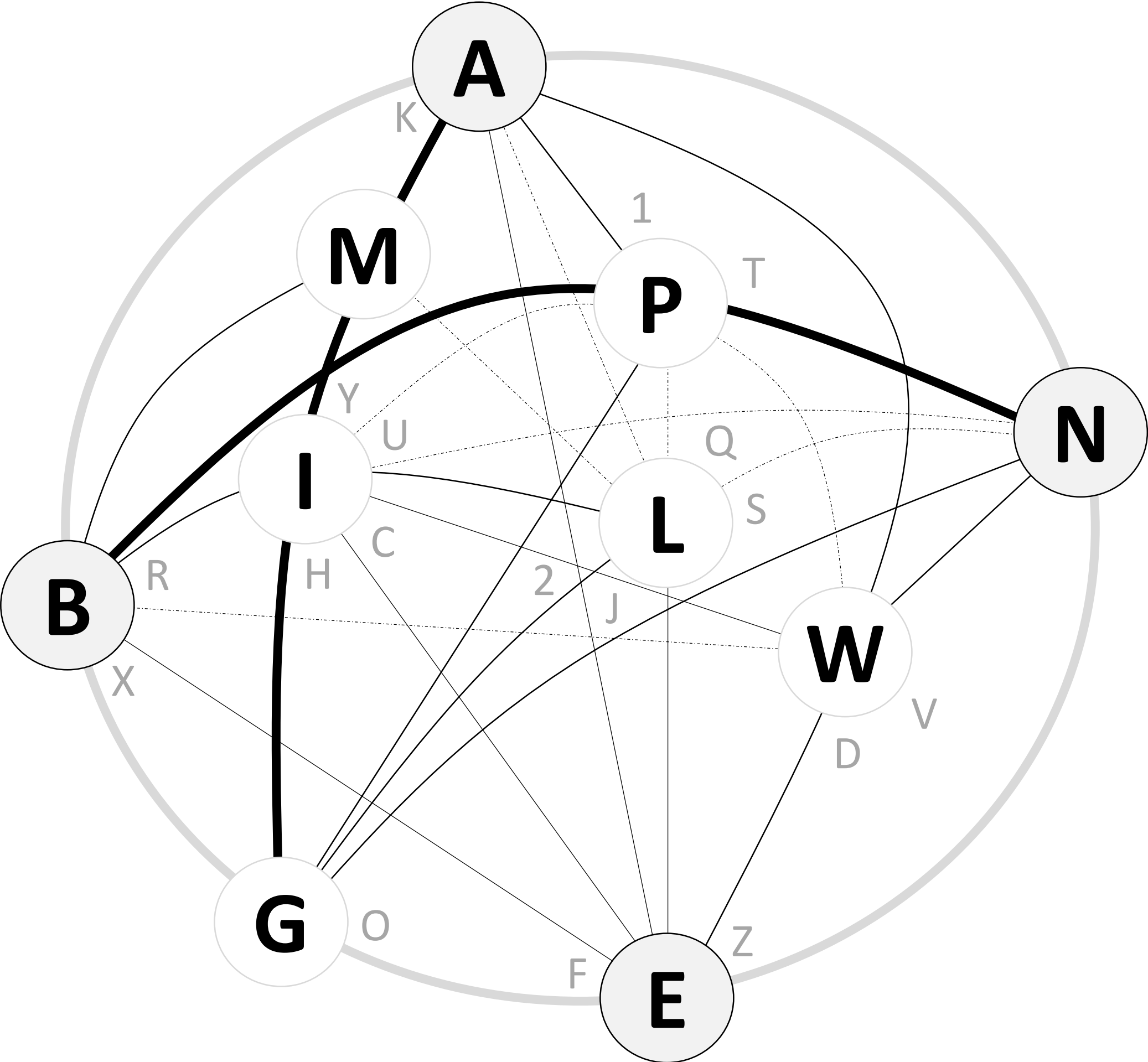
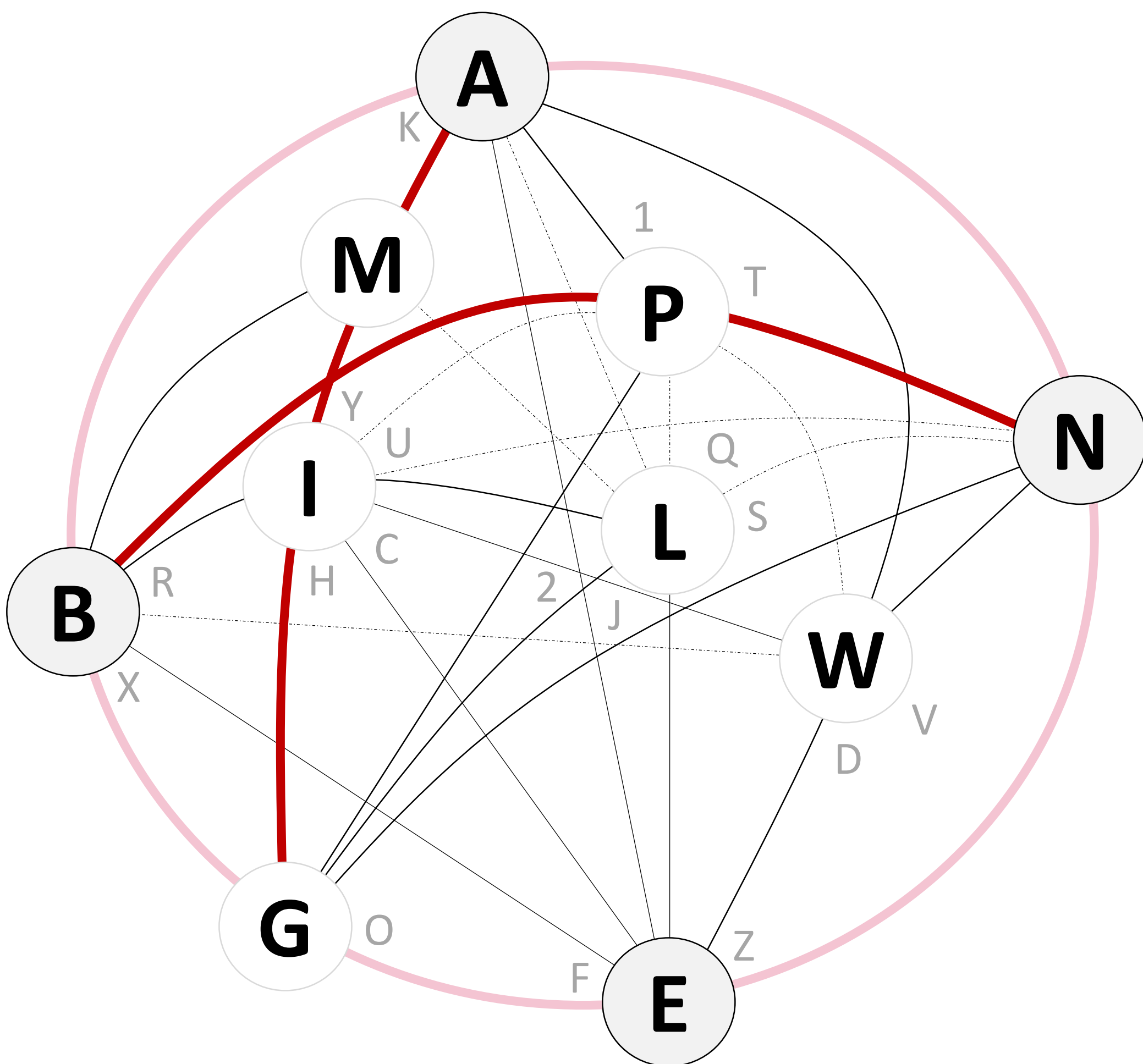
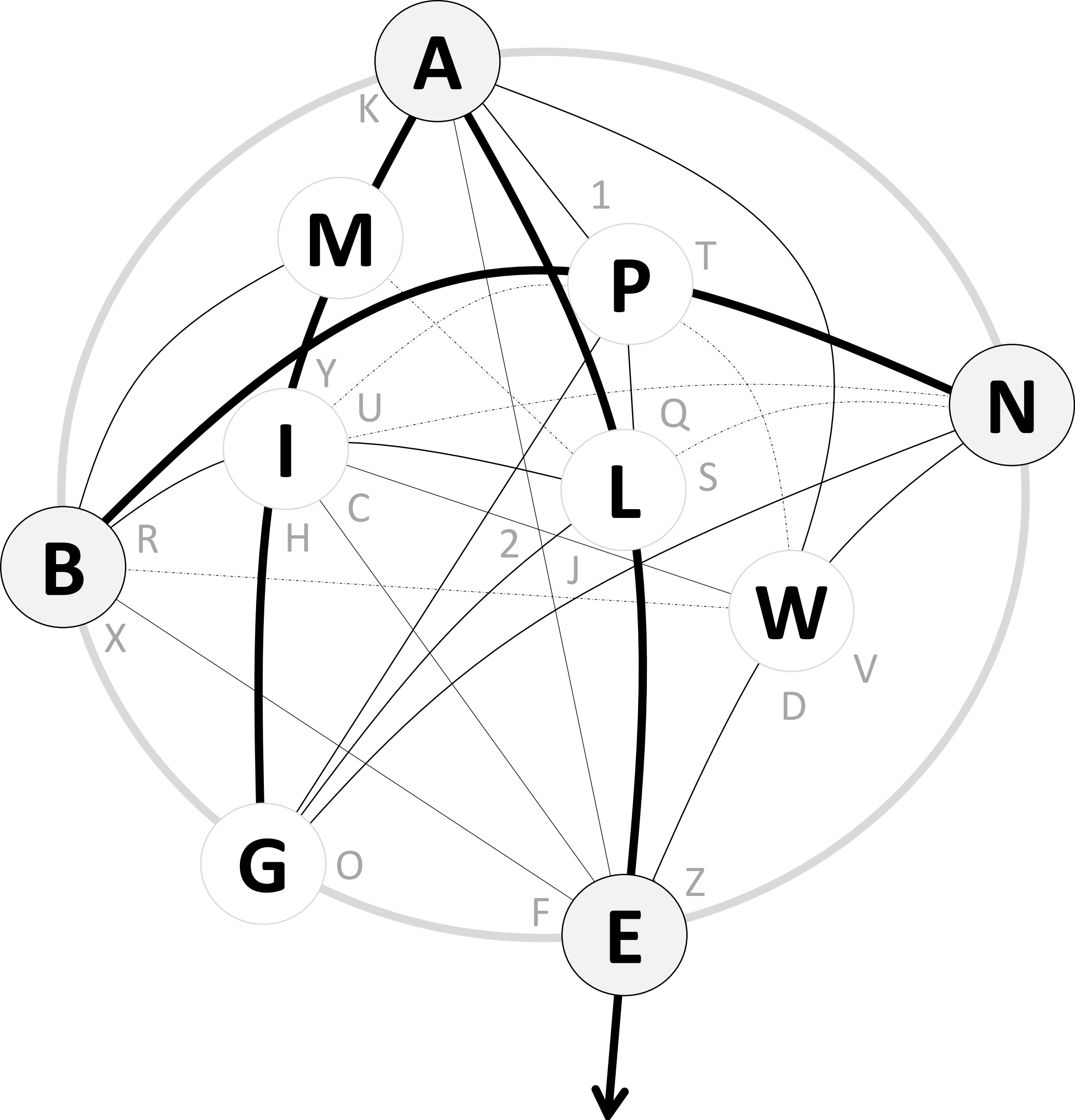
