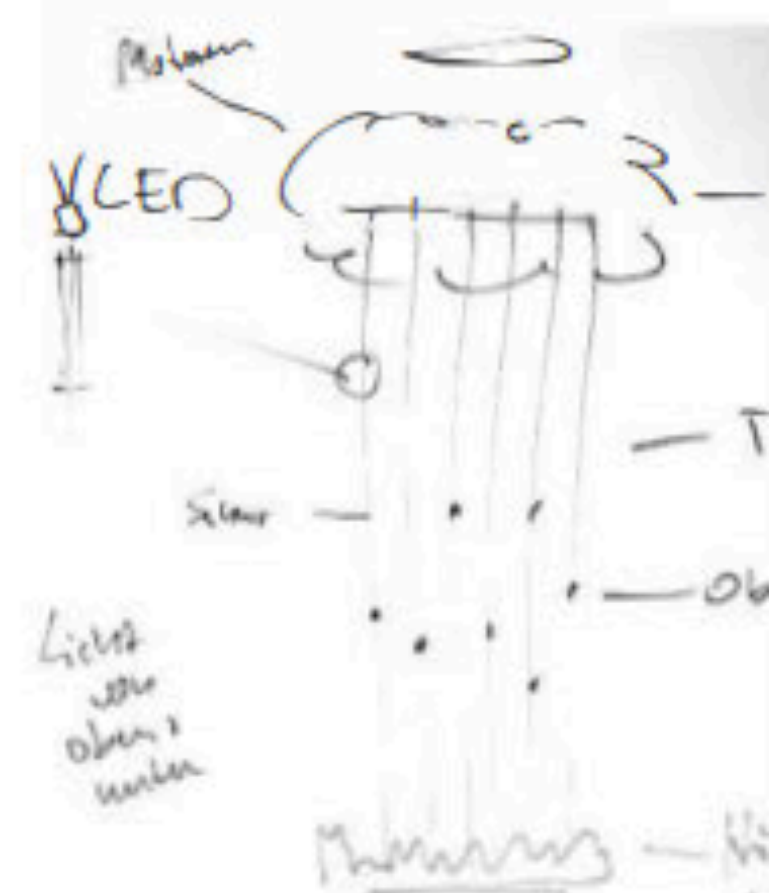
- Manipulation im stillen Raum / abstrakt
- > Effekt im Raum / Mund
- Versteckte Codierung
- > Beinhaltet Lumity
- Grenzen
- Interaktion
- Stille Post
- Aktion > Reaktion

Obdata

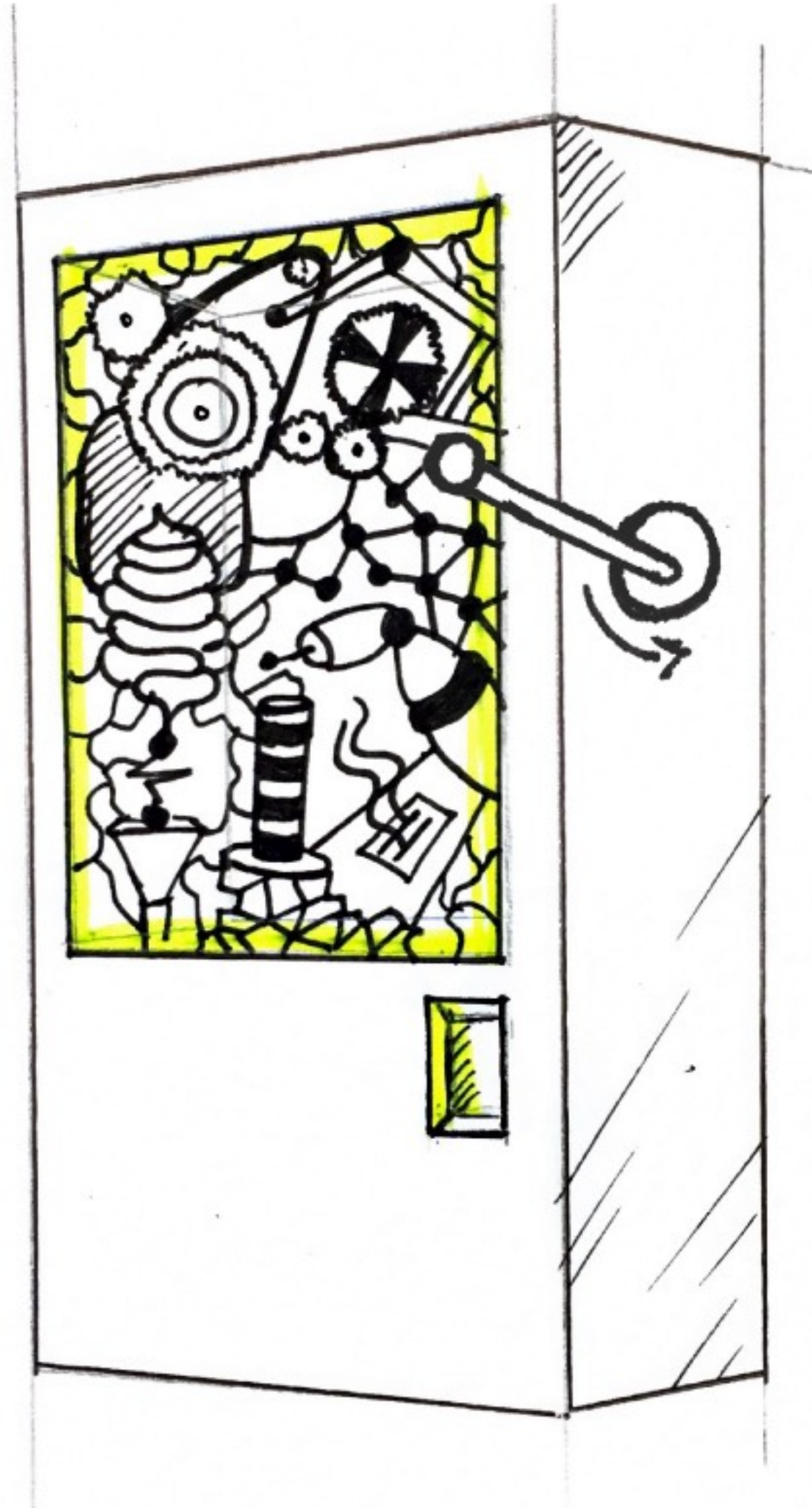
- Anwesenheit / Abwesenheit
- Konvergenz / Divergenz
- Einbezug:
- Markenlogos / Glanzobjekt
- individueller Bezug
- zeitlicher Bezug
- Socialmedia Daten des Nutzers
- welche Tiere hat mein gläubiger
- Spenden von Kirchen
- Mechanisierung
- Botschaft
- Leib Christi
- Leib Maria
- KI gewährt

Balance der Welt, Religion,
 Tonhöhe oder Lautstärke
 einem Ort verändert und
 autom. an einem zwei!

