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Candy R. Wei Prize for International Studies in Art & Design Submission

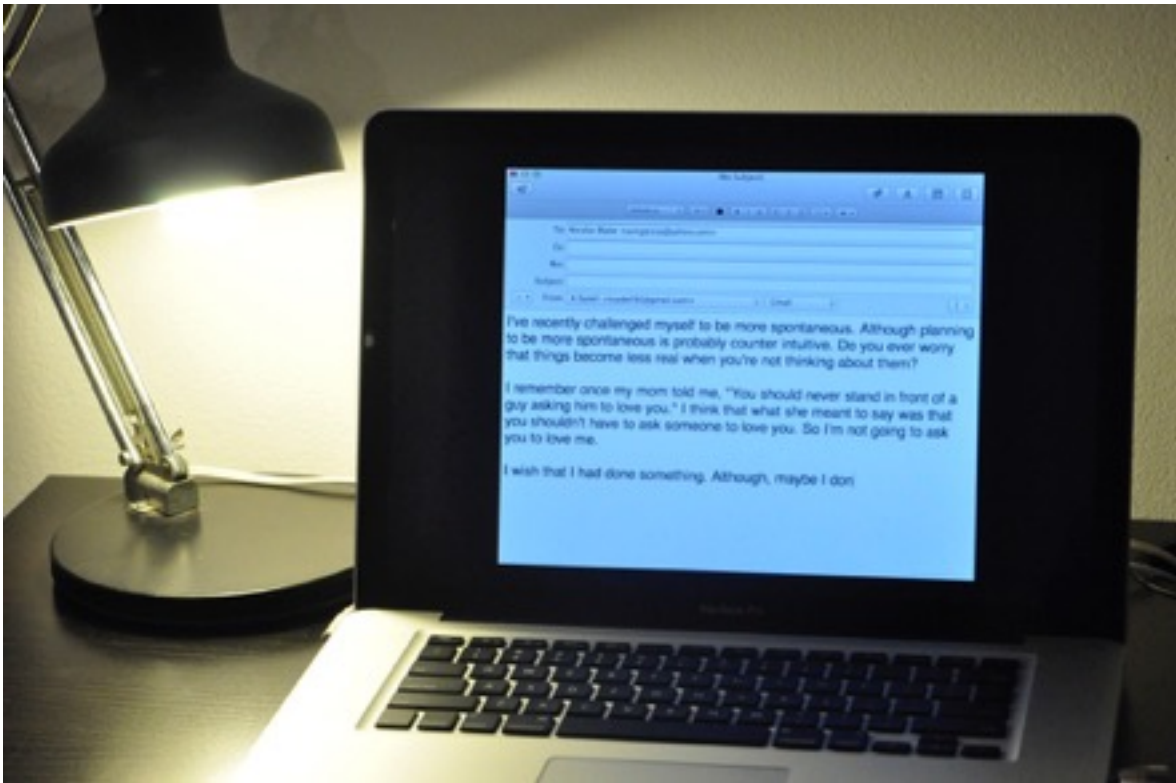
I opened the bathroom stall, the toilet automatically sanitized itself, and I selected the option for a heated seat. As I sat down I heard sounds of rainfall and almost forgot why I was there in the first place. This was the first of many experiences I had while studying abroad in Tokyo that completely redefined my understanding of creating and engaging in an experience.

Part of my curriculum while studying at Waseda University under UofM professor Jonathan Zwicker required me to engage critically in everyday cosmopolitan activities and entertainment as field work. While doing anything from riding in public transit, buying whole meals from vending machines, or sitting in a roleplaying bar modeled after a prison cell, I was constantly being exposed to experiences that were tailored for highly specific reasons and for a large variety of people. Having grown up in a fairly homogenized suburban town, I was fascinated by the amount of spaces designed for the individual interest of its occupants or users on both micro and macro scales in Tokyo.

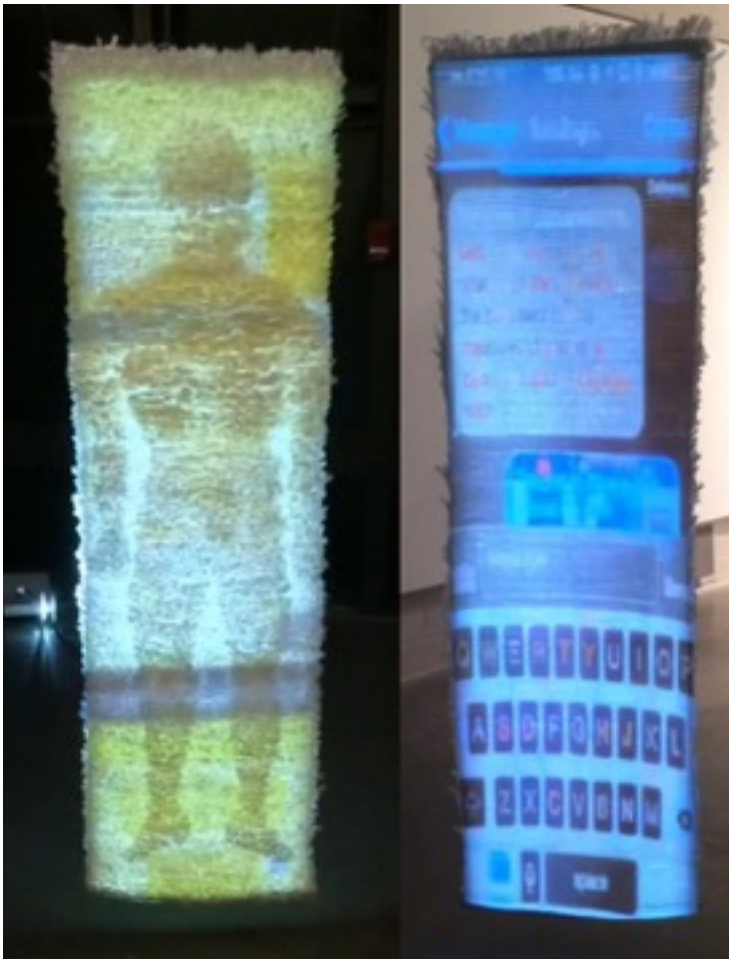
My creative practice has evolved at Stamps to combine digital media and fiber arts in experiential installations. Being in Tokyo for Spring semester of my Junior year helped me to make this connection and expanded my fascination with creating immersive interactive environments. Studying abroad was a critical foundation for the work I made during my senior Integrative Project. My original plan was to build an environment that would prompt visitors to decontextualize their use of the Internet. Considering experiences I had in Tokyo like my first trip to the restroom, I spent the next year developing an installation that used audible, tactile, and web-based interactions to reveal a surreal navigation of online content.



Wallflower (2012) was an installation that tethered visitors to the wall using sensor activated audio and camouflage.



Subject(No Subject) (2013) was a video installation on a desk that feigned the presence of a typist, prompting visitors to self-identify with the video's content and its author.



tabulaRasa (2014) was two-sided video installation on a semi-transparent handwoven tapestry on which the dialogue between the physical form and the video content changed in relation to space.



Telepresence (2015) is a physical and web based installation of a bed on which visitors are encouraged to lay on. Upon contact with the mattress visitors trip a sensor that initiates audio playback through the pillow. This experience is live streaming at katydresner.com/telepresence with a discrete webcam made known to visitors outside of entry.



online component to *Telepresence*