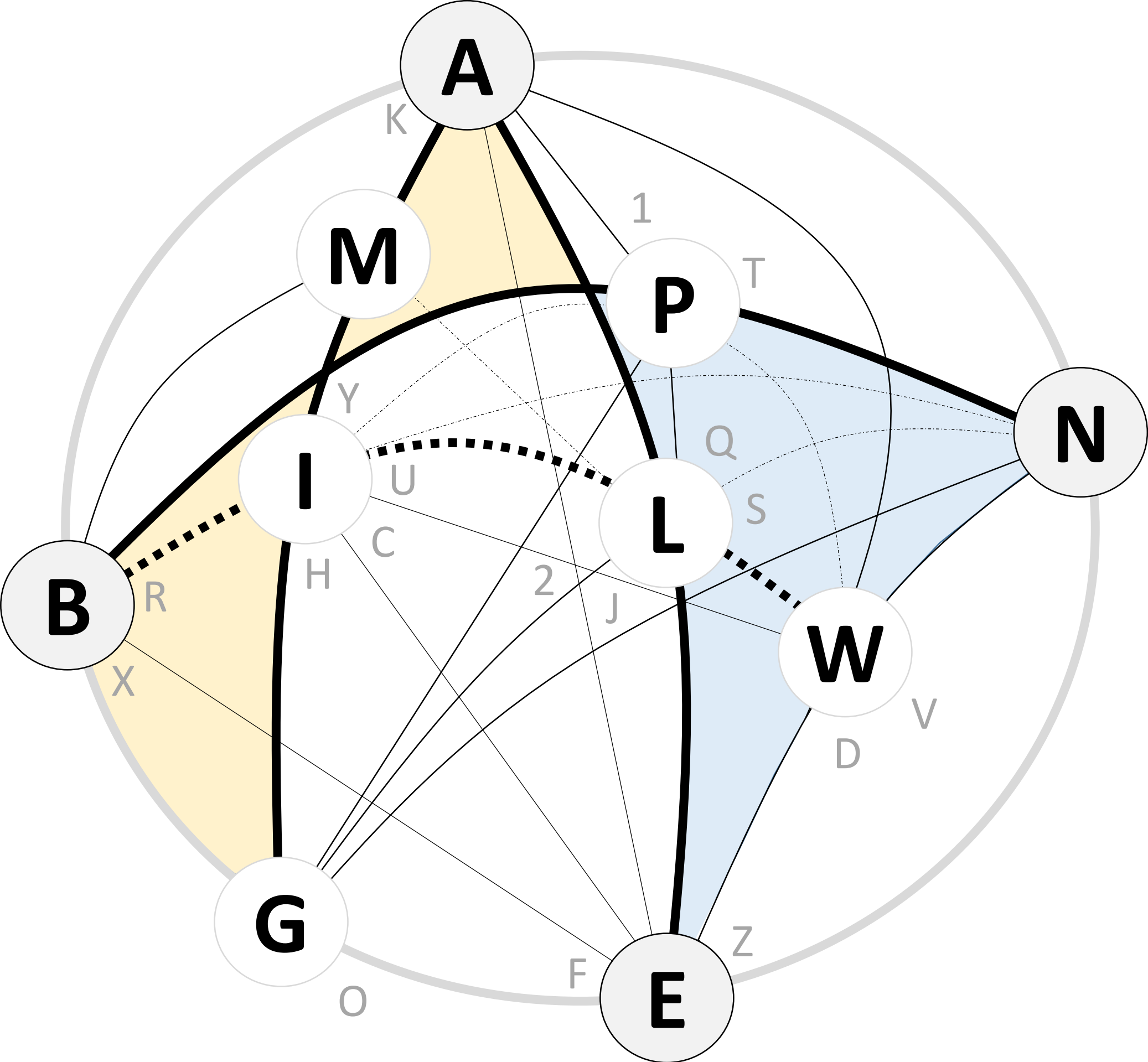
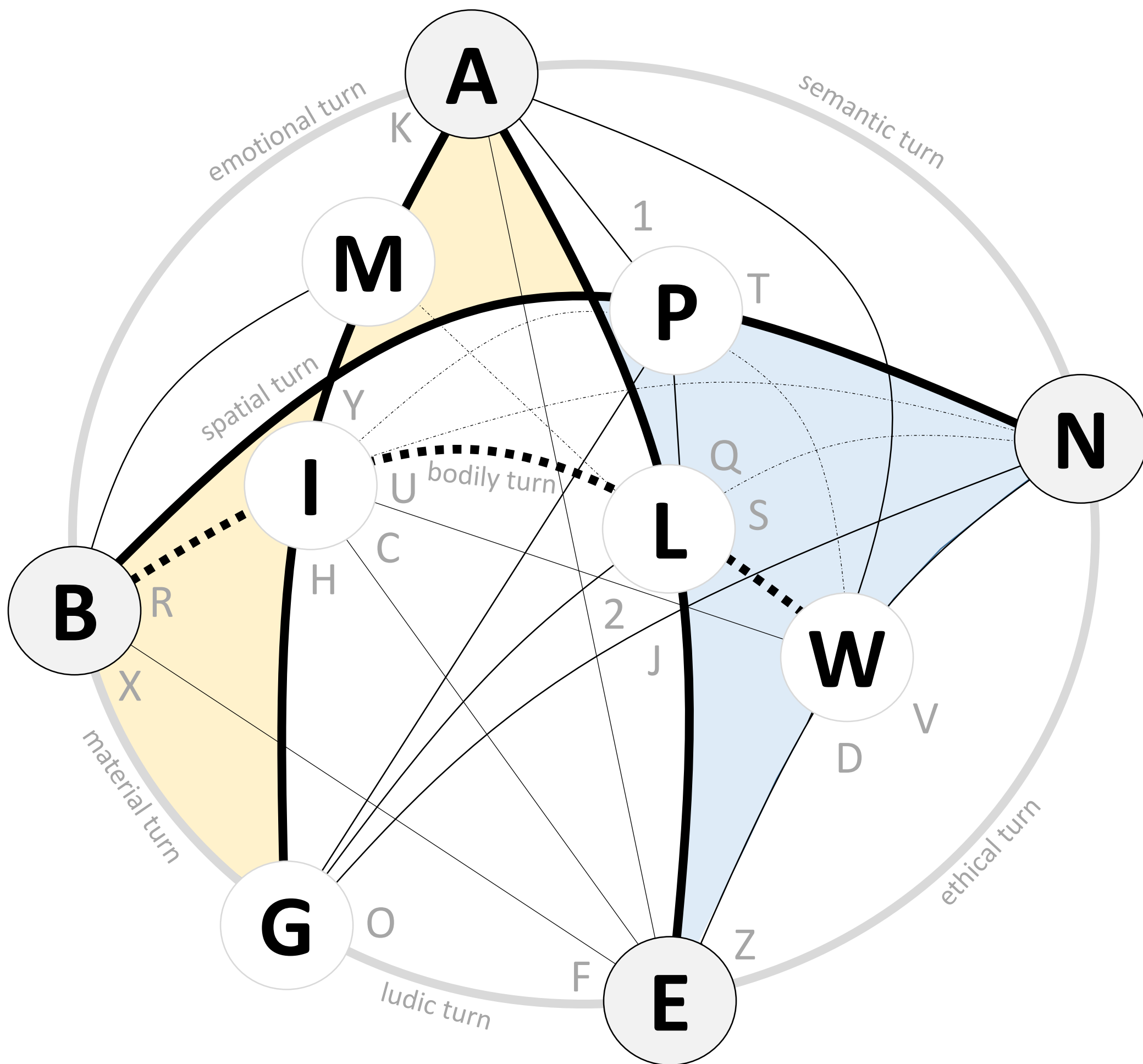




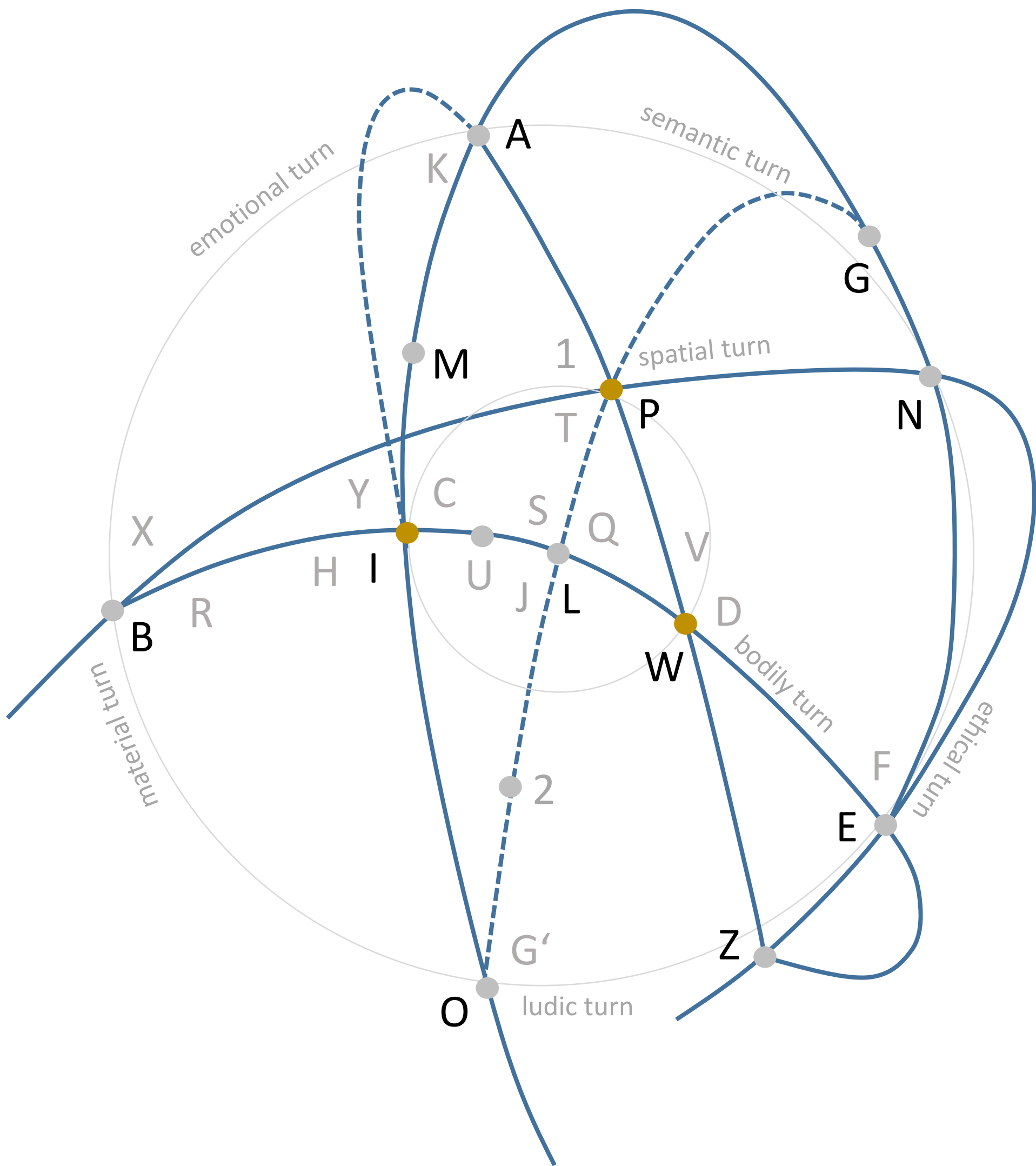


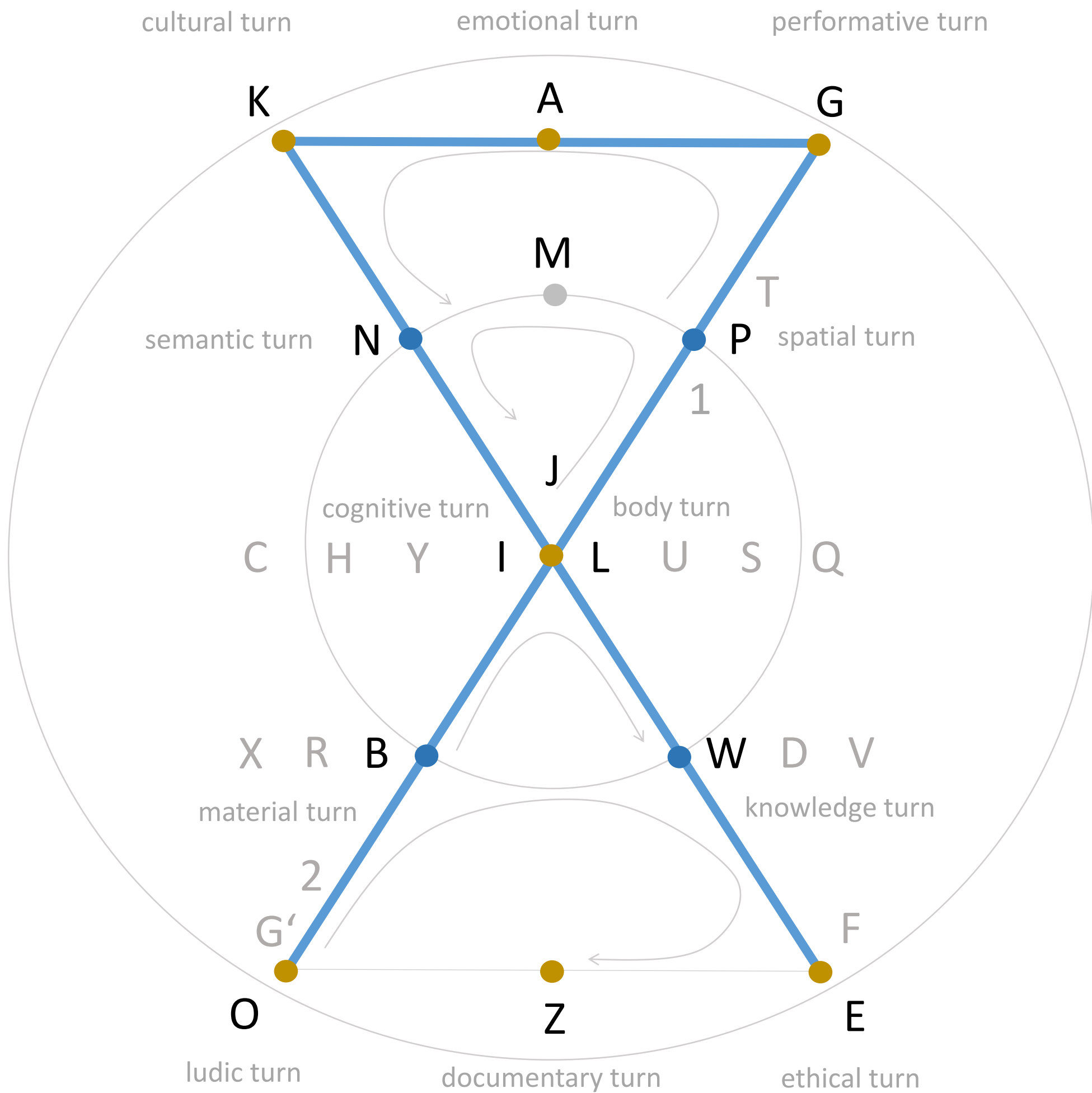


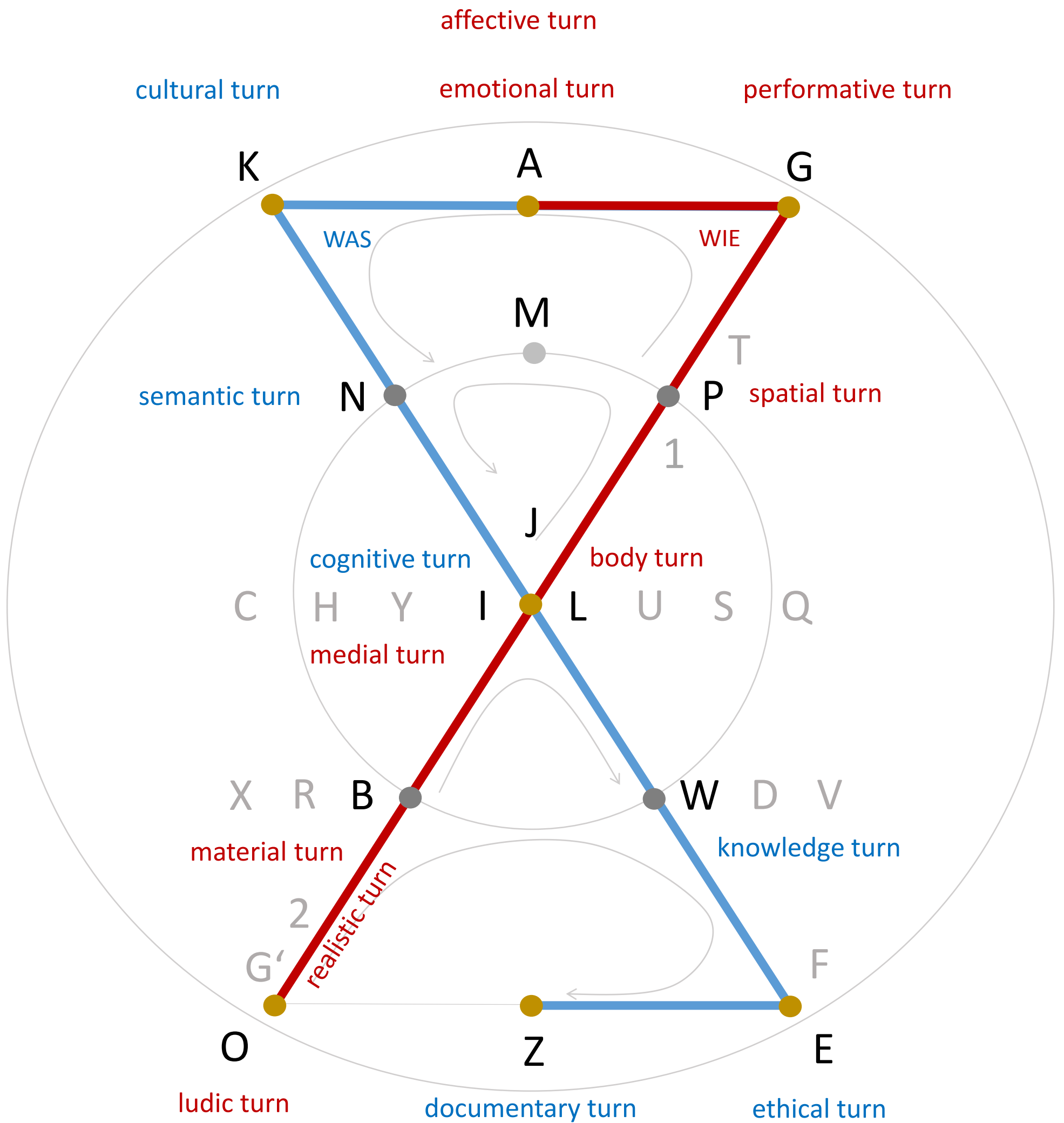




- G ... performative approach / energetic approach
- O ... sports approach
- B ... material approach / mechanical approach / construction approach
- X ... experimental approach // R ... robotic approach
- A ... atmospheric approach / emotional approach
- K ... artificial approach // J ... experiential approach
- N ... narrativ approach / semantic approach
- E ... ethical approach
- F ... boating view // Z ... futuring view
- I ... virtual approach / informatics approach
- C ... cognitive approach // H ... interface view // U ... user view // Y ... medial approach
- P ... spatial approach / physical approach
- T ... architectural approach // 1 ... explorative approach
- W ... methodical approach
- D ... hybrid view // V ... notational view
- M ... instrumental approach
- L ... bodily approach / sensory integration approach
- S ... perceptual view // Q ... kitchen view // 2 ... movement view







realistic turn (nach Dieter Mersch):

performative turn, material turn (medial turn), body turn, spatial turn, affective turn



narrativ

physical

explorieren/lesen

sagen
symbolisieren

was Situationen
erzählen

was wir ablesen

übersetzen

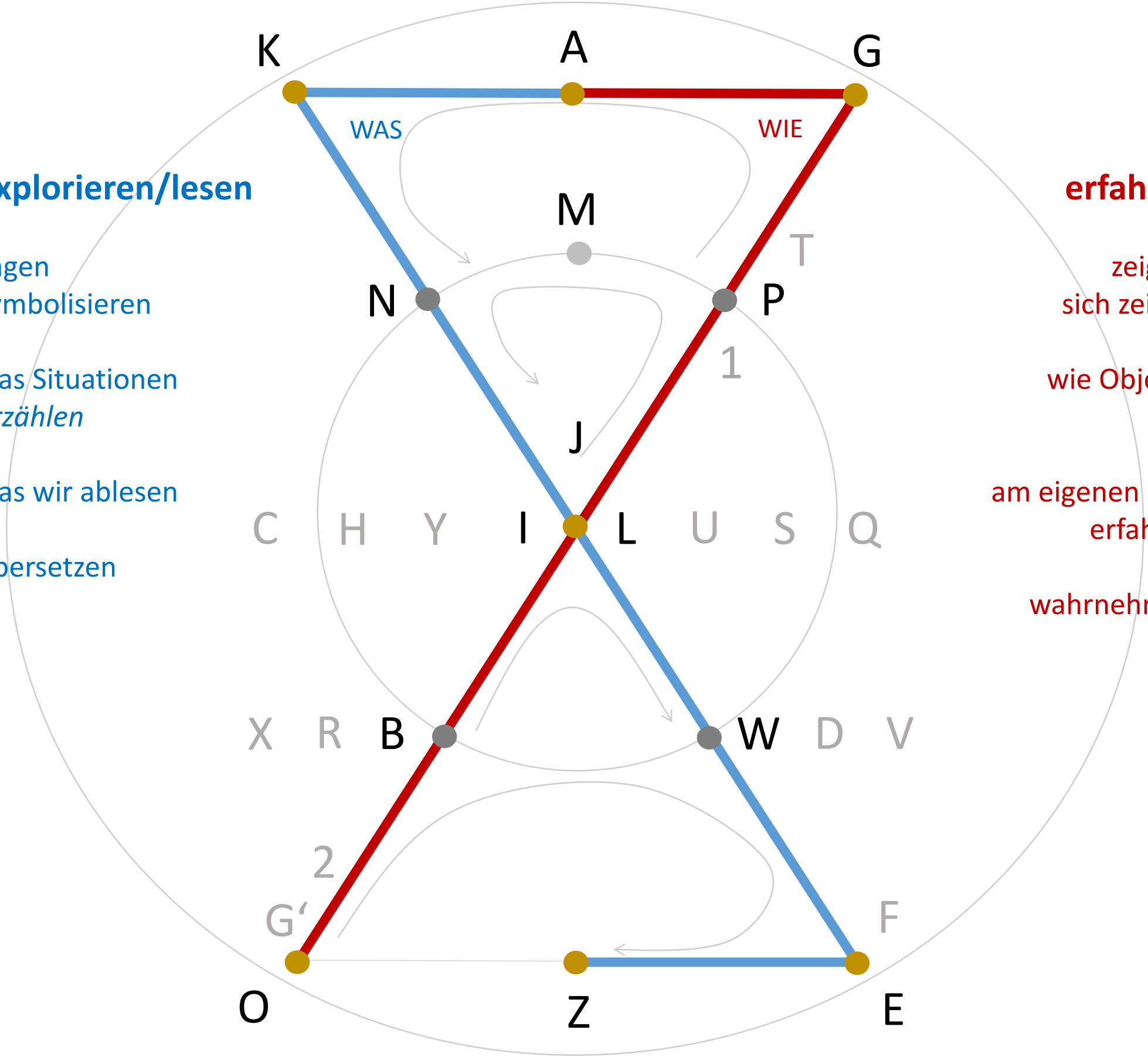
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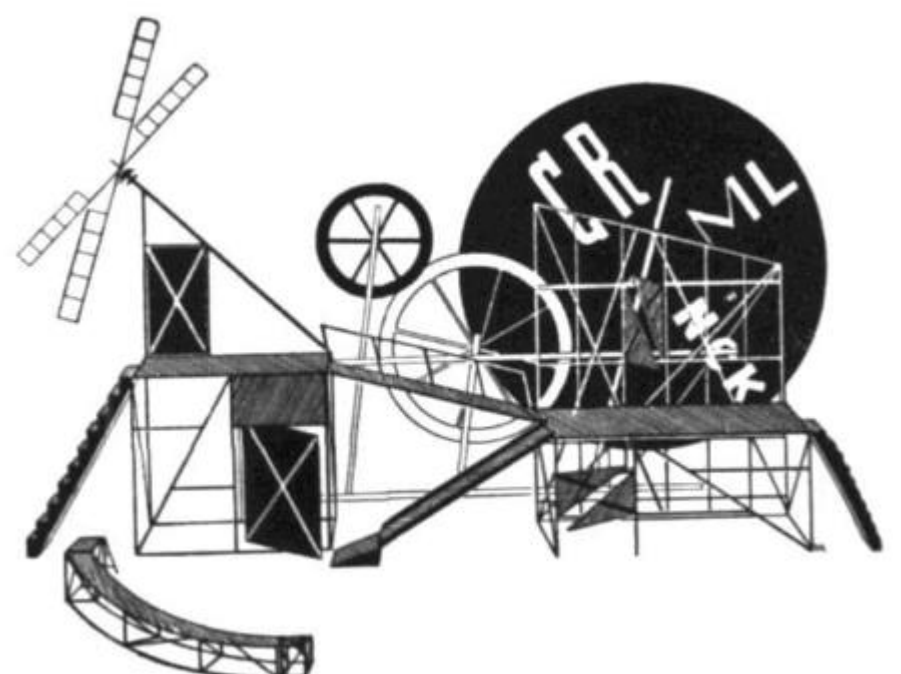
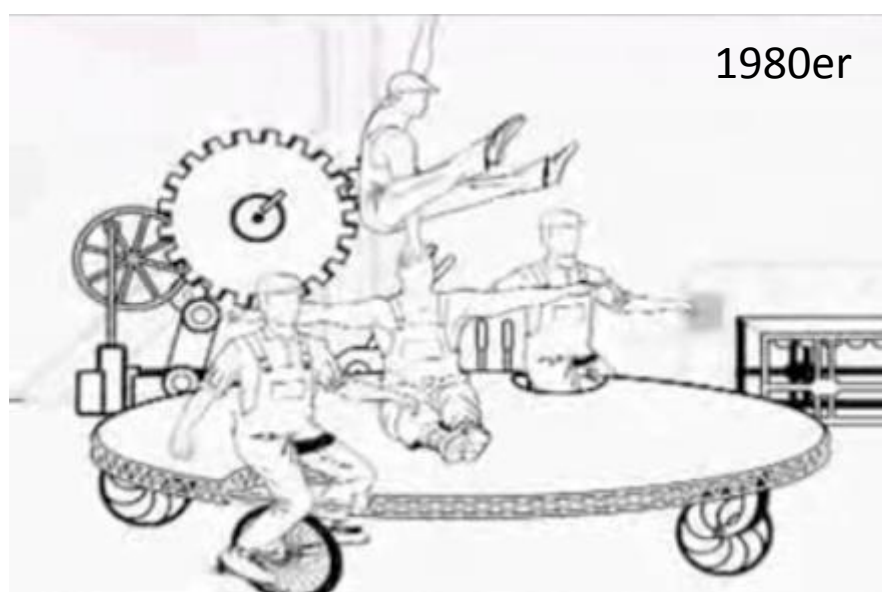
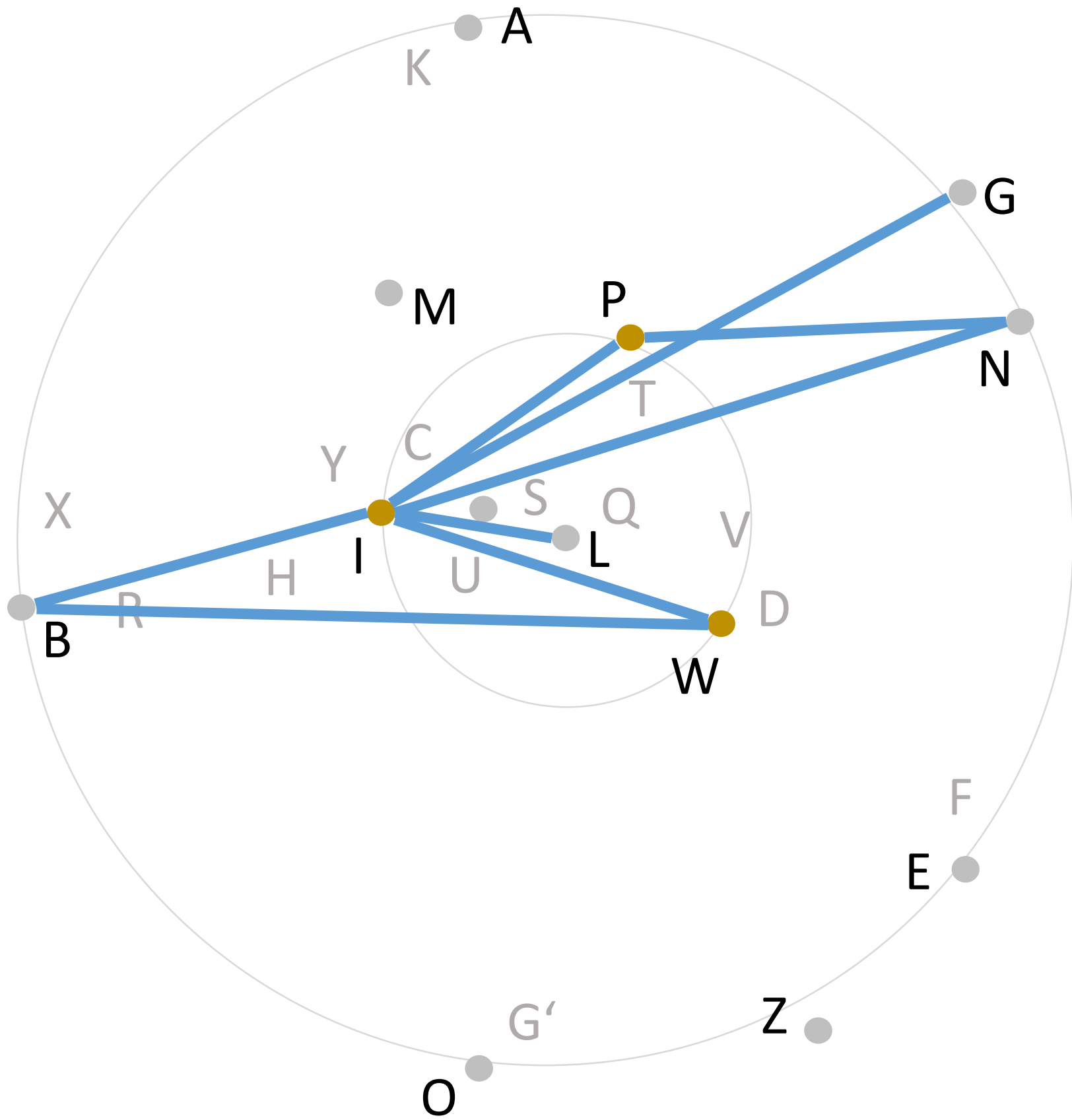
zeigen
sich zeigen

wie Objekte
tun

am eigenen Leib
erfahren

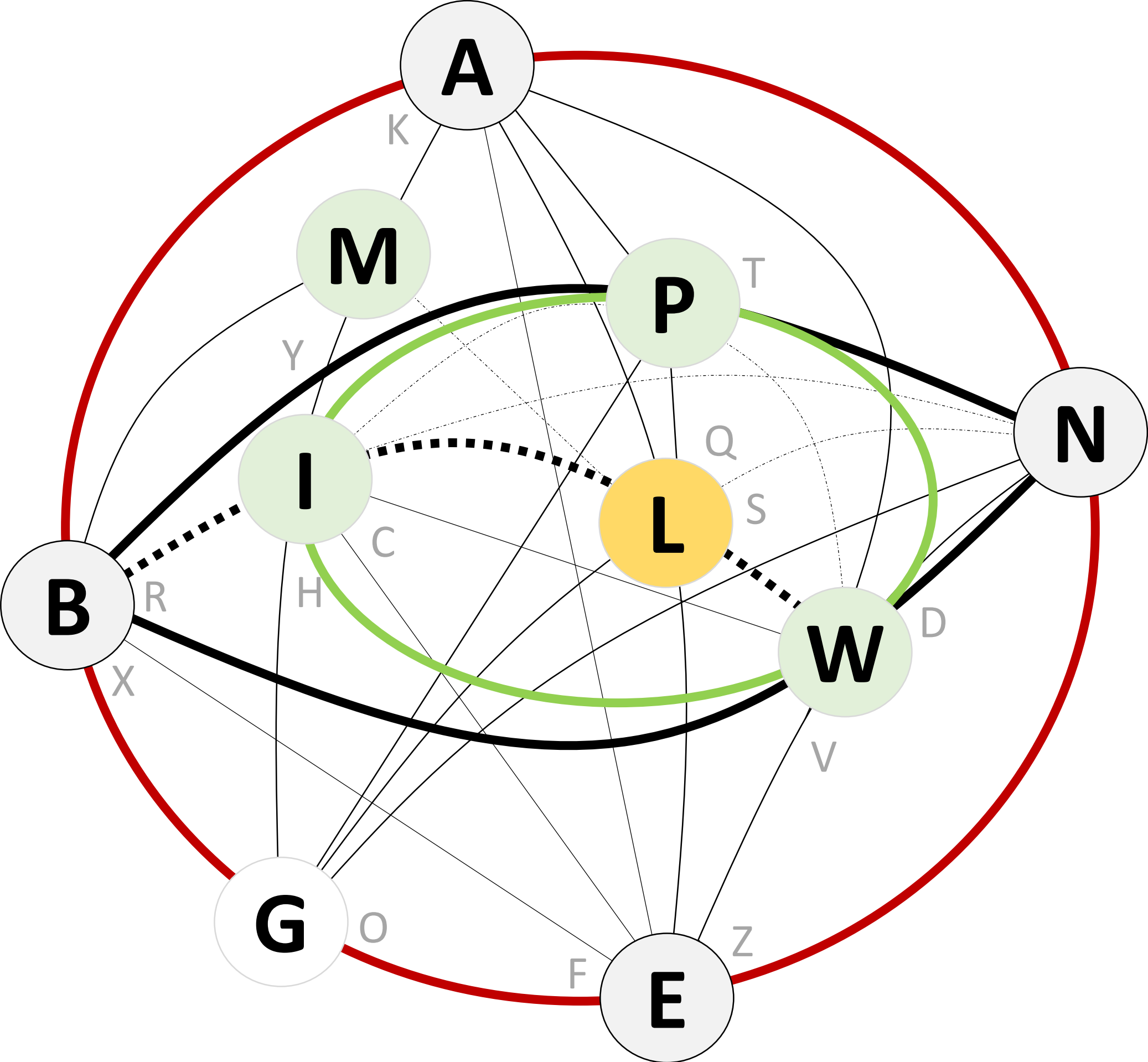
wahrnehmen

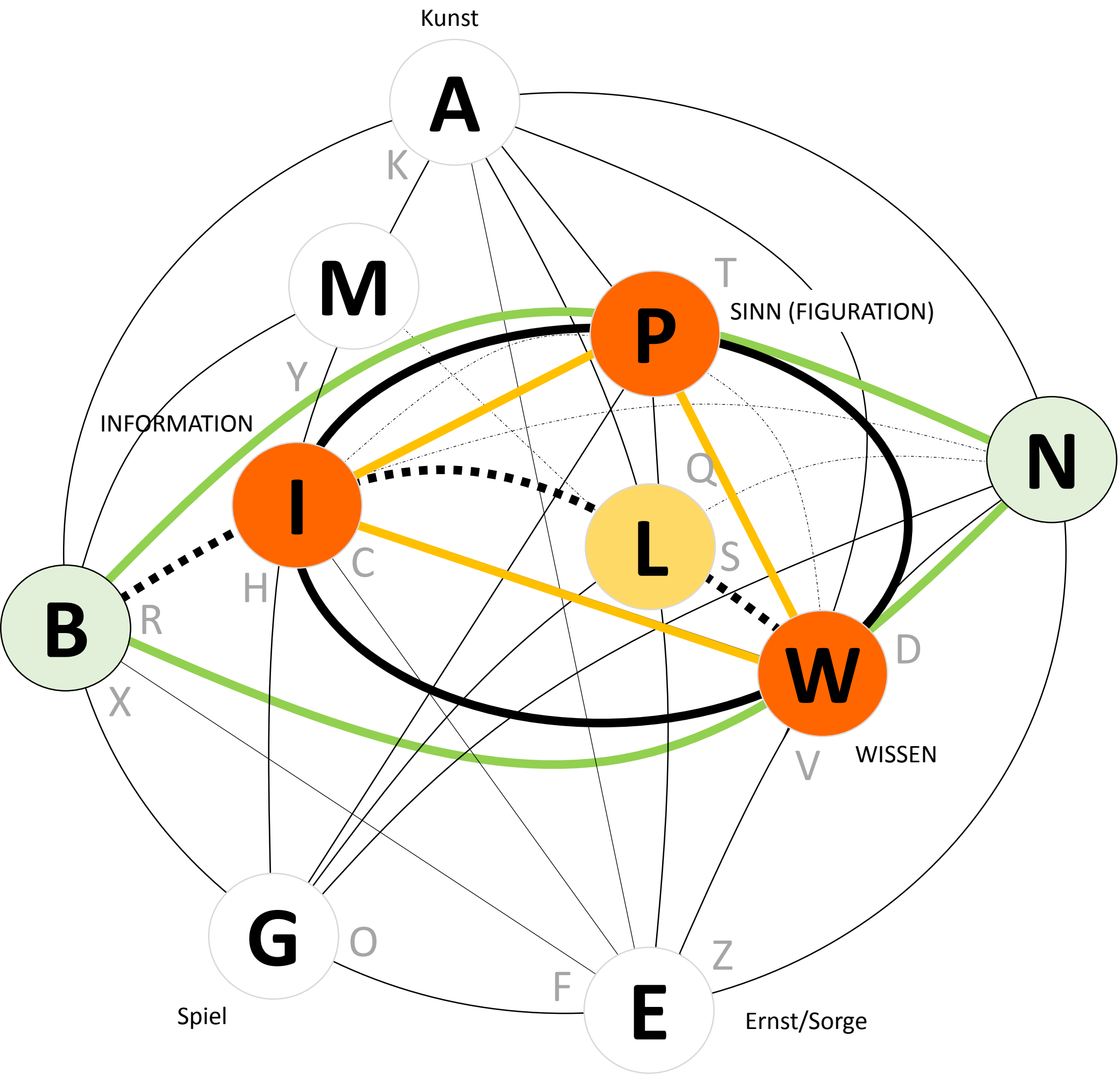




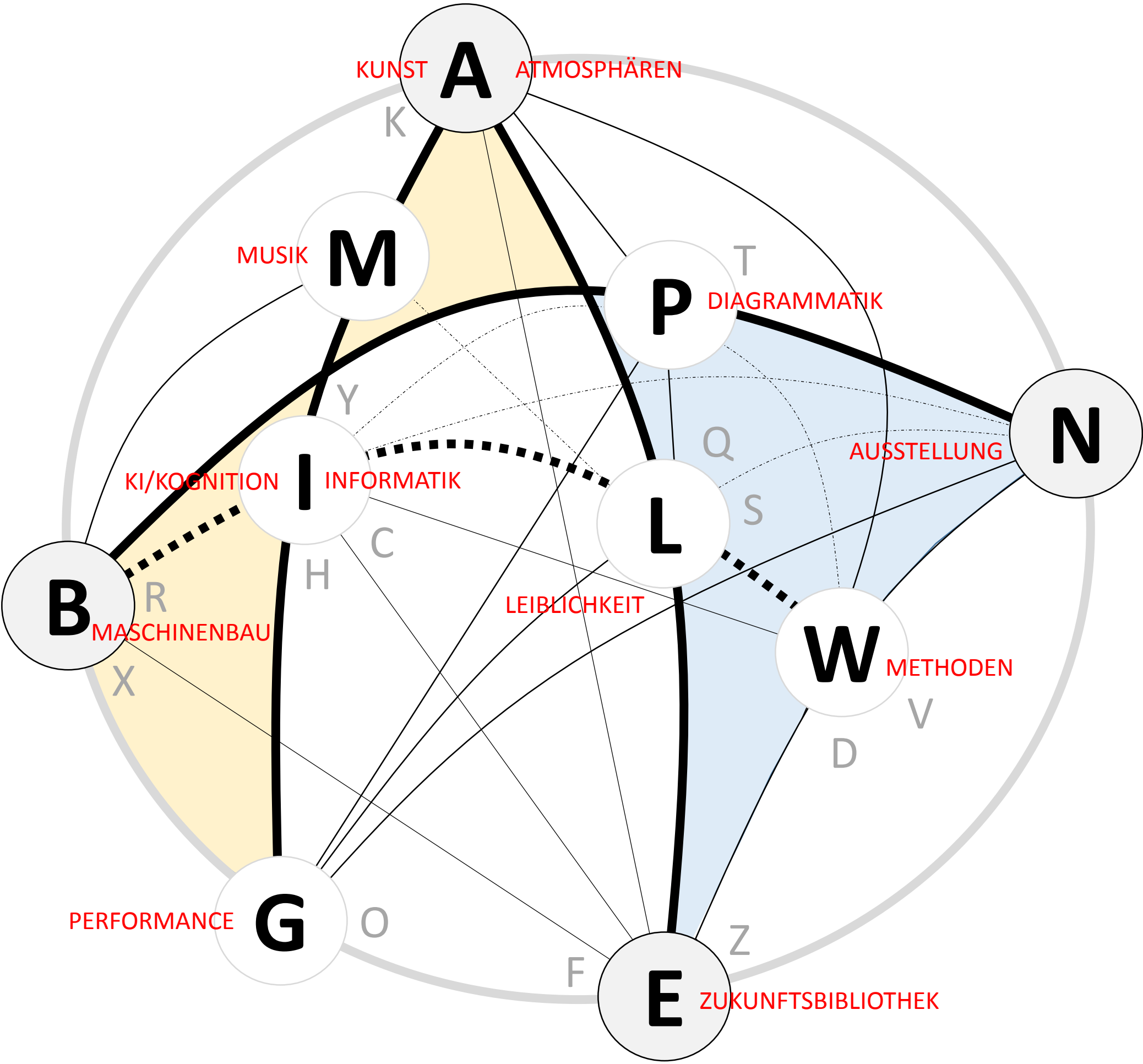