Raum A
 gleichzeitig
 DOWN



- Ziehen > Luft offen
 > sounders way

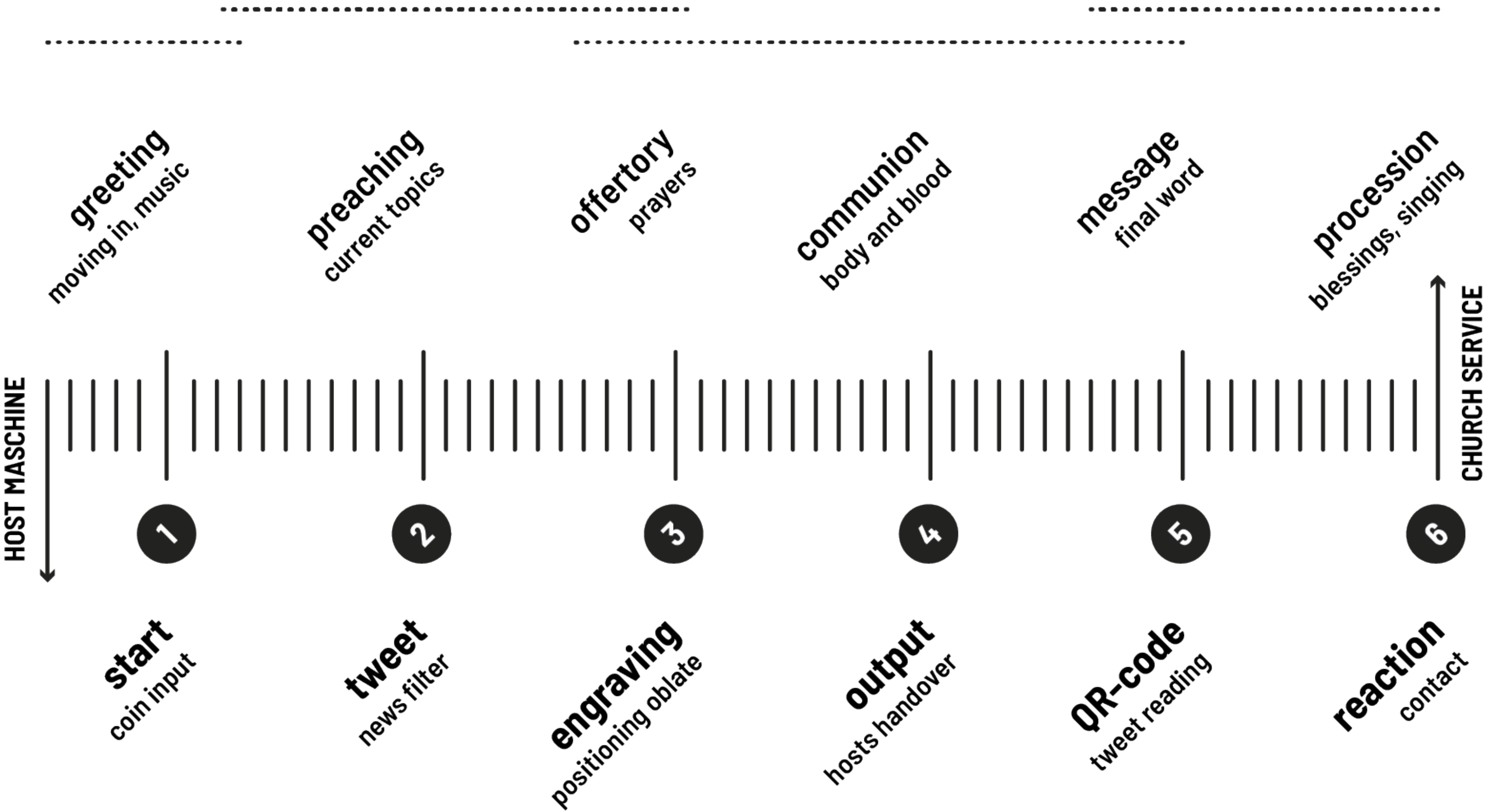


OPENING

LITURGY

EUCHARIST

RELEASE



HOST MACHINE

CHURCH SERVICE

greeting
moving in, music

preaching
current topics

offertory
prayers

communion
body and blood

message
final word

procession
blessings, singing

start
coin input

tweet
news filter

engraving
positioning oblate

output
hosts handover

QR-code
tweet reading

reaction
contact

1

2

3

4

5

6




Kollekte

Gabenbereitung

Hochgebet

Vaterunser

Friedensgruß

Weihung


Kommunion



Kollekte

