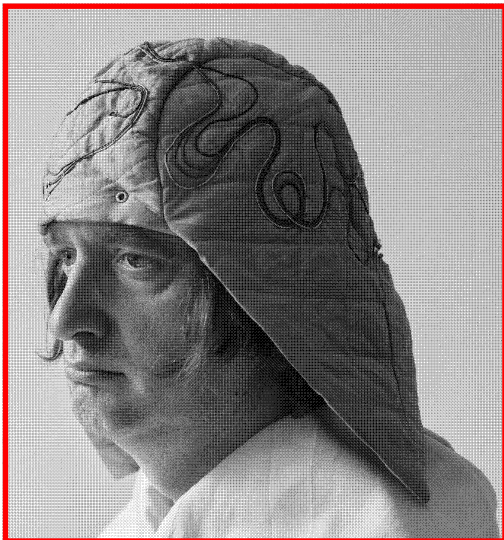


Headwear



The project was inspired by research on brain-to-brain interfaces, including the study “A Brain-to-Brain Interface for Real-Time Sharing of Sensorimotor Information” by Miguel Pais-Vieira et al. Aesthetically, the project refers to traditional headwear and the role of headwear in signaling human identity to others.

The headwear uses medical strategies based on brain cell communication: the electrical impulses are detected while using electroencephalography (EEG), and brain stimulation is triggered by passing DC current through electrodes (tDCS), a noninvasive method to treat depressive disorder, increase empathic abilities, or decrease antisocial behavior in violent offenders.

Caution:

Do not keep the headwear on for more than twenty minutes. Or if you feel uncomfortable, move the slider to the left. Try to avoid maximum current passage on the scalp – it can cause skin burns!

Usage instructions:

- 1 Attach batteries and the circuit boards to the snap buttons on the headwear;
- 2 Launch the app You and I, You and Me on a tablet or smartphone;
- 3 Pair your app with the headwear;
- 4 Look for peers with other headwear;
- 5 Connect to peers by tapping an IP in the augmented reality interface;
- 6 Use the slider at the bottom of the screen to control the intensity of electricity passed: left side – no electricity, right side – 100 uA.

You You

& &

I, Me

30 July 2021, 18:00
Sapieha Palace, L. Sapiegos g., Vilnius 10312

Further contributions: Ian Erik Stewart (neuroscience consultant); Helga Mogensen, Mantas Mizgiris, Simona Nakrošiūtė (jewelry); Leon Crayfish (shoe design); Mindaugas Miselis and Alexander Selifonov (electronics); Tūla Kristina (performance); Bon Alog (video); Antanas Skučas (programming); Antanas Gerlikas (installation); Živilė Etevičiūtė, Tadas Šarūnas, Johanna Glaza (models); Audrius Antanavičius (technician); Kotryna Briedytė; and others.

Organized and co-hosted by: CAC and Vilnius Radio for Baltic Triennial 14 in collaboration with Institutio Media and Ars Electronica festival.

Curated by: Kamilė Krasauskaitė ir Ernesta Šimkutė

Sponsored by: the Lithuanian Council for Culture, and the Nordic Council of Ministers.

Partners: Empty Brain Resort, Lithuanian Interdisciplinary Artists' Association.

Thanks to: Autarkia, Vilnius Philosophers' Club. Jonas Balsevičius, Marijonas Račkauskas, Karolina Valentaitė, Roberta Alksnytė

Mindaugas Gapševičius,
Maria Safronova Wahlström
In collaboration with Helga
Mogensen (jewelry), Leon Crayfish
(shoe design)

Imagine the future. Humans, computing machines, and various types of hybrids share the space they live in. Senses are altered, some are inextricably linked to computing devices. Electricity is used to control the space and beings living in it. Humans take responsibility to reshape social ties to avoid being controlled by corporations and machines.

The project You and I, You and Me explores the impact of the environment through electricity. How far could electricity help in understanding the other? Is there a possibility to alter human senses by electric impulses? During the participatory event, the audience is invited to experience the environment, including other humans, by wearing jewelry, shoes, and headwear.

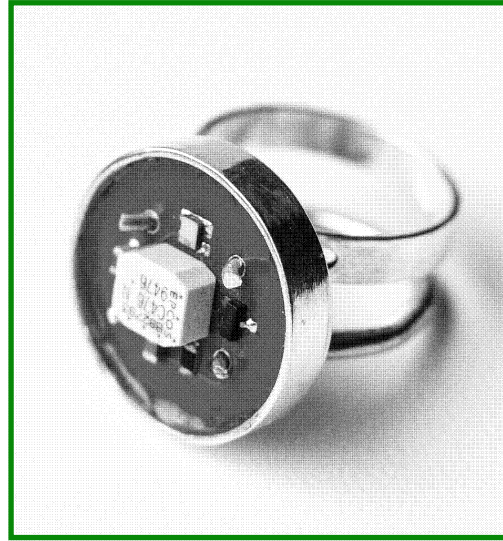
Since the devices are powered by electricity, audiences are given instructions before attaching the devices to their bodies. They also give their written consent.

Jewelry



Every solid, liquid, gas, and plasma are composed of neutral or ionized atoms that have differently charged subatomic particles, which, while interacting with the subatomic particles of another atom, generate electric current. We all know about the voltaic pile introduced by Alessandro Volta in 1799, the first electric battery. What about humans and their abilities to generate electric current? How might we use it to experience the environment?

A collection of jewelry holds within it a small LED powered by the human body. Being very sensitive, the flashing of the LED depends on humidity, temperature, contact to the body, and other parameters that affect the components used for the circuit.



Usage instructions:

- 1 Put a piece of jewelry on a finger, wrist, or your neck;
- 2 Inspect flashing of the LED in a shaded or darkened environment.

Shoes



When humans talk about renewable energy, they think of natural sources such as sunlight, wind, or geothermal energy. However, when humans think of the exploitation of nature, renewable energy would not be much different than energy obtained from traditional sources by burning gas or coal. On the other hand, shoes refer to daily clothing, something humans wear to protect themselves from unexpected environmental obstacles, including other organisms that are not necessarily always friendly to humans as well as cold.

By using the excess of human heat for generating the sound, the collection proposes to rethink human relation to nature. The worn shoes reflect temperature, light, and objects that are nearby.

Caution:

The temperature in the environment should be below 20 degrees Celsius, so that the shoes can generate sound.

Usage instructions:

- 1 Attach the headphones to the circuit boards;
- 2 Put the circuit boards into the pockets of the shoes;
- 3 Put on the shoes;
- 4 Put the headphones onto your head.