semantisch durc

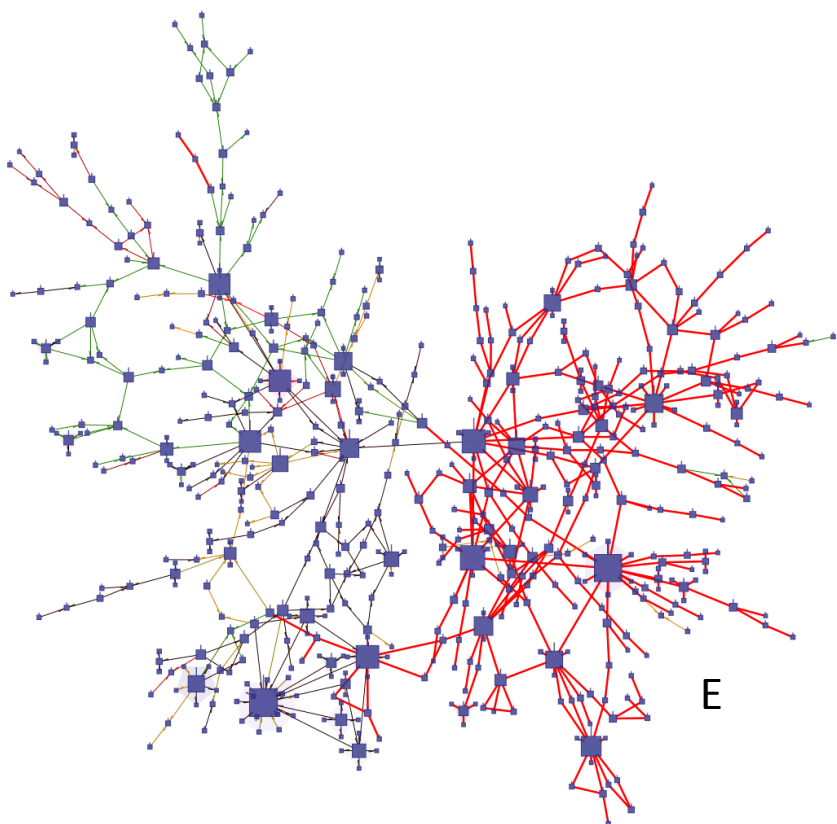
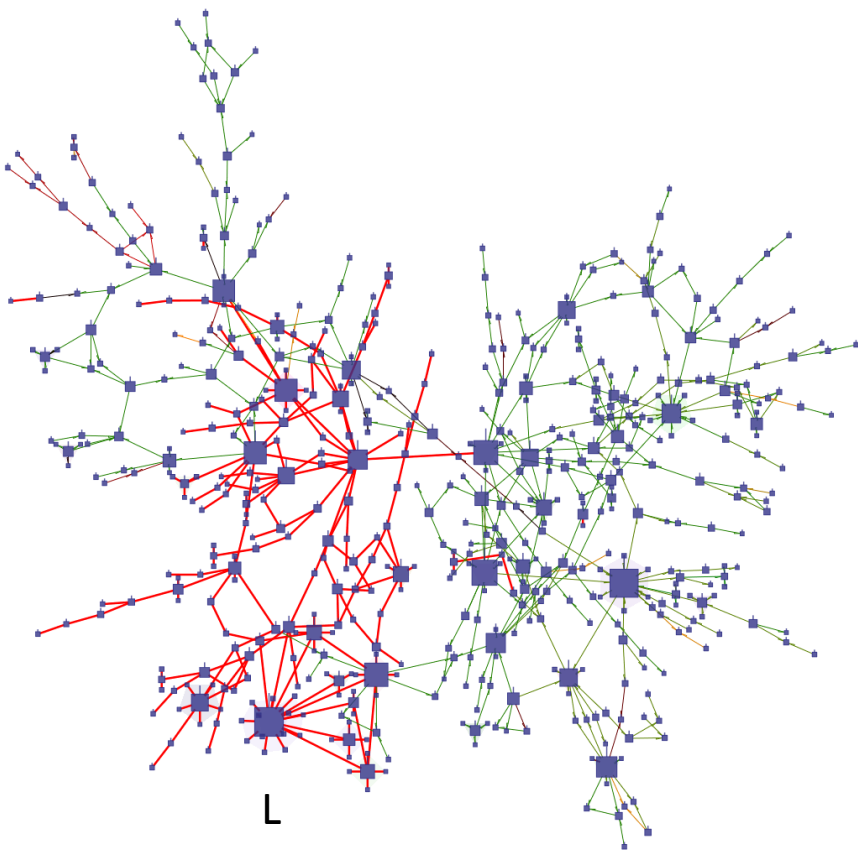
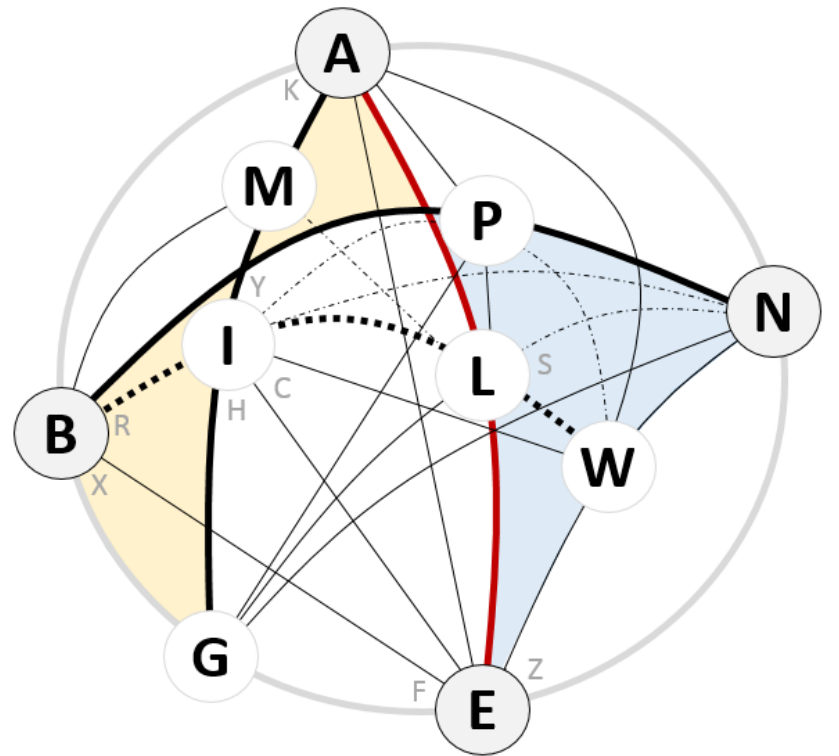
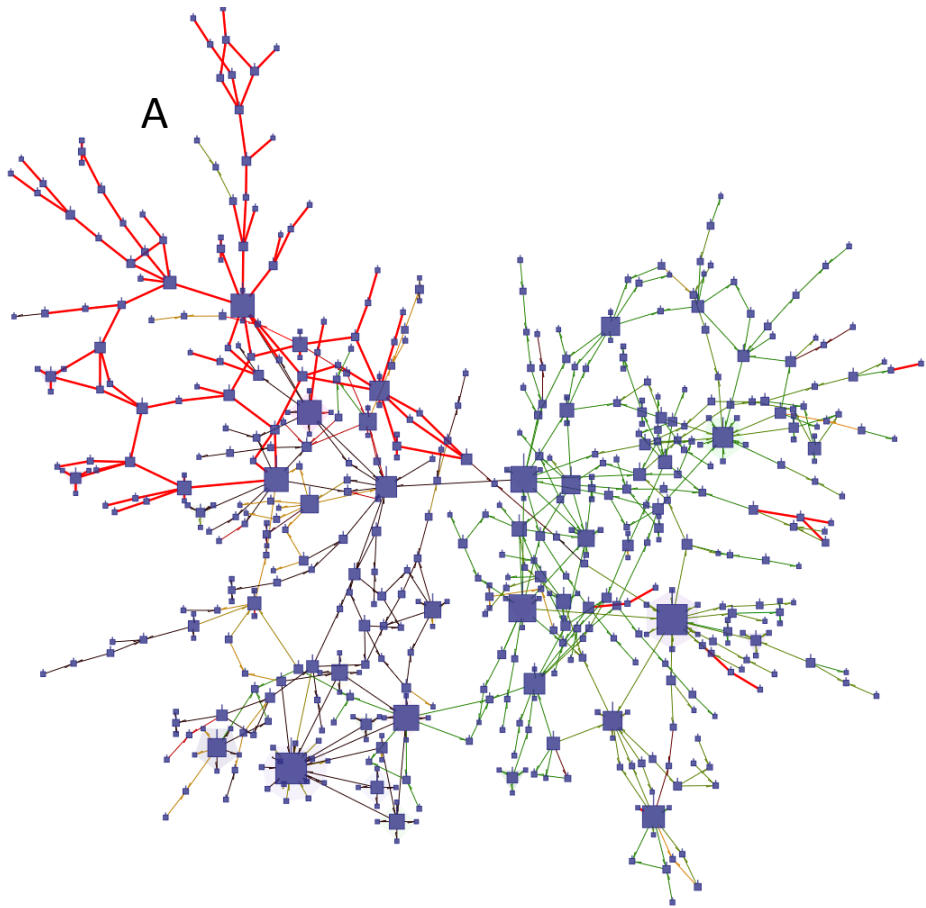