Gabenbereitung

Hochgebet

Vaterunser

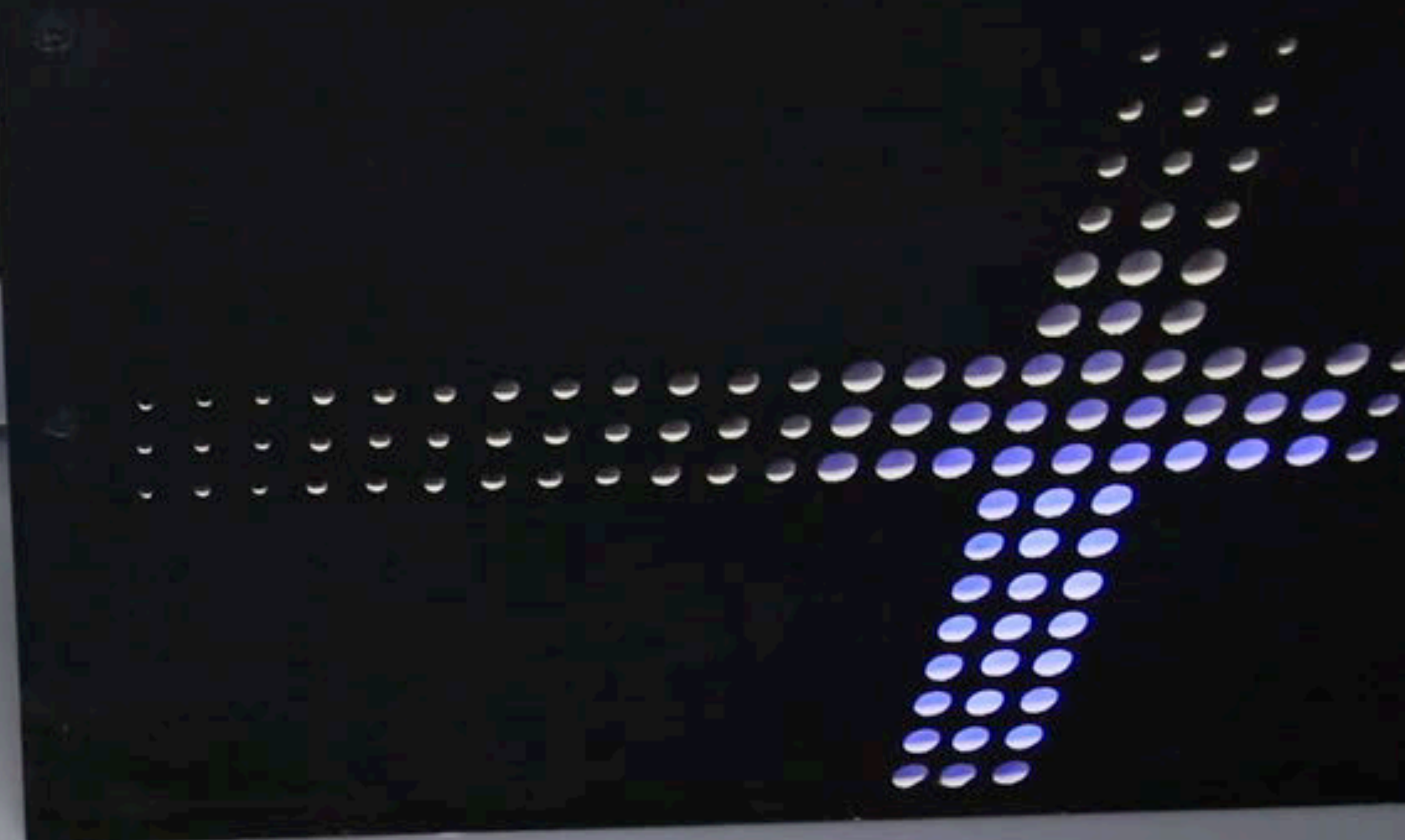
Friedensgruß



Kollekte

Hoch

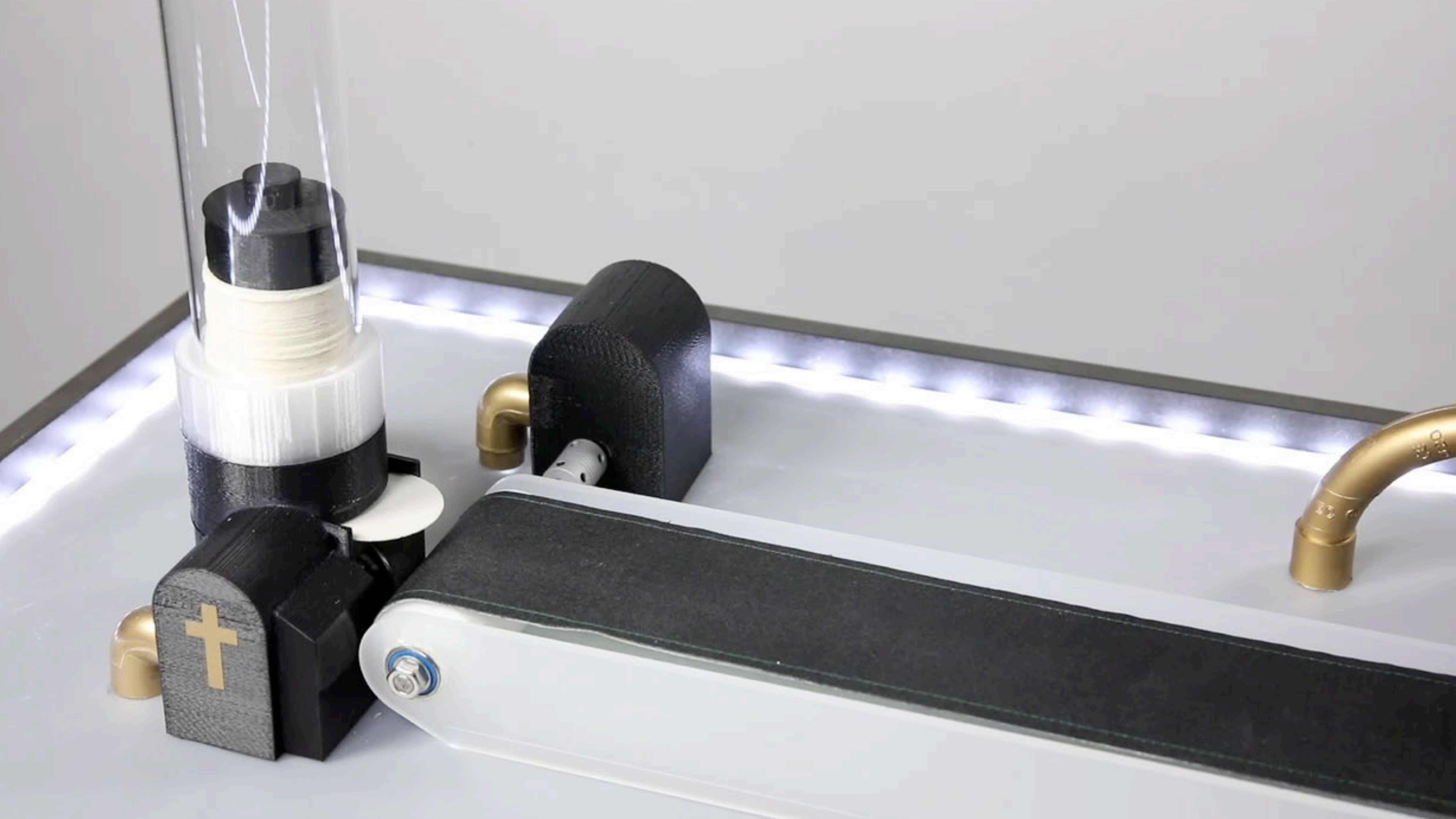
Gabenheroitungen

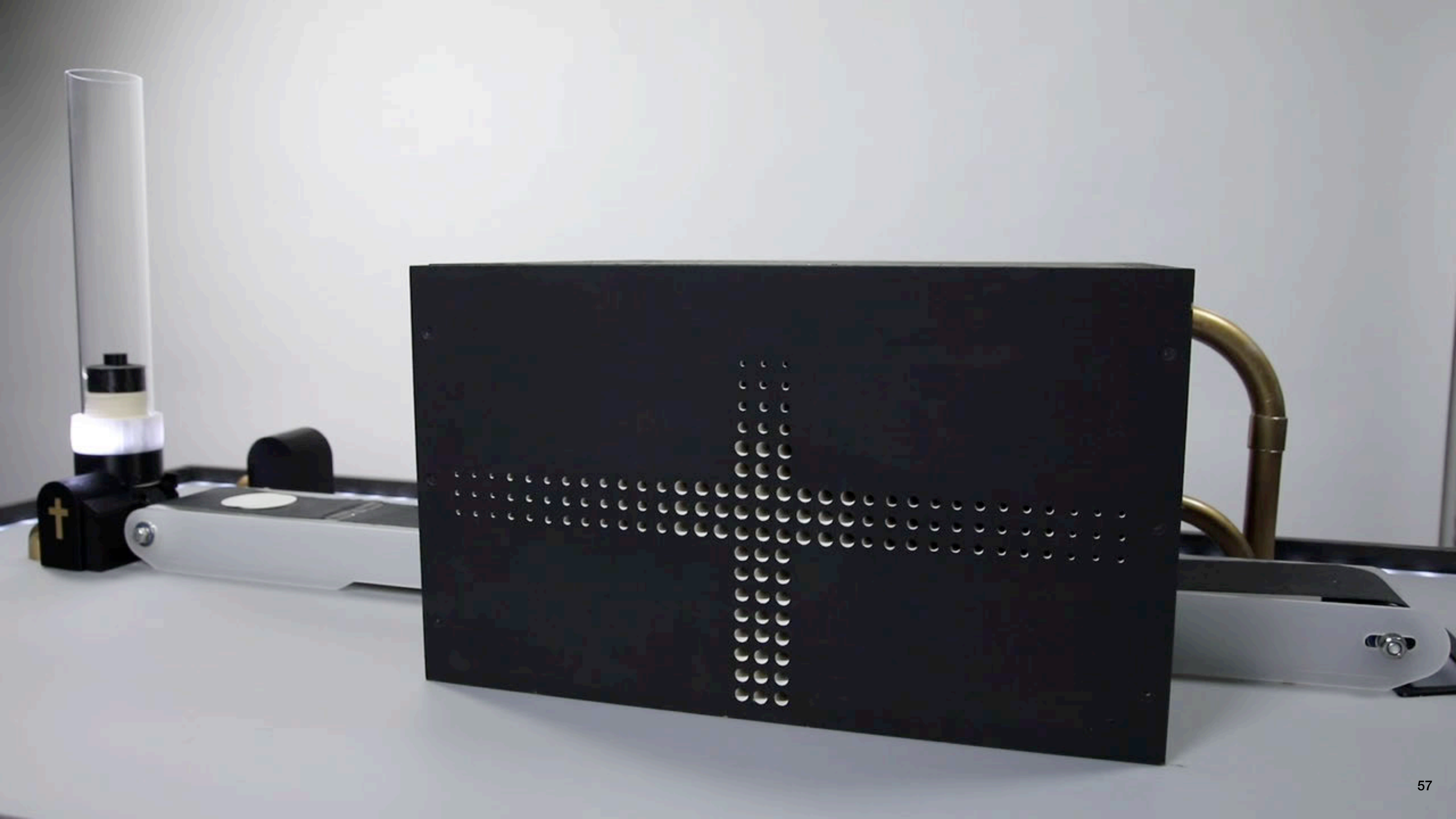


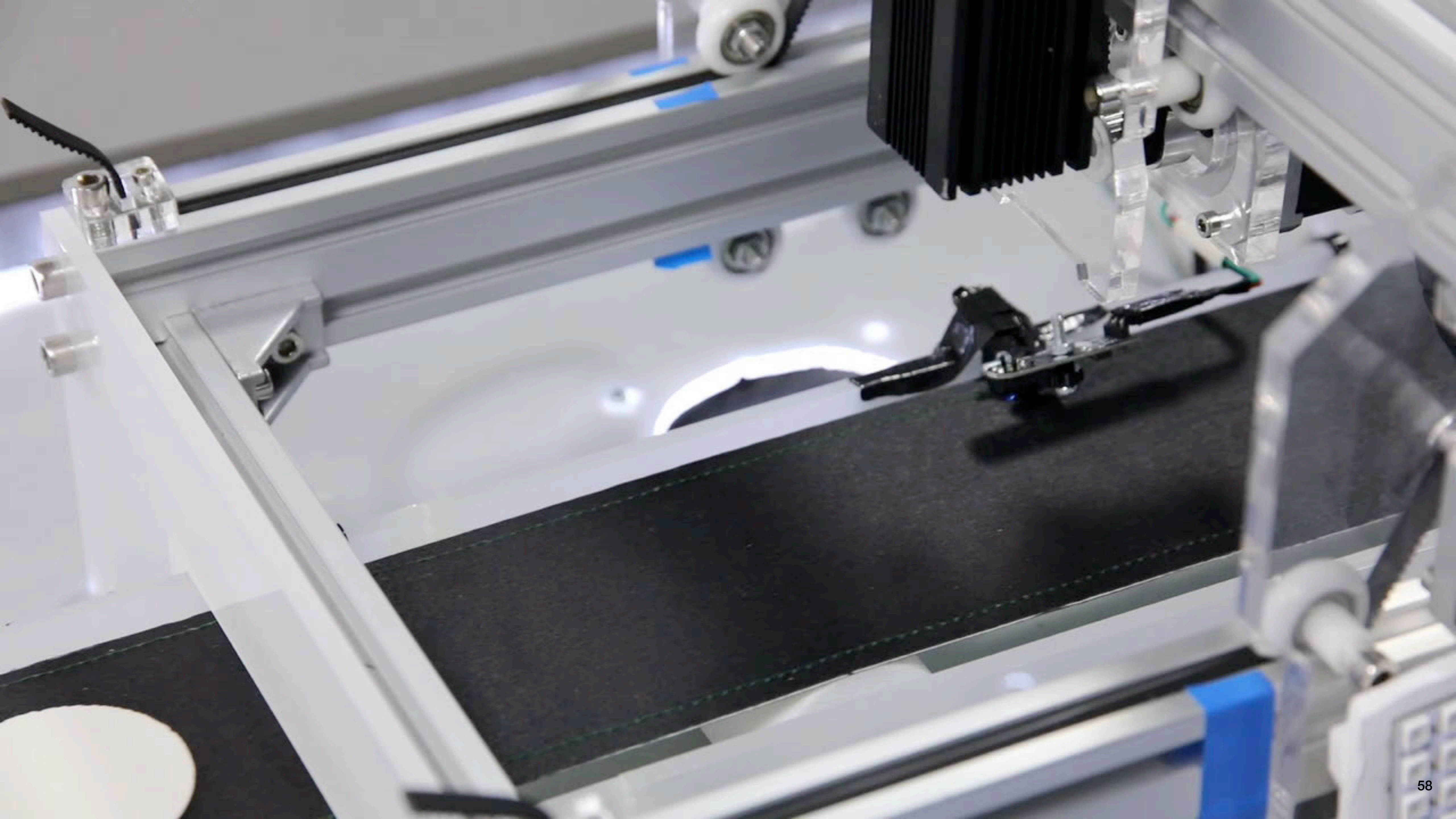
Soziale Netzwerke durchsuchen

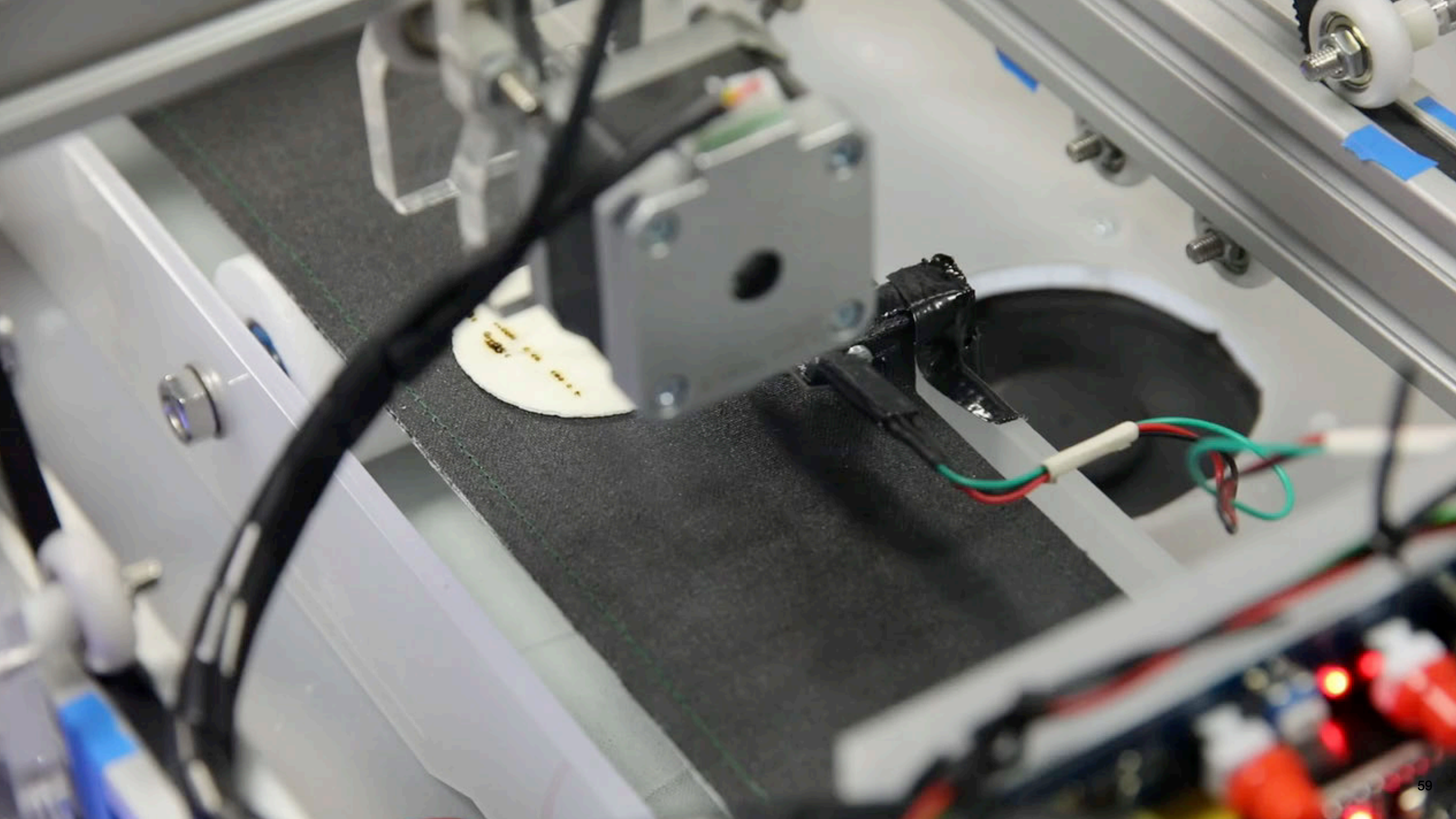
ammeln

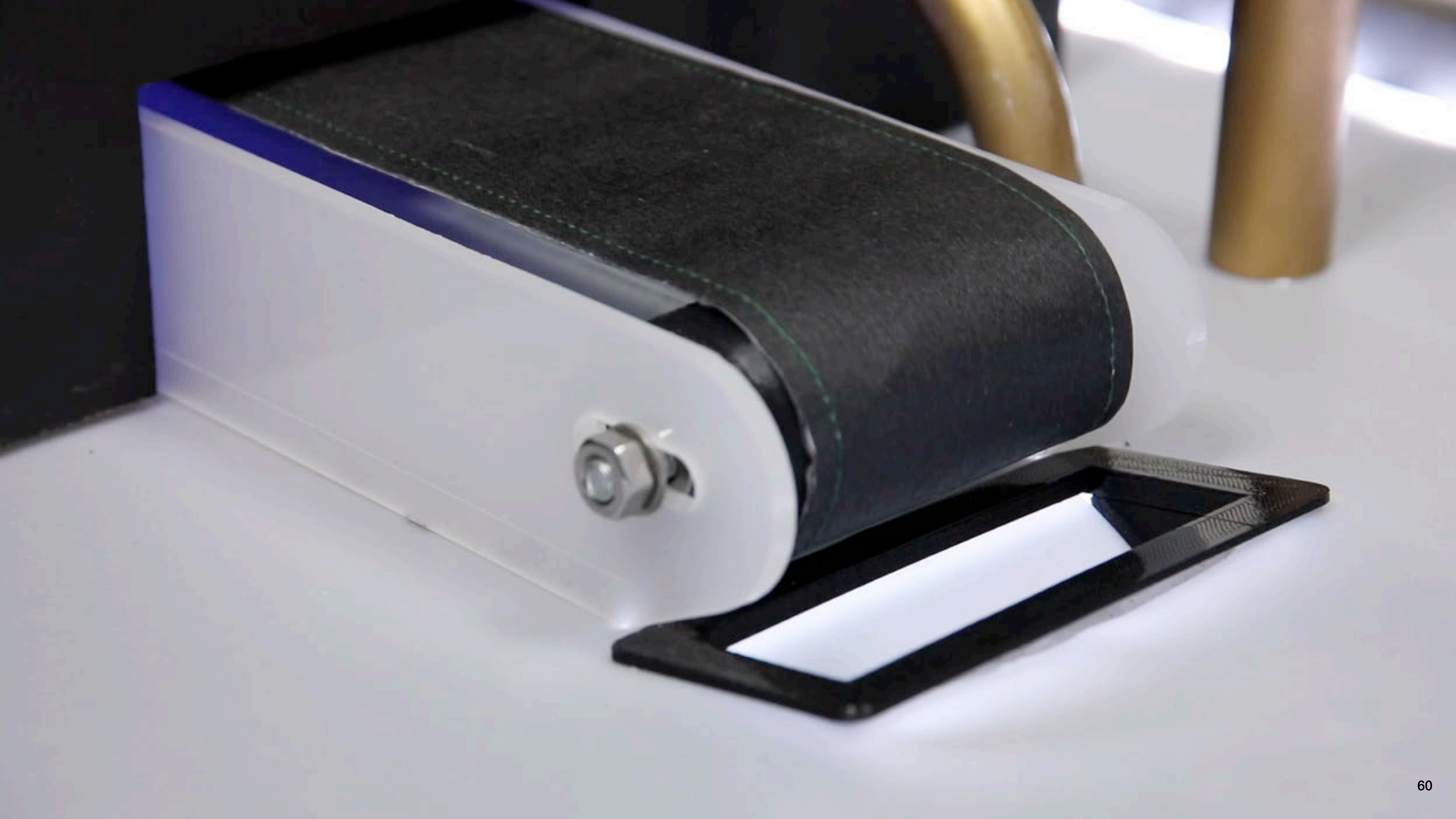
ass - we h s i s n











Wiedergeburt

Kommunion







Drillisch 3G 14:21 Twittern

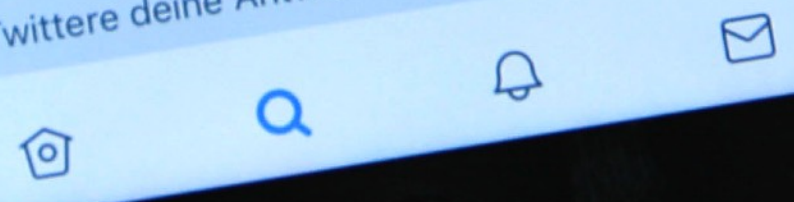
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INSTANT CHURCH



