

Learners

Cristian Bivol (UPT - ROMANIA)
David Permmeninger (STUPAS - AUSTRIA)
Nuno Rebelo (IPS - PORTUGAL)
Shaghil Shahzad (MATE - HUNGARY)

Education Entrepenuers

Patricia Macedo (IPS - PORTUGAL)
Christian Munk (STUPAS - AUSTRIA)
Lisa Recnik (STUPAS - AUSTRIA)

Stakeholder

Markus Wintersberger (AUSTRIA)

I Living Lab baroXmedia Projection Mapping Stift Melk MAY 2022

1.Initial Challenge

The goal of this ILL is to explore ways to bring Baroque Art to the 21st century using video-mapping and AI techniques.



2.Design Thinking Methodology

Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems, create innovative solutions, prototype and test.

Ideation Phase Outcome:



Stift Melk
FANTASTERE! Multimedia
Exhibition
& Performance
Gartenpavillon
04. June 2022

3.Prototypes

Although being a more art-centric project, the 4 prototypes developed were ideas of the solution to the proposed challenge.

4.Created Content - Results

By combining classical baroque art with cyberpunk'esque styles (dystopian futuristic environment) and merging these ideas with AI generated tools, we were able to create some very thought-provoking and energetic imagery that were assembled into our final product :a video-mapping called *Bringing Baroque Art to 21st century*.

5.Thoughts & Acknowledgments

For 6 weeks, apart from developing our final product aligned with the scope of this ILL, we developed several skills such as Design Thinking, Innovation, Communication, Cooperation, Self-determination, Self-Efficacy, Initiative, Self-Competence, and Performance.

This have been achieved with the outstanding work done by all Learners and with the commitment of our EEs and our Stakeholder.