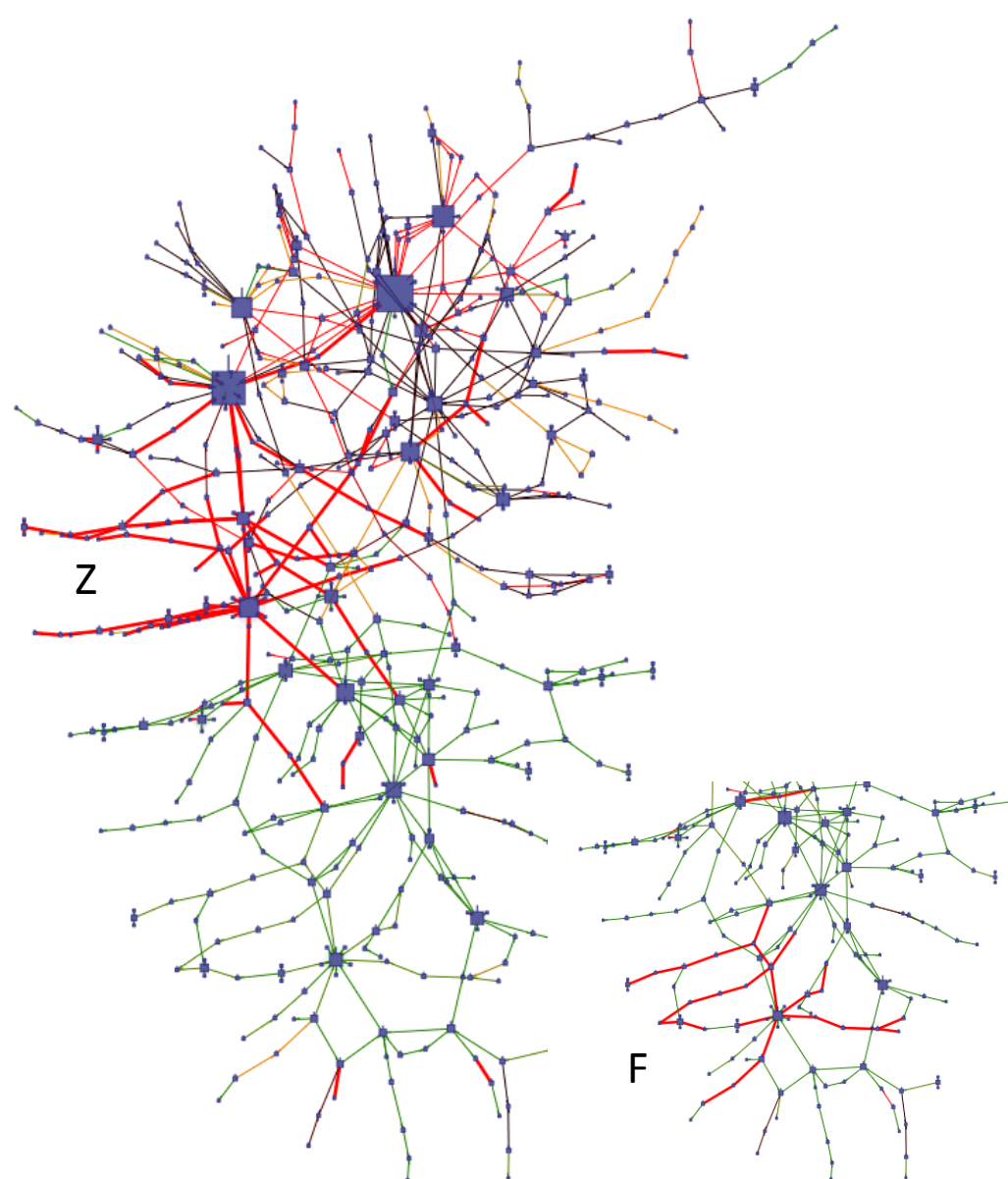
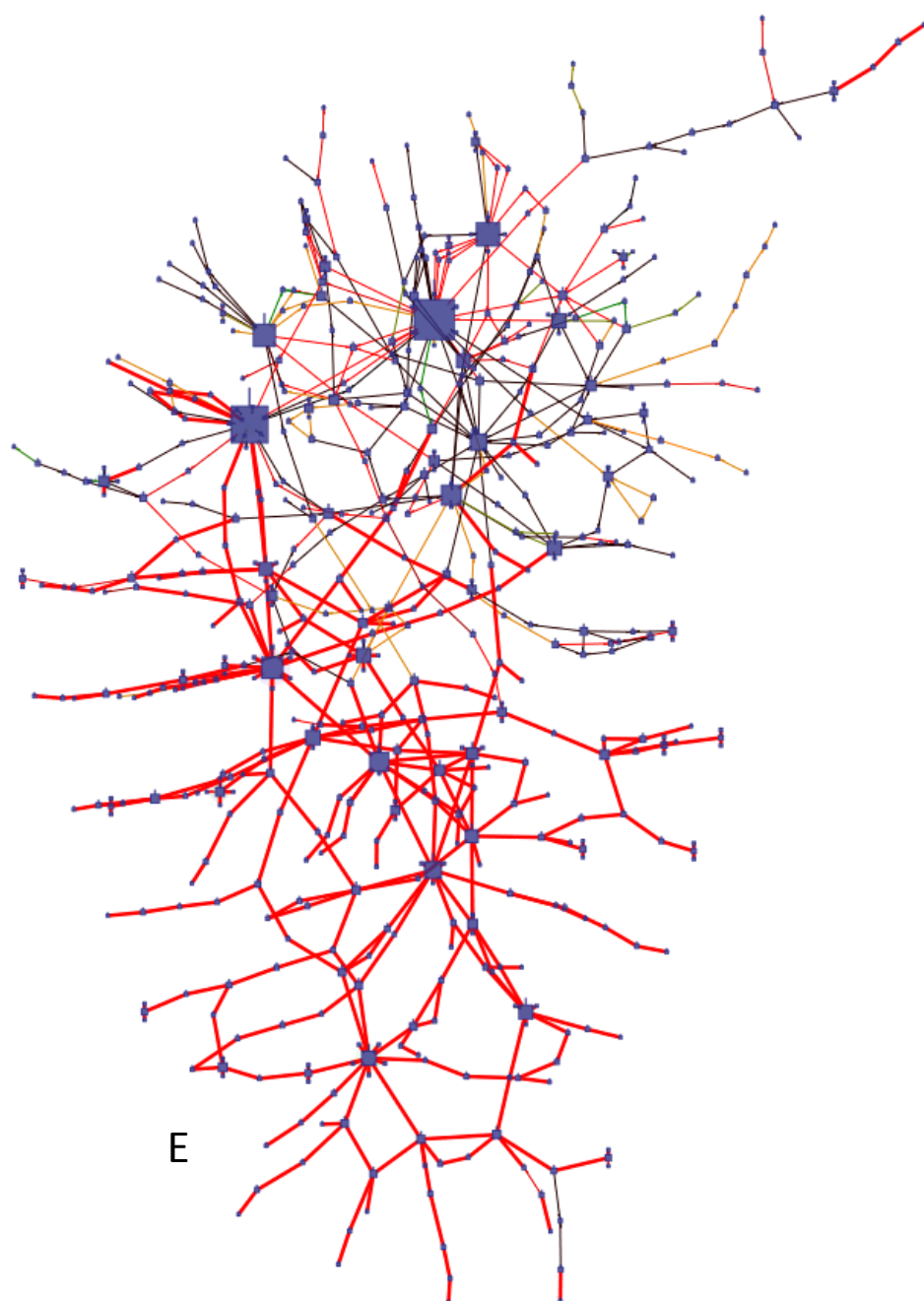
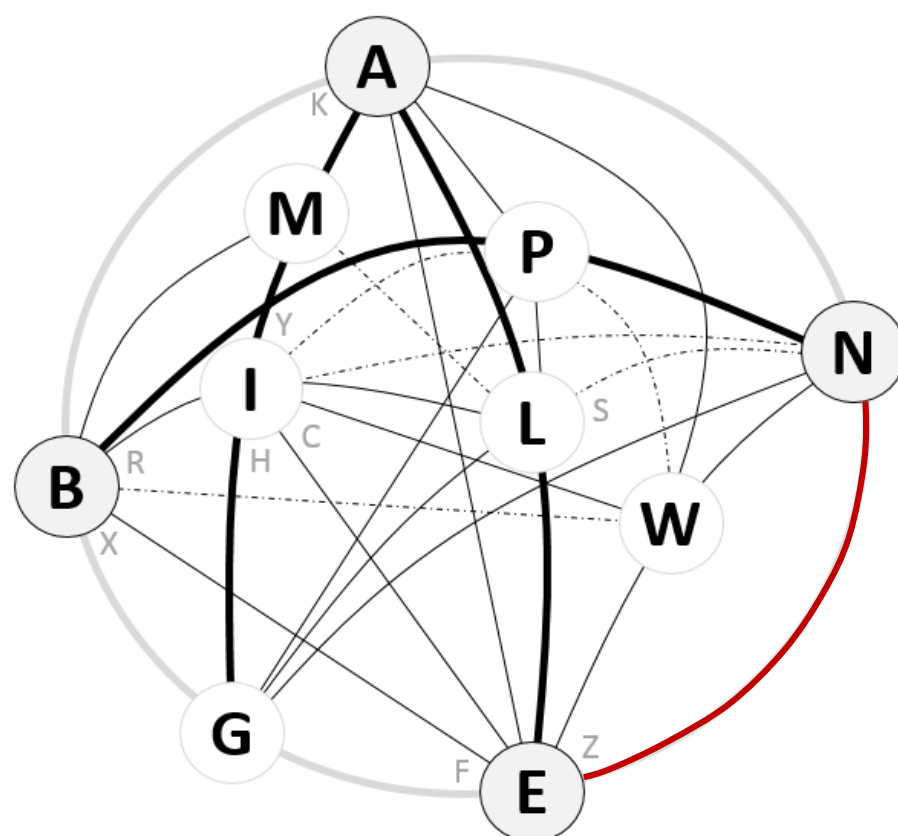
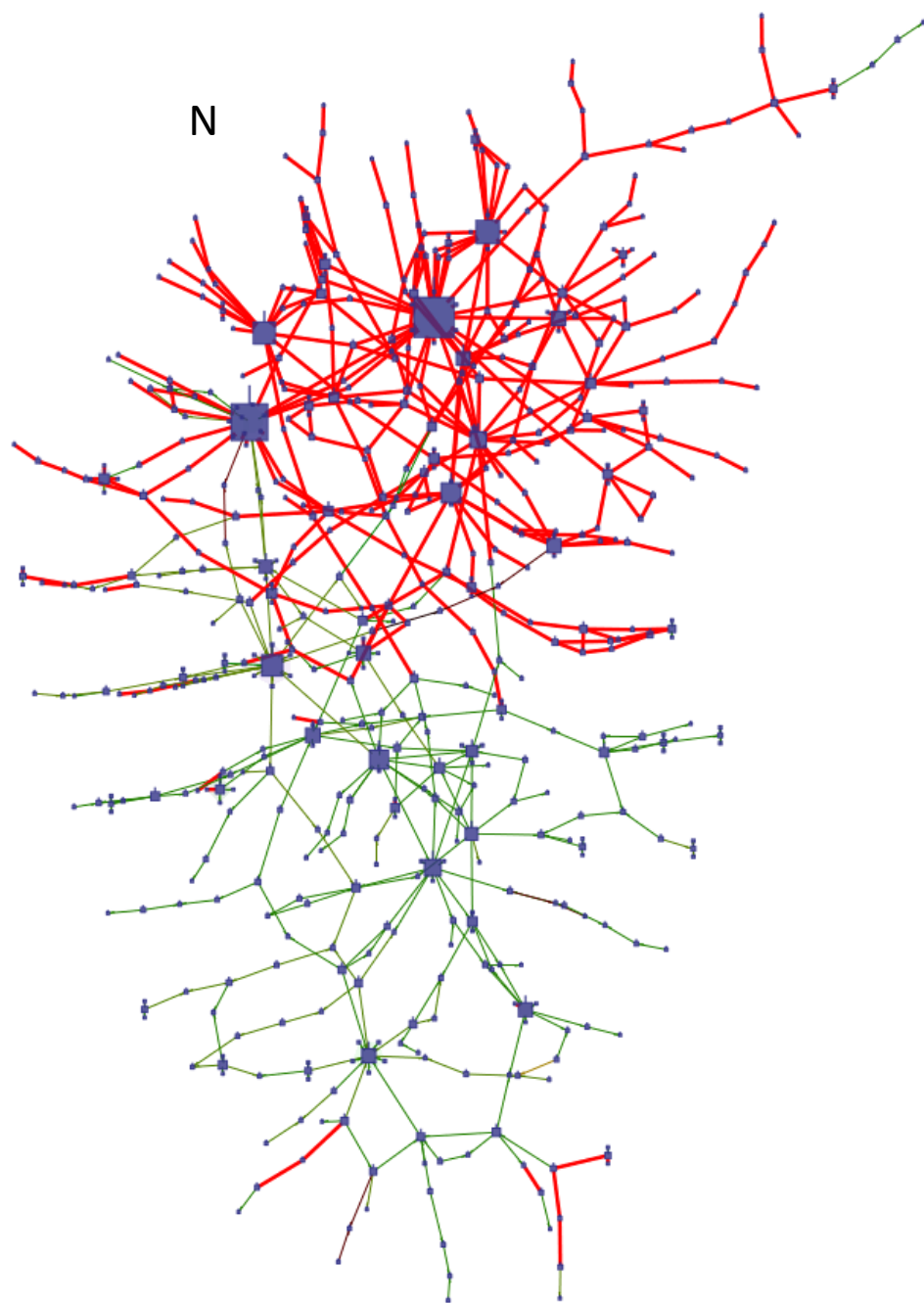