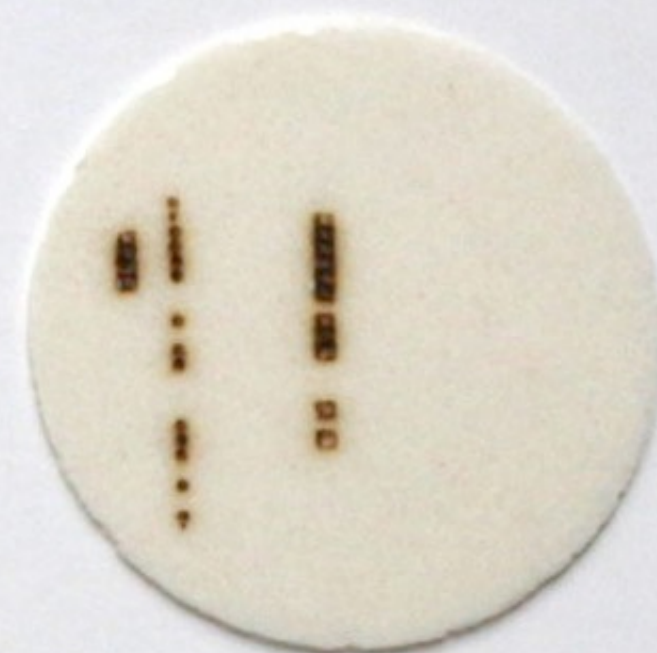
TECHNICAL IMPLEMENTATION



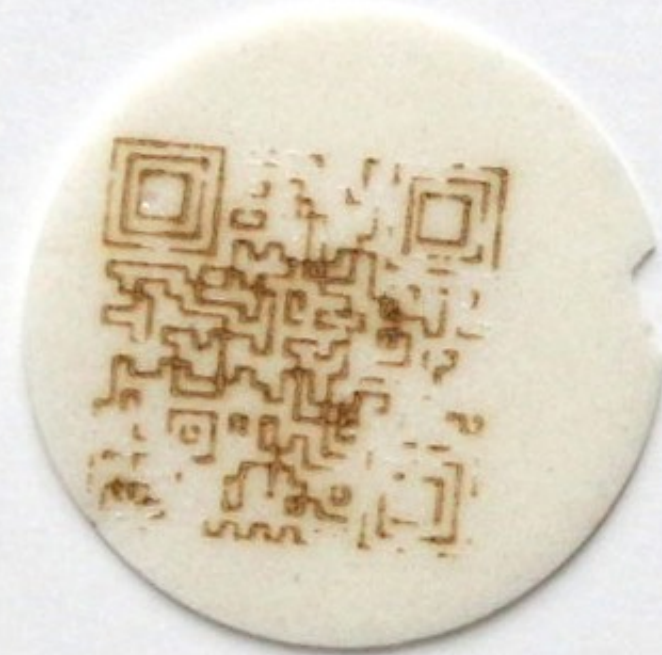
3D FDM printed



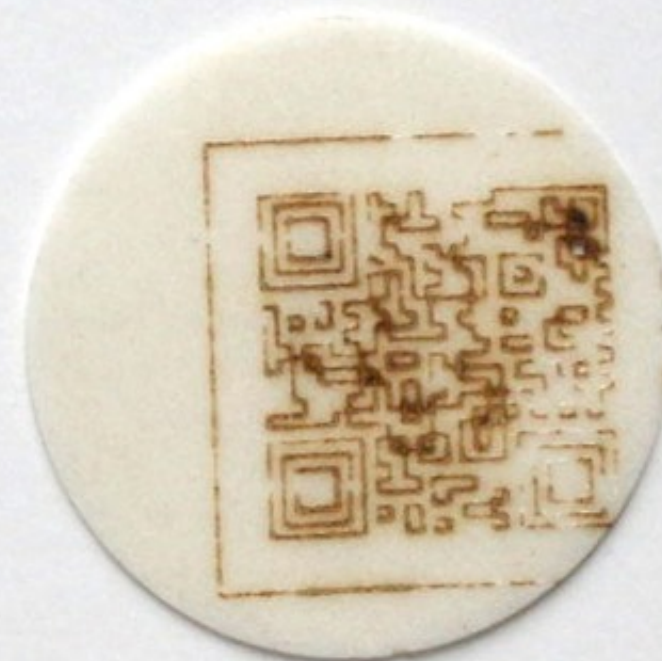
adjust pulse time



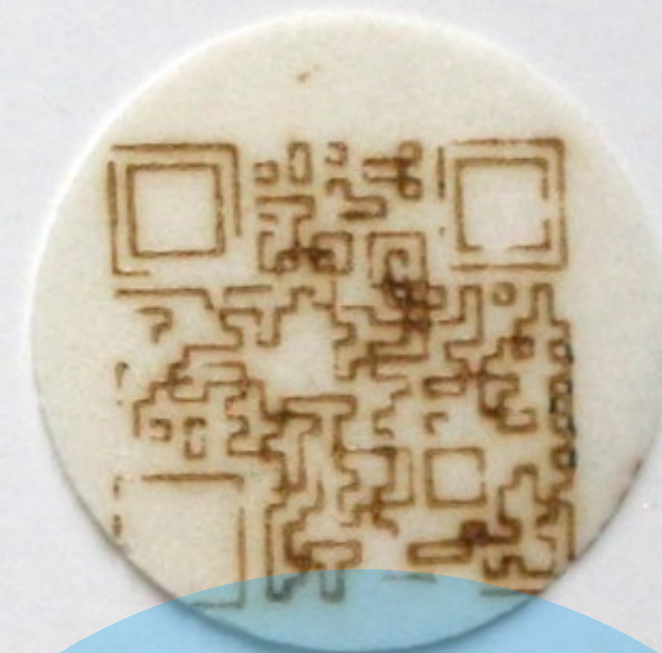
speed adjust



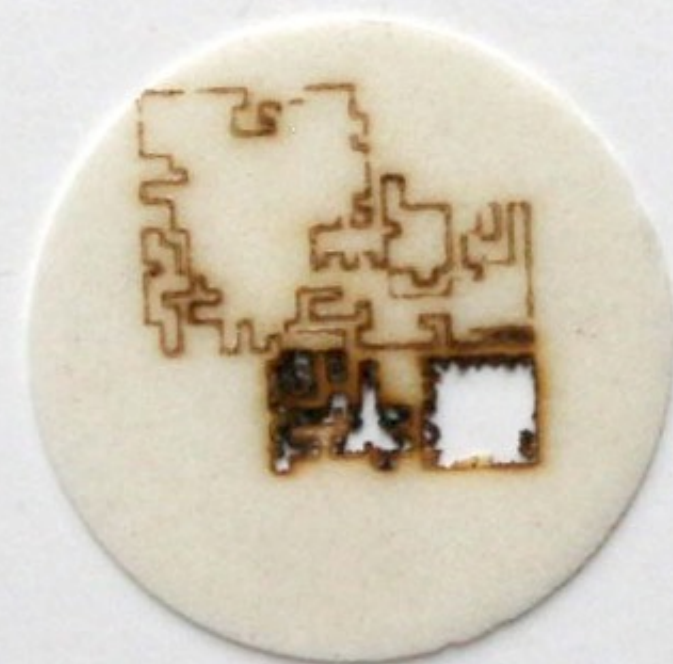
speed & pulse adjust



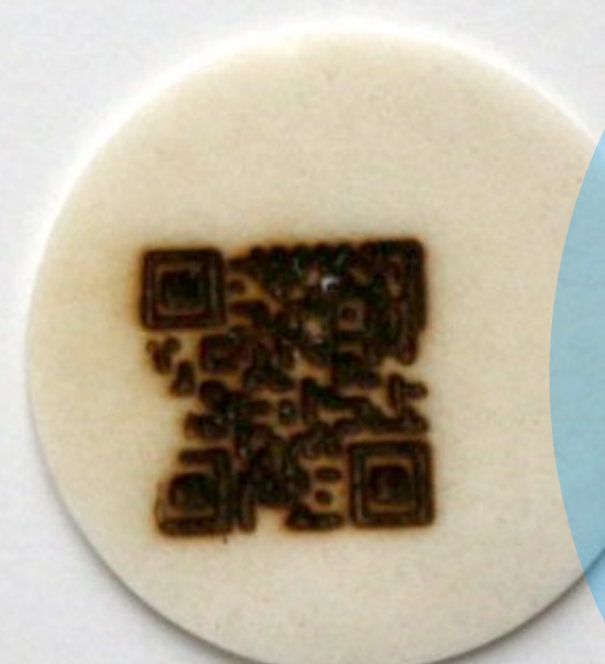
size adjust



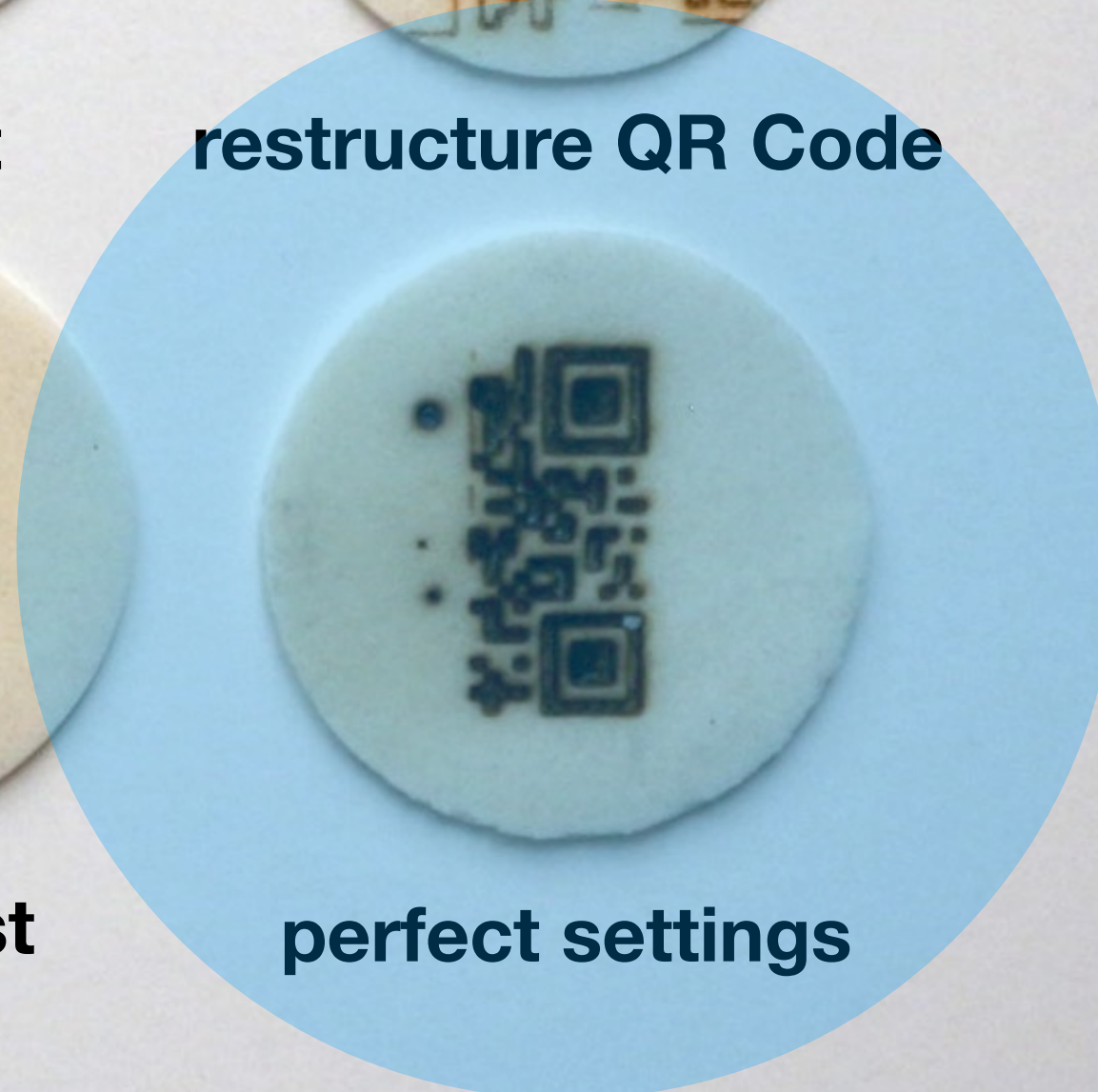
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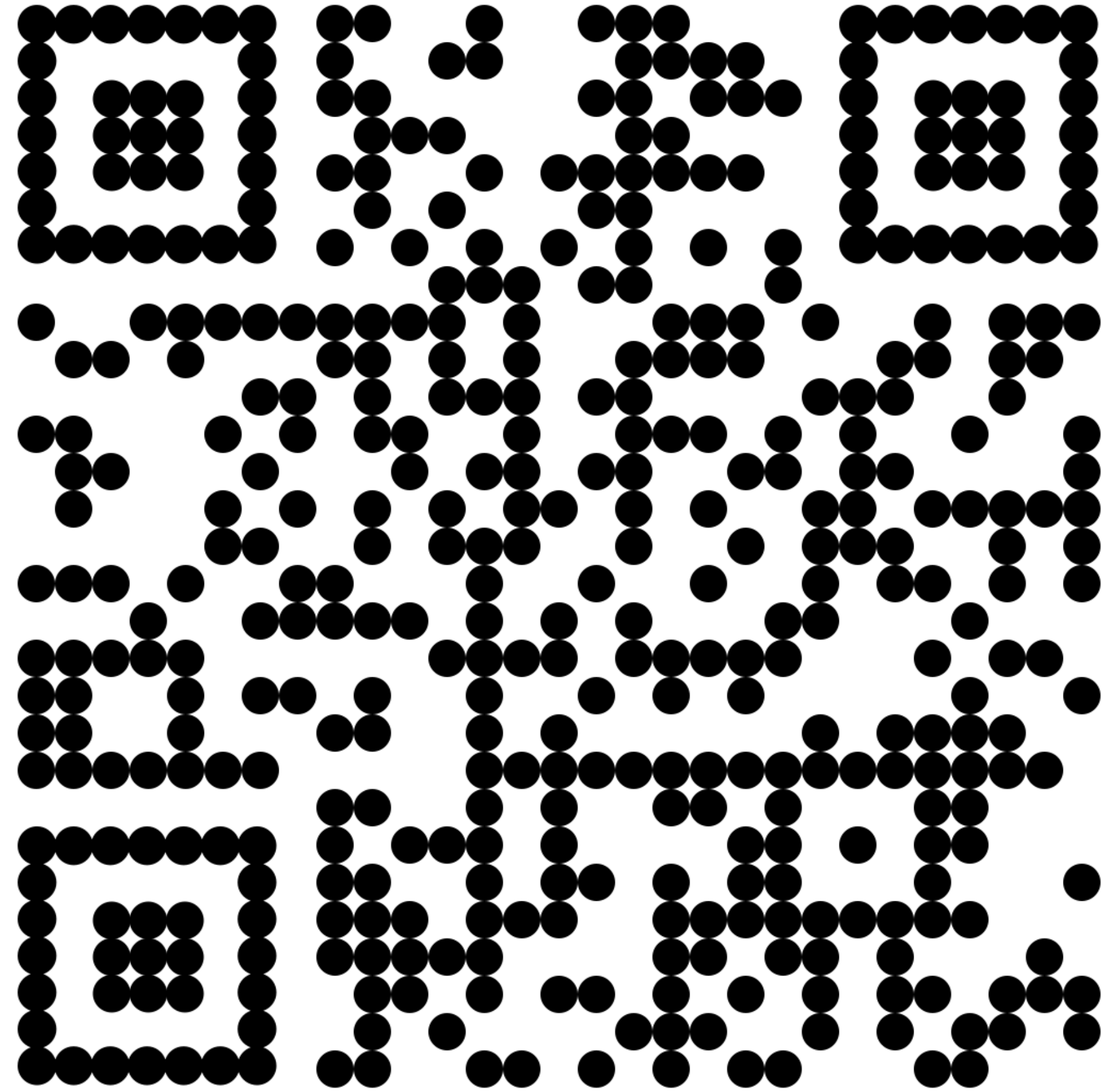
adjust order of engrave

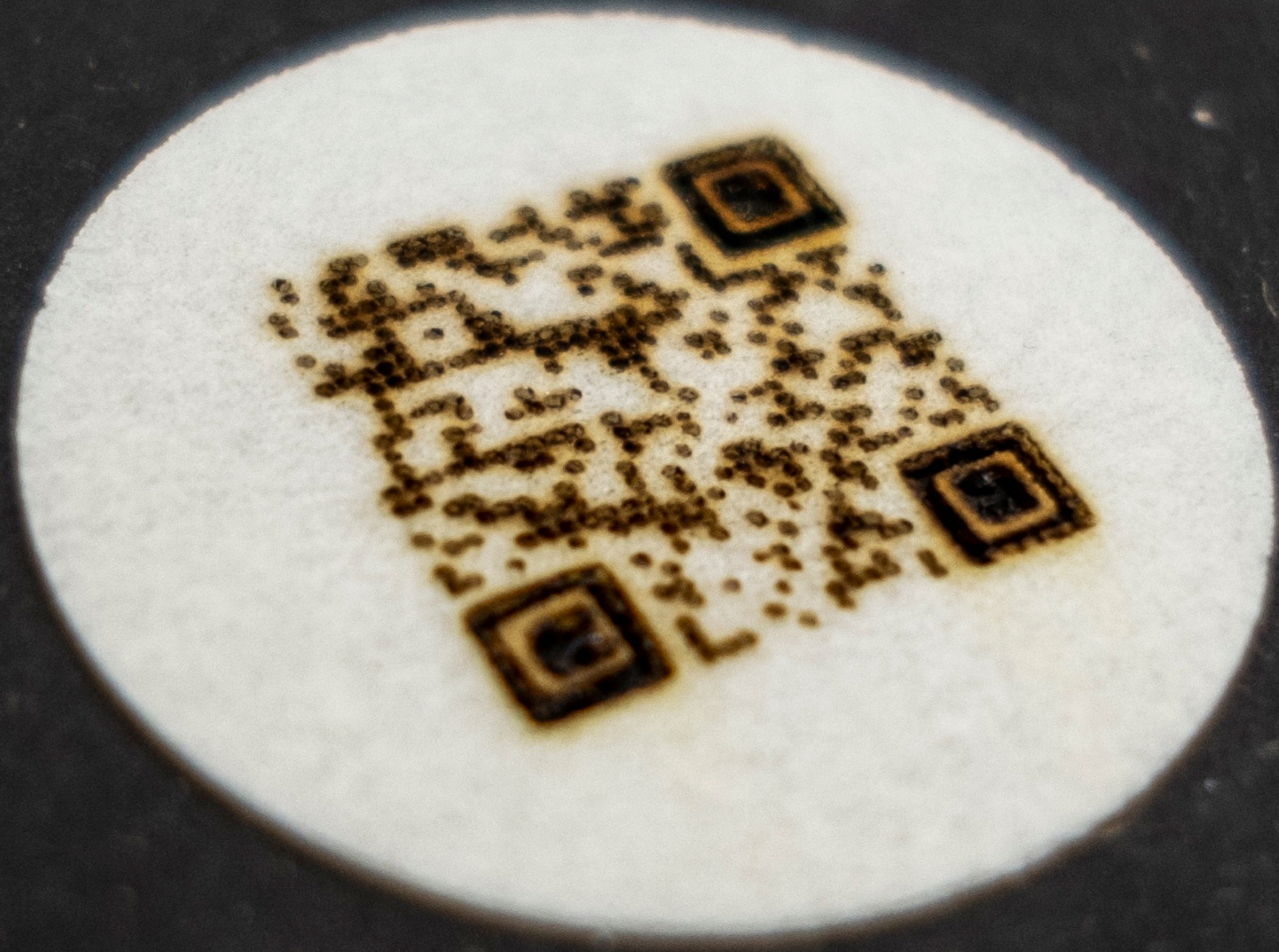


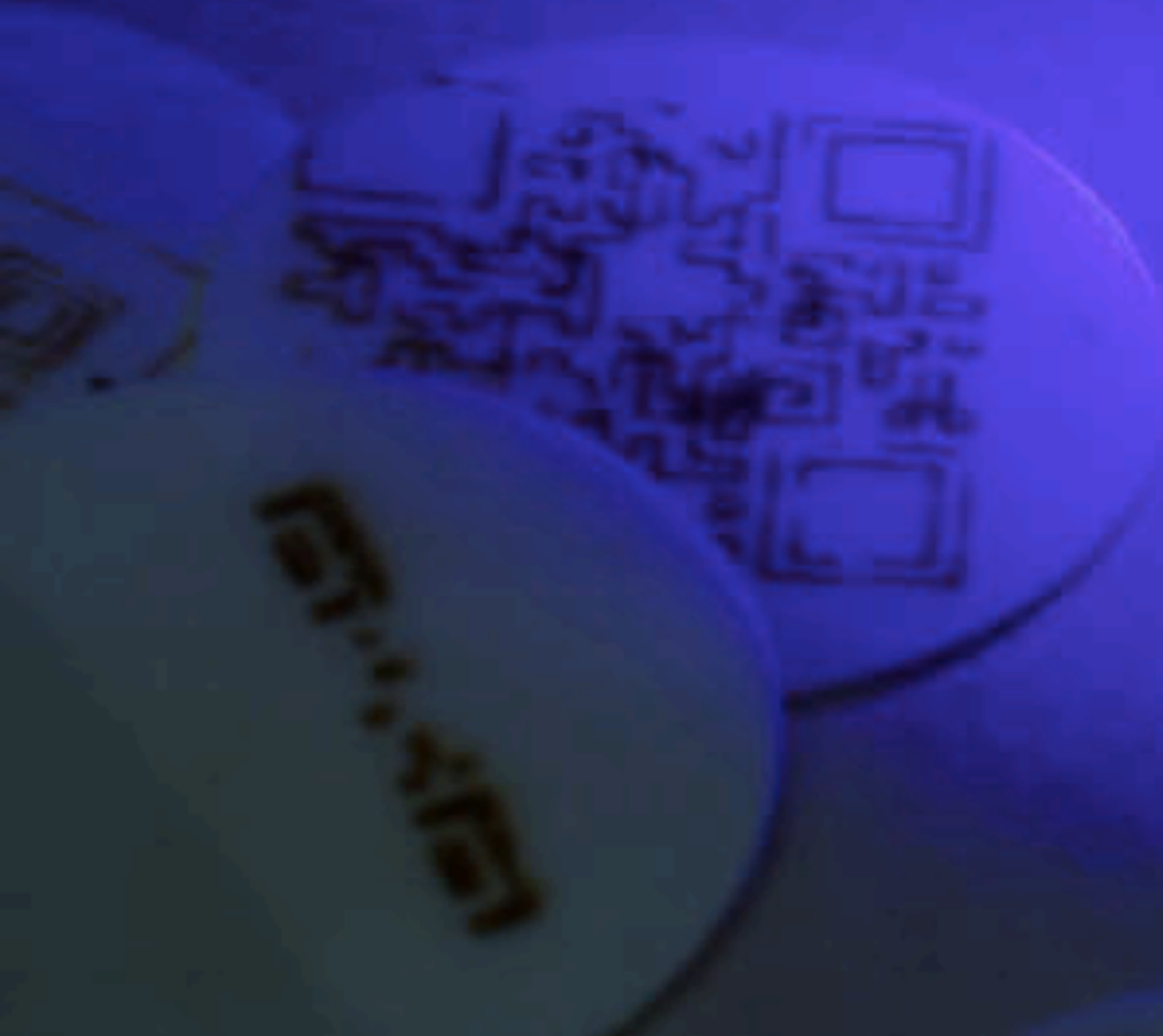
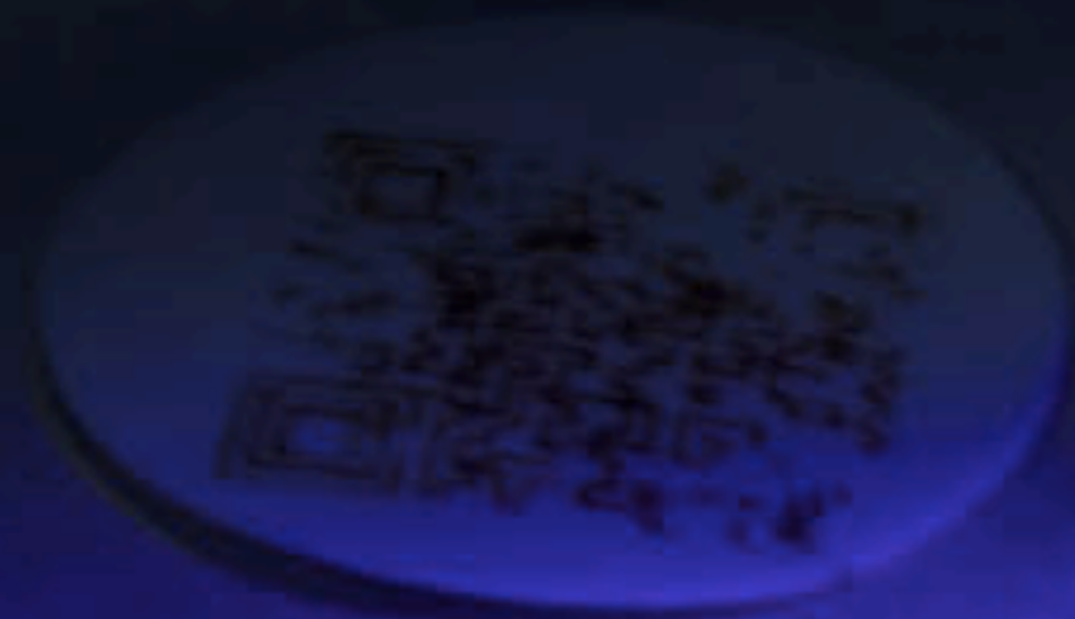
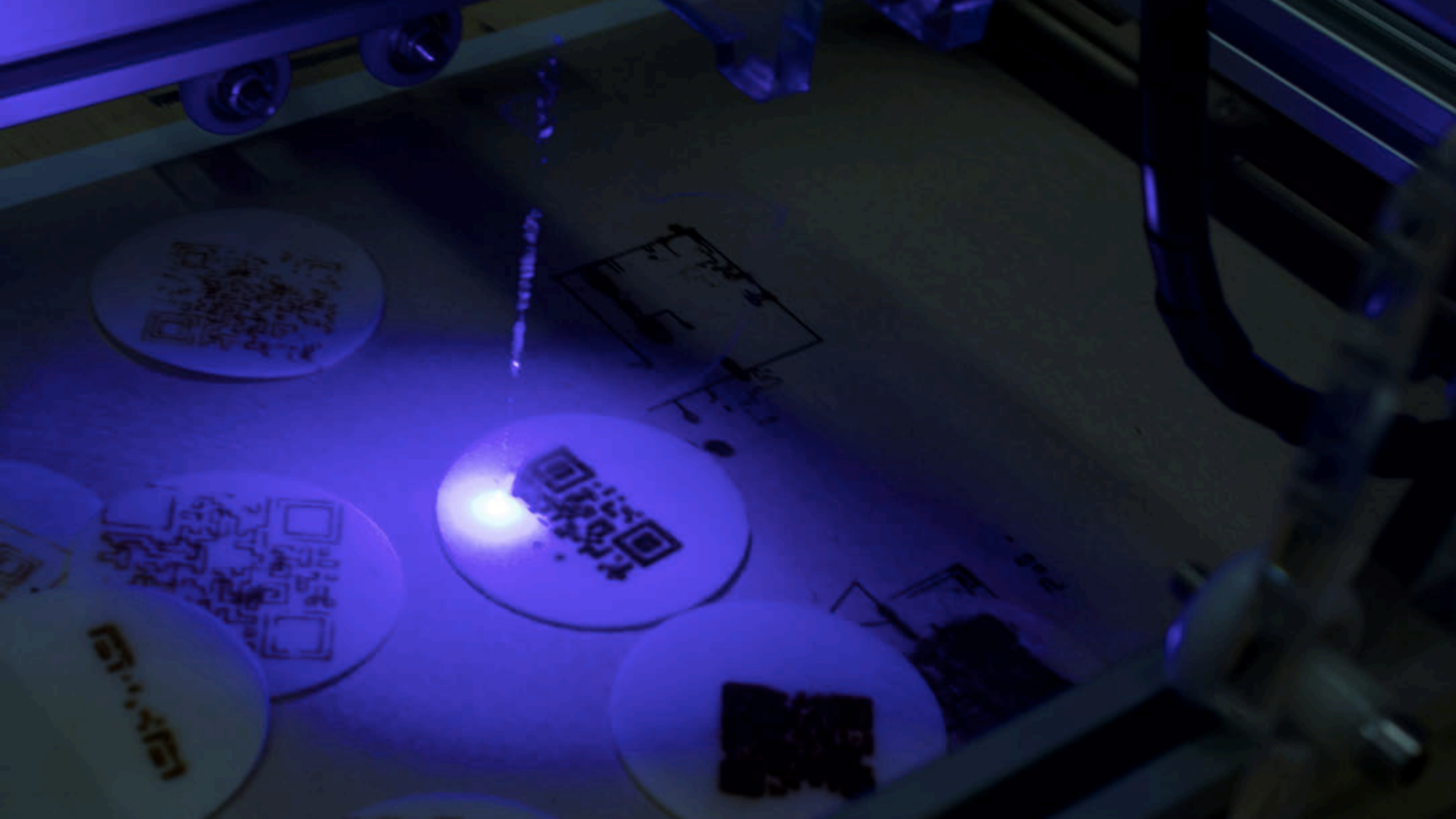
size adjust