Verwandte Wege

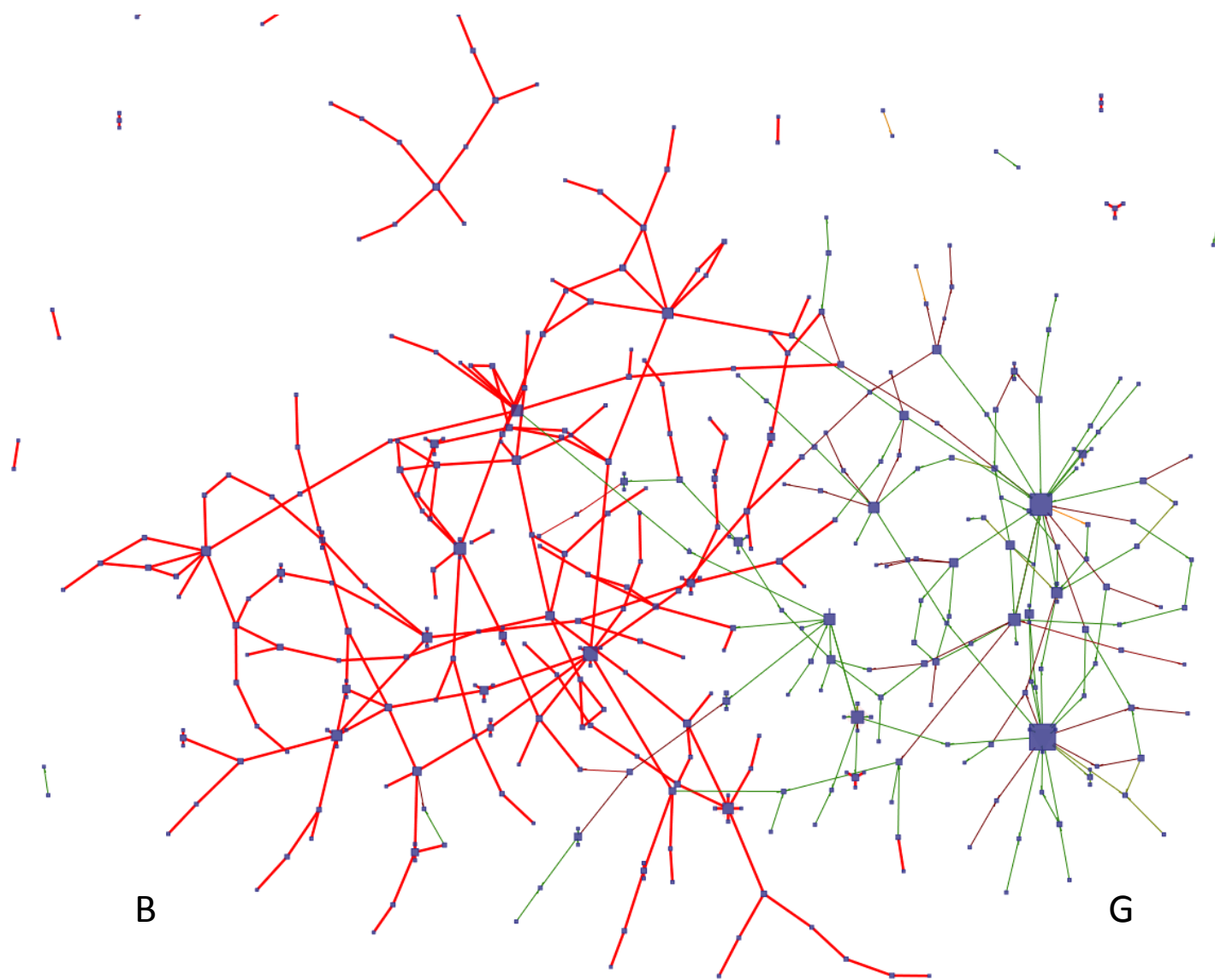




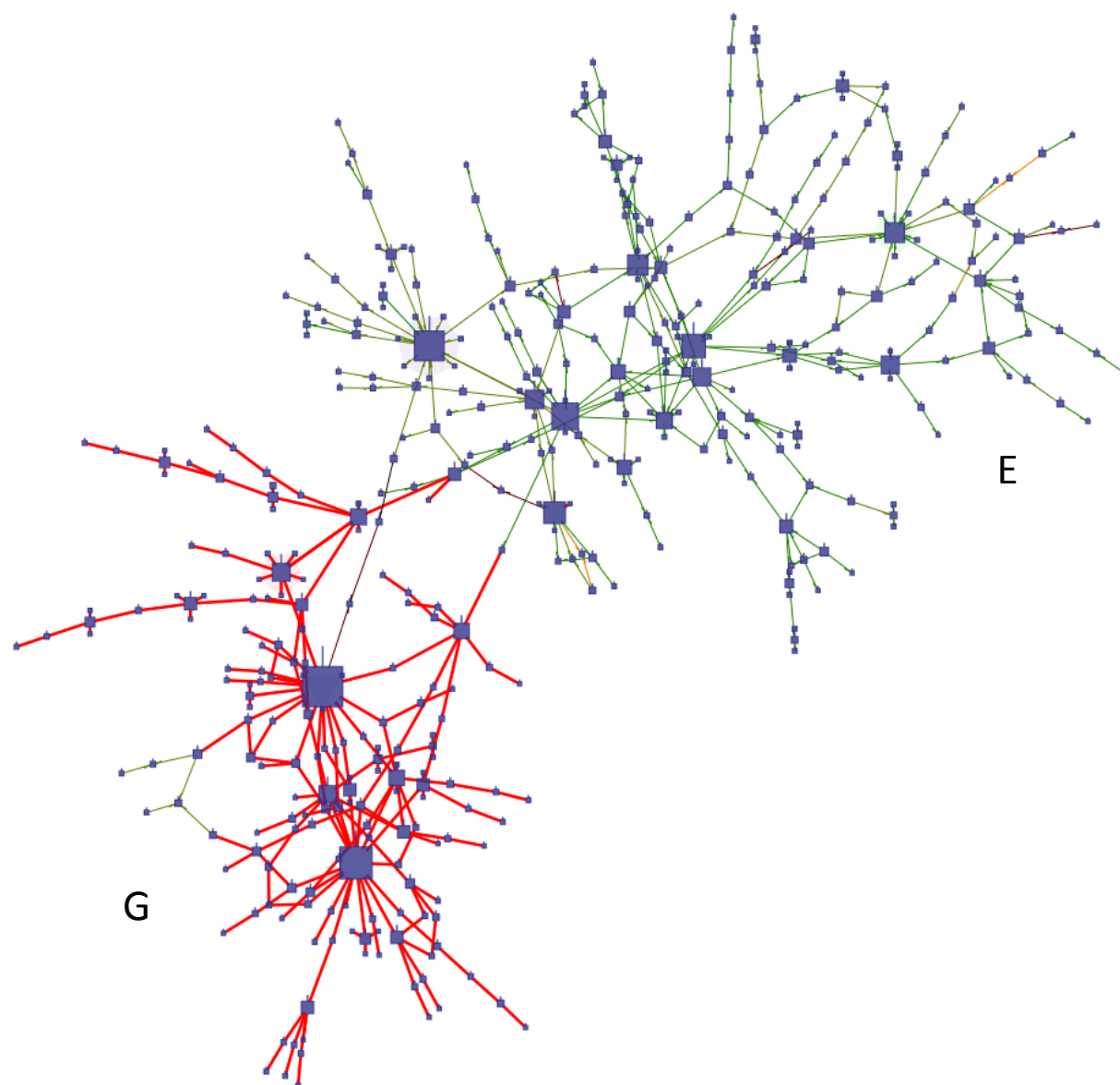
der A/L/E Pfad



der N/Z/E/F Übergang

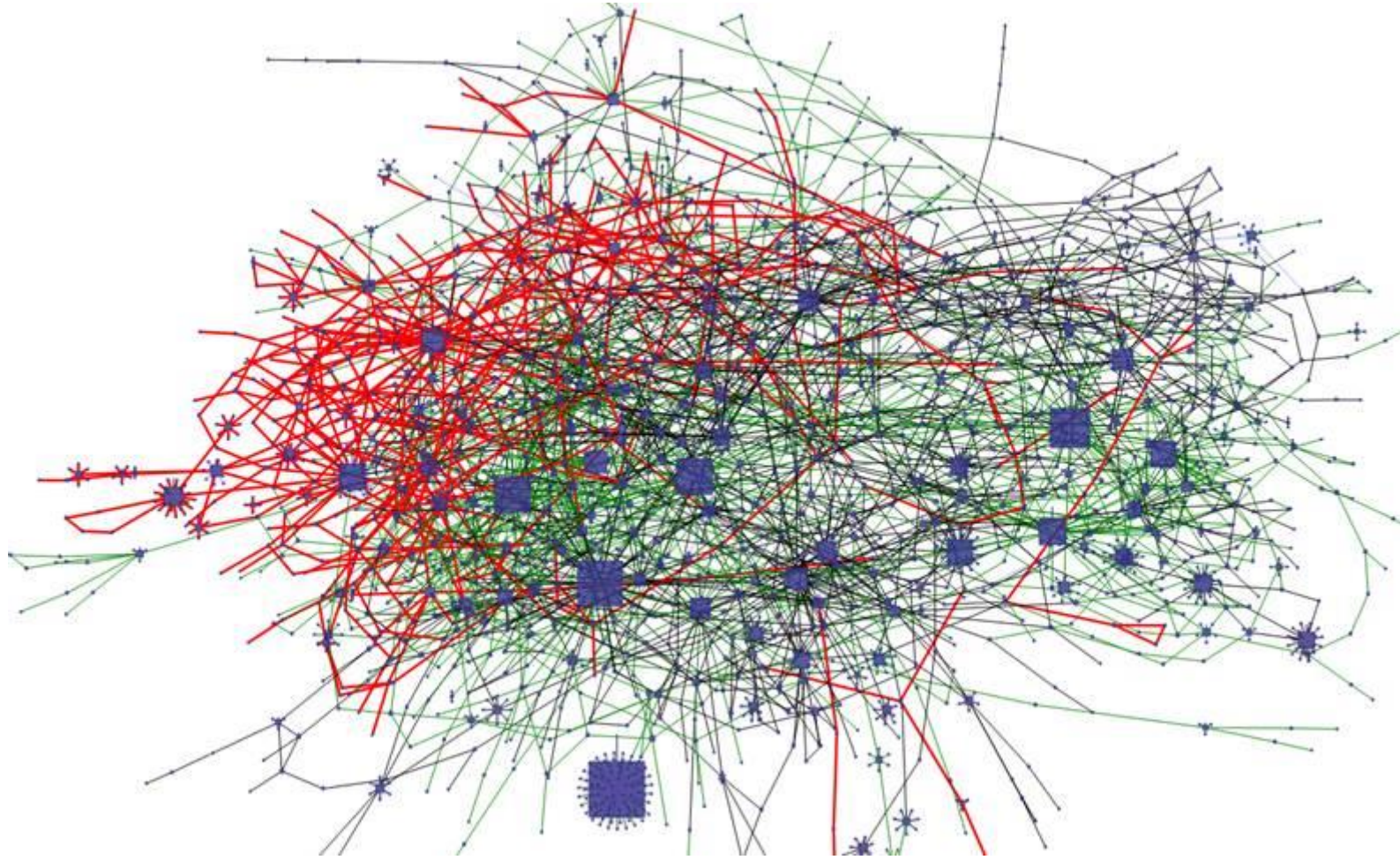


der B/G Übergang