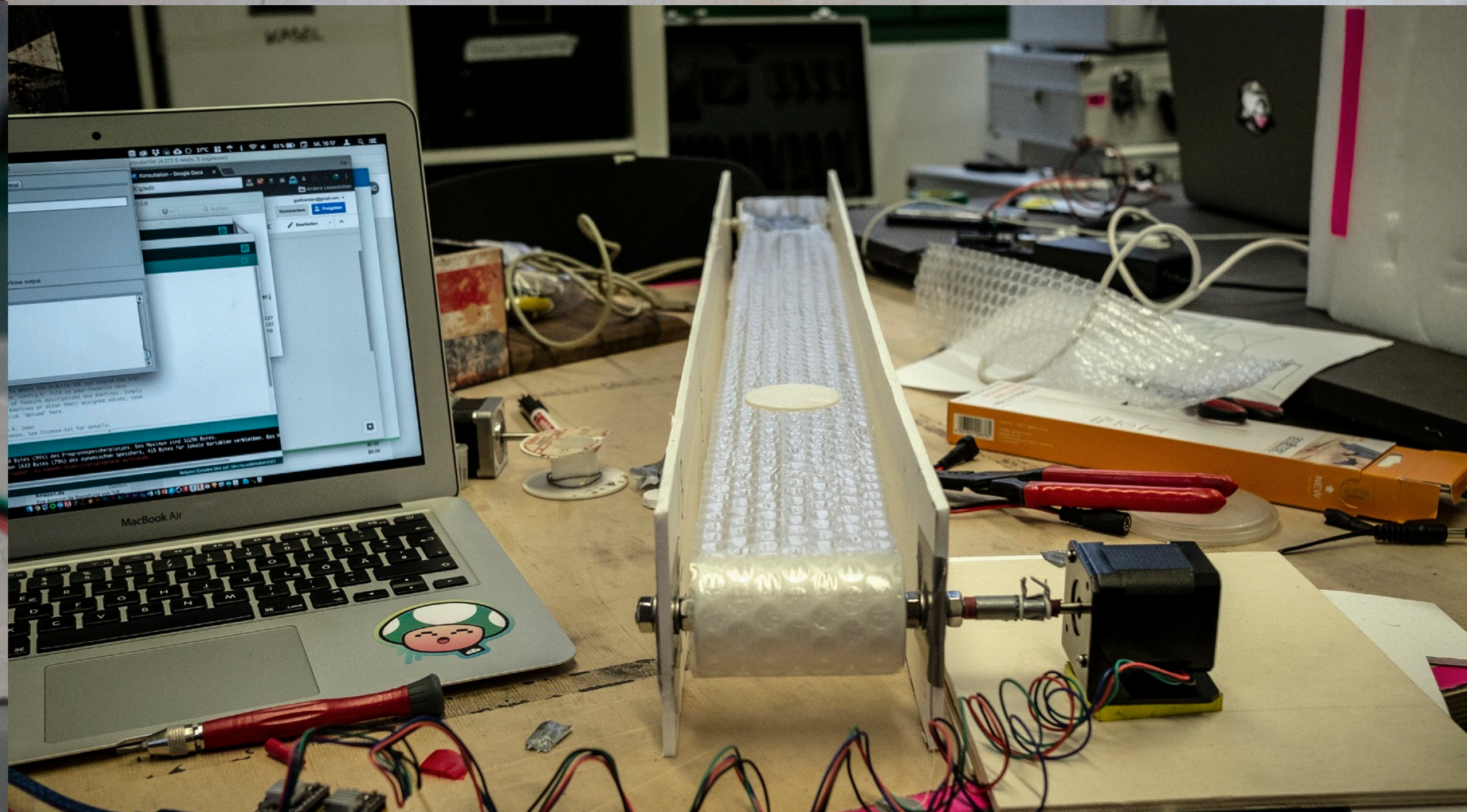
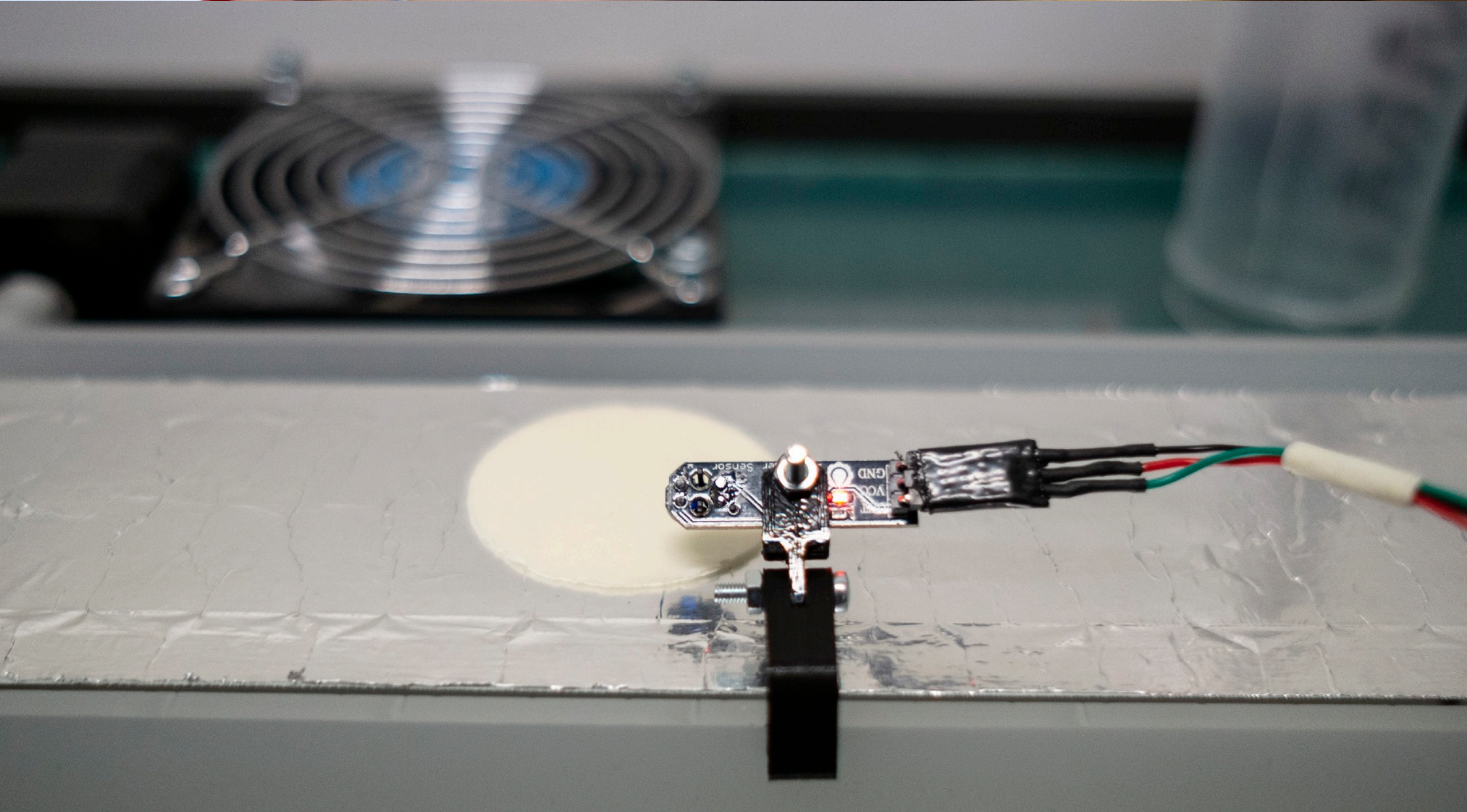
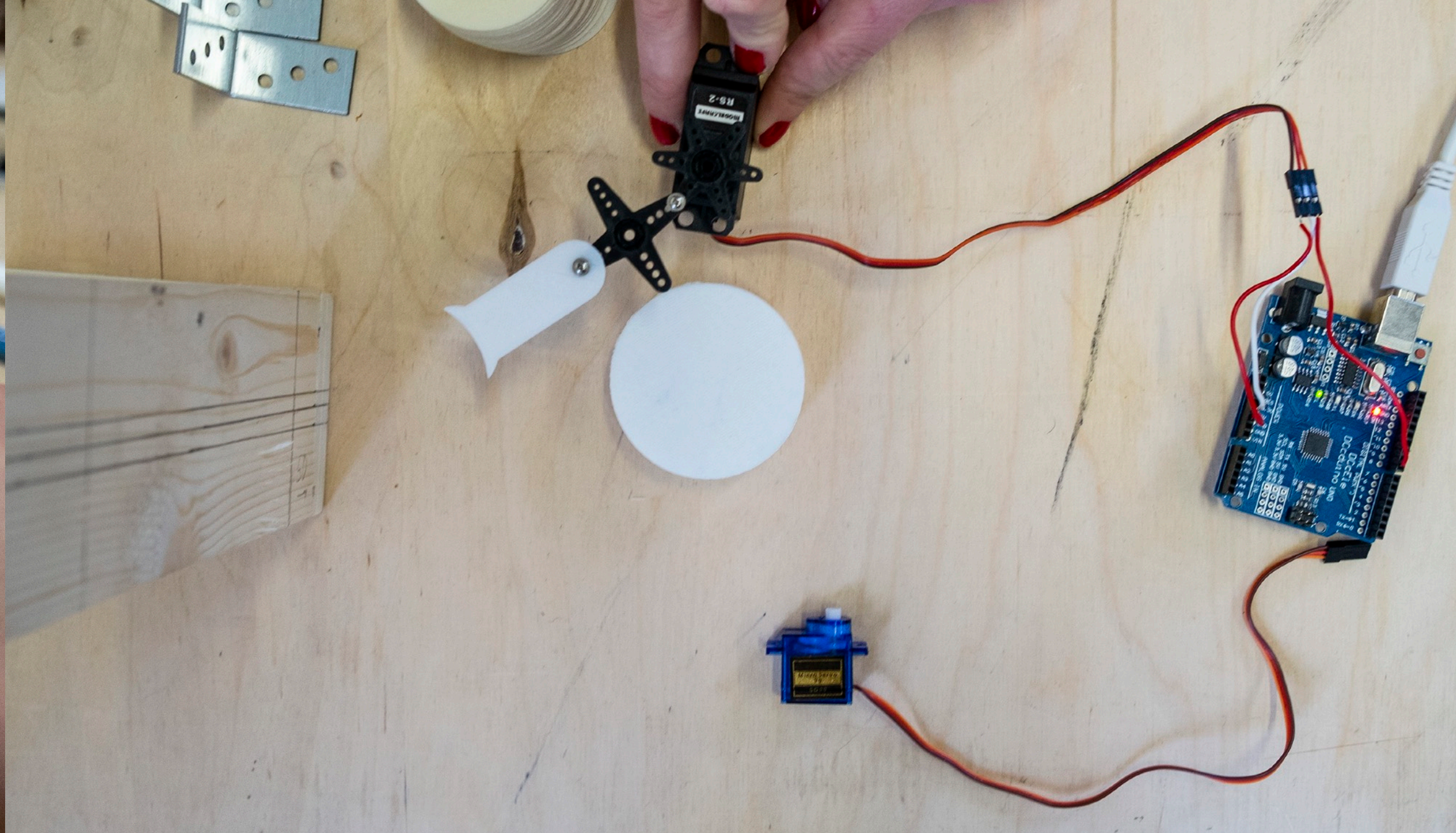
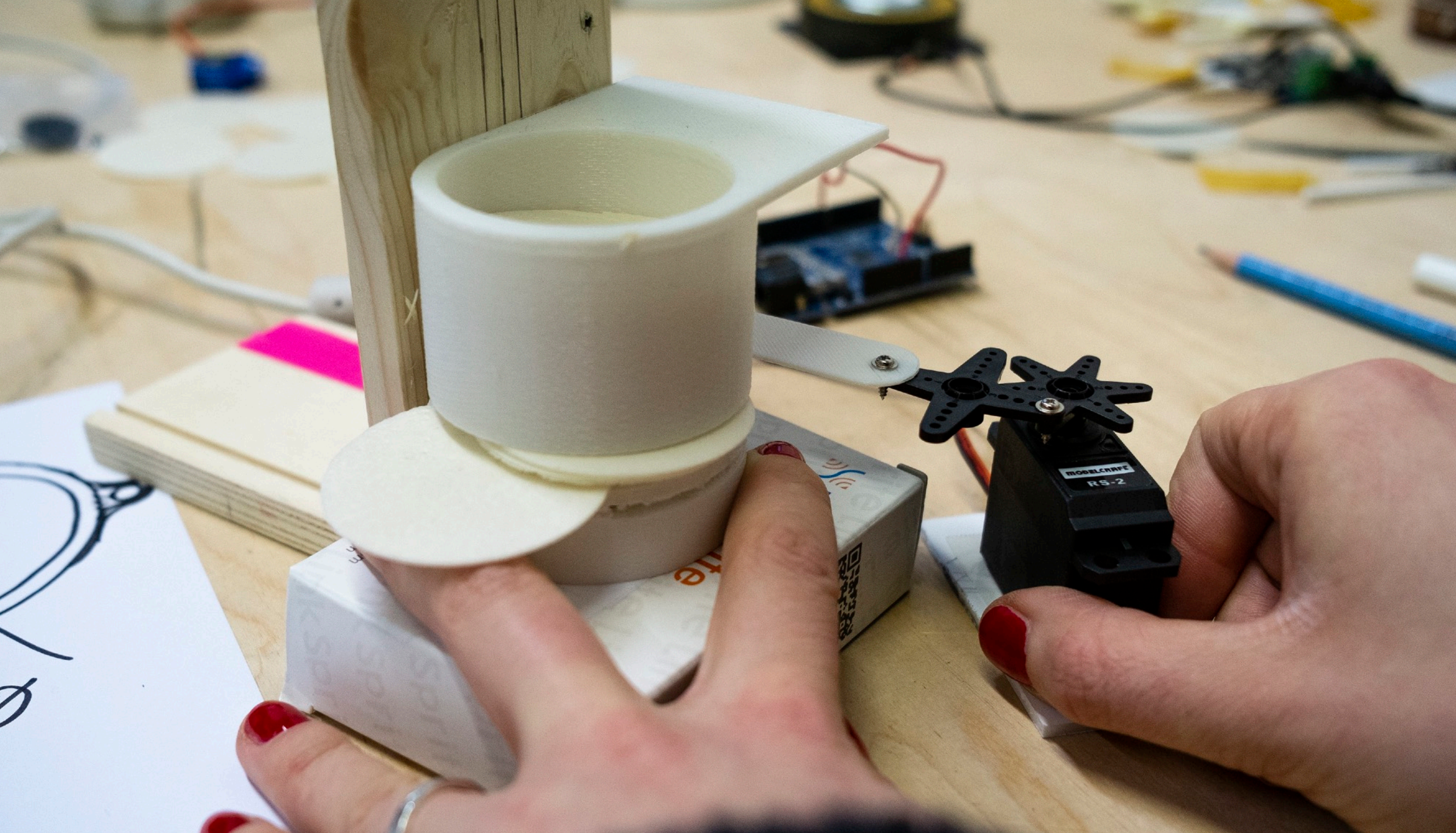


perfect settings

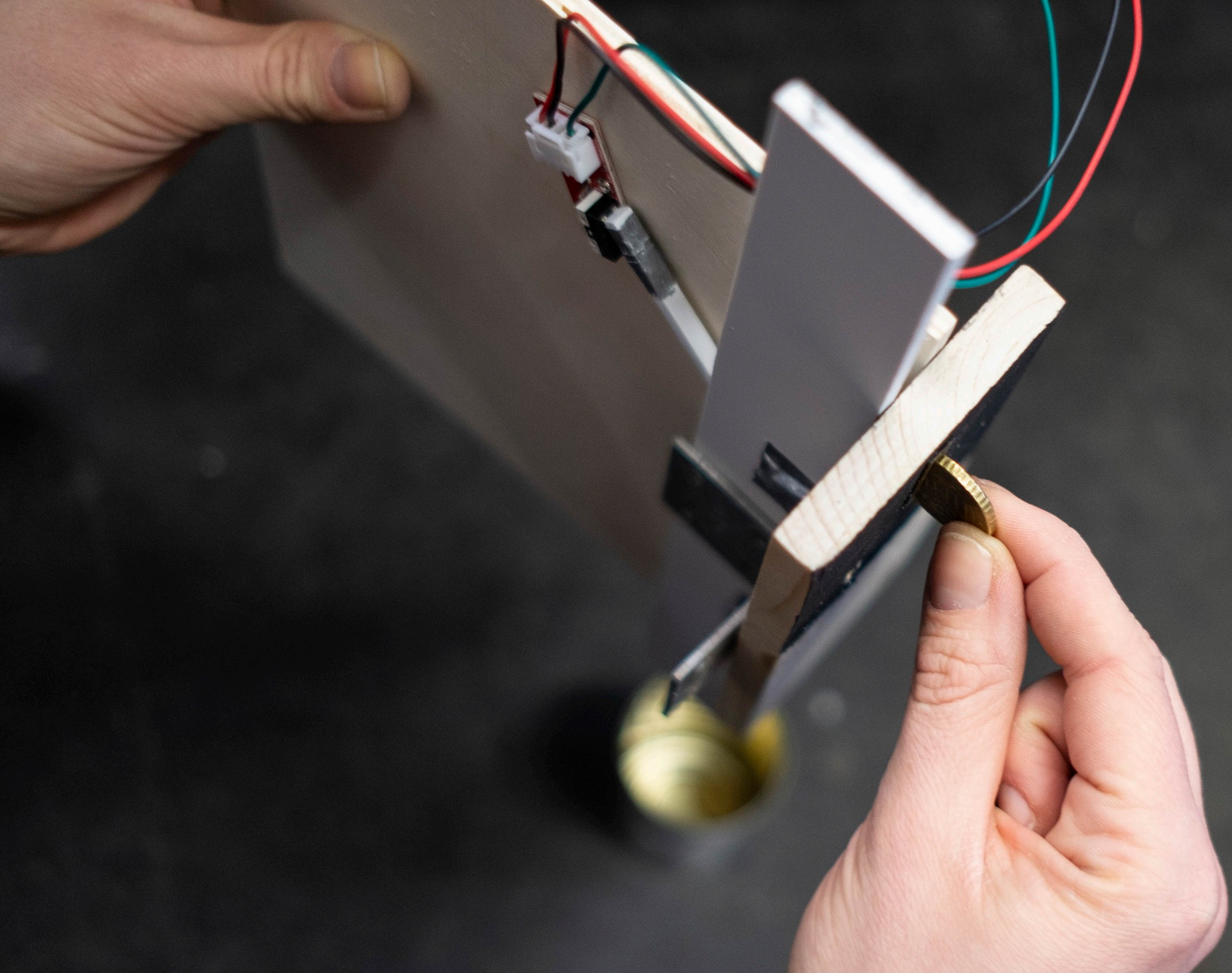












INSTANT CHURCH



USER EVALUATION

Magdeburger Dom

M.A. Interaction Design

Information Design
The design of information systems is a complex task that requires a deep understanding of the user's needs and the system's capabilities. It involves the selection of appropriate data, the organization of that data into a coherent structure, and the design of the user interface to facilitate the user's interaction with the system. The goal is to create a system that is easy to use, efficient, and effective.



»Perhaps not quite serious but interesting approach to get young people excited about the church.«

(Chorus singer, female, 19 years old, religious)

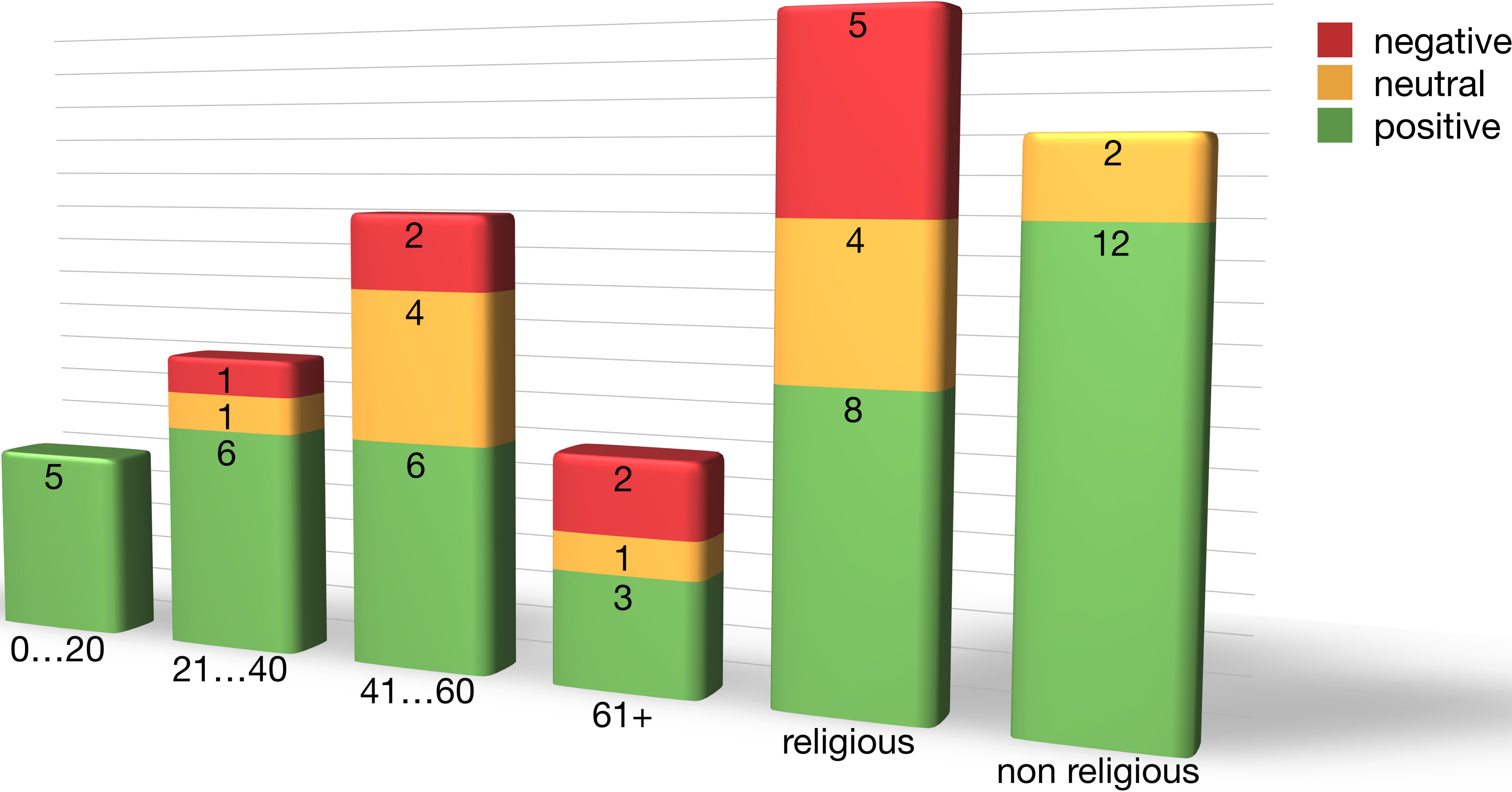
»The installation emphasizes the zeitgeist of the constant availability of information.«


(Student, 19, unknown religious orientation)

»If this would happen anywhere, then I would often participate in the church.«

(Student, 16, non-religious)

QUALITATIVE USER EVALUATION (n=31)





»The machine opens up a novel approach to the church, especially for non-religious people.«
(Catholic School Teacher, 62, religious)

»That's pure blasphemy!«
(Church member, 68, religious)

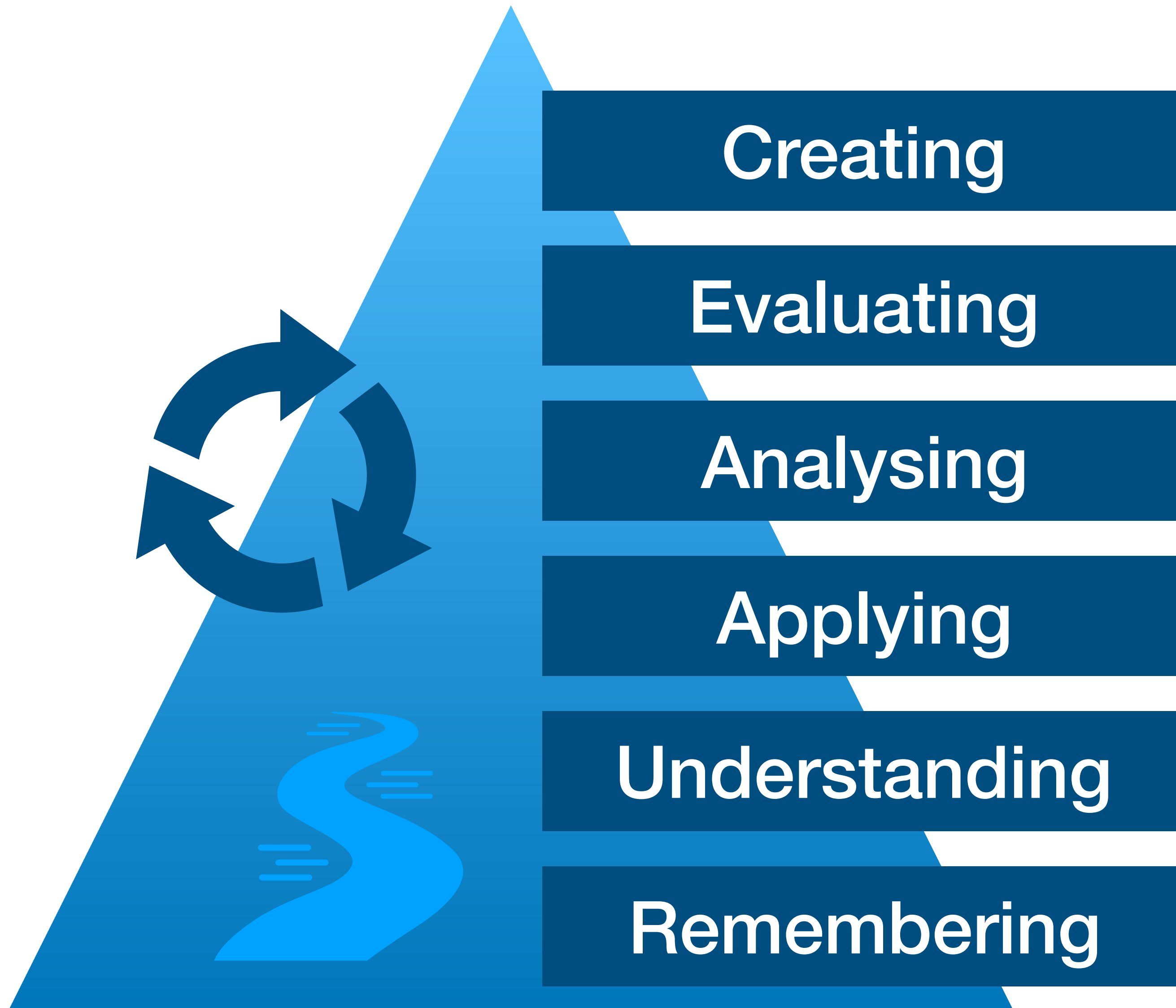
»The church committees would never tolerate such a thing!«
(Theist, High church official, 66, religious)

INSTANT CHURCH



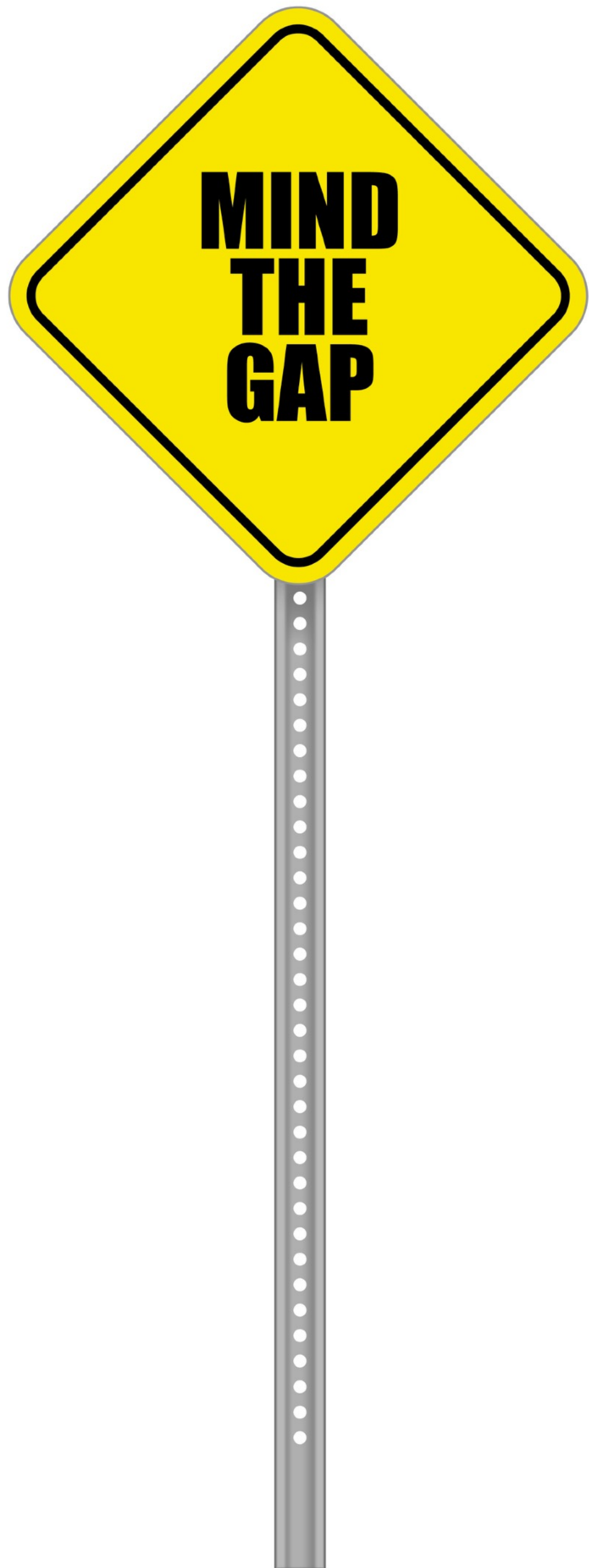
IMPLICATIONS & CONCLUSION

Instant Church is a Learning Device!



»Even an active member of the church could not explain the process of the Eucharist celebration so **exactly.**«

(Journalist, 26, non-religious)



1. Our study shows the potential of using interactive technologies to attract a greater audience.
2. Instant Church takes up only a small part of the Religious tradition, the Eucharist.
3. Hate tweet on the oblate
= hardly understandable metaphor
4. Is Instant Church »blasphemy?«
5. Future development:
Should the provoking part be left out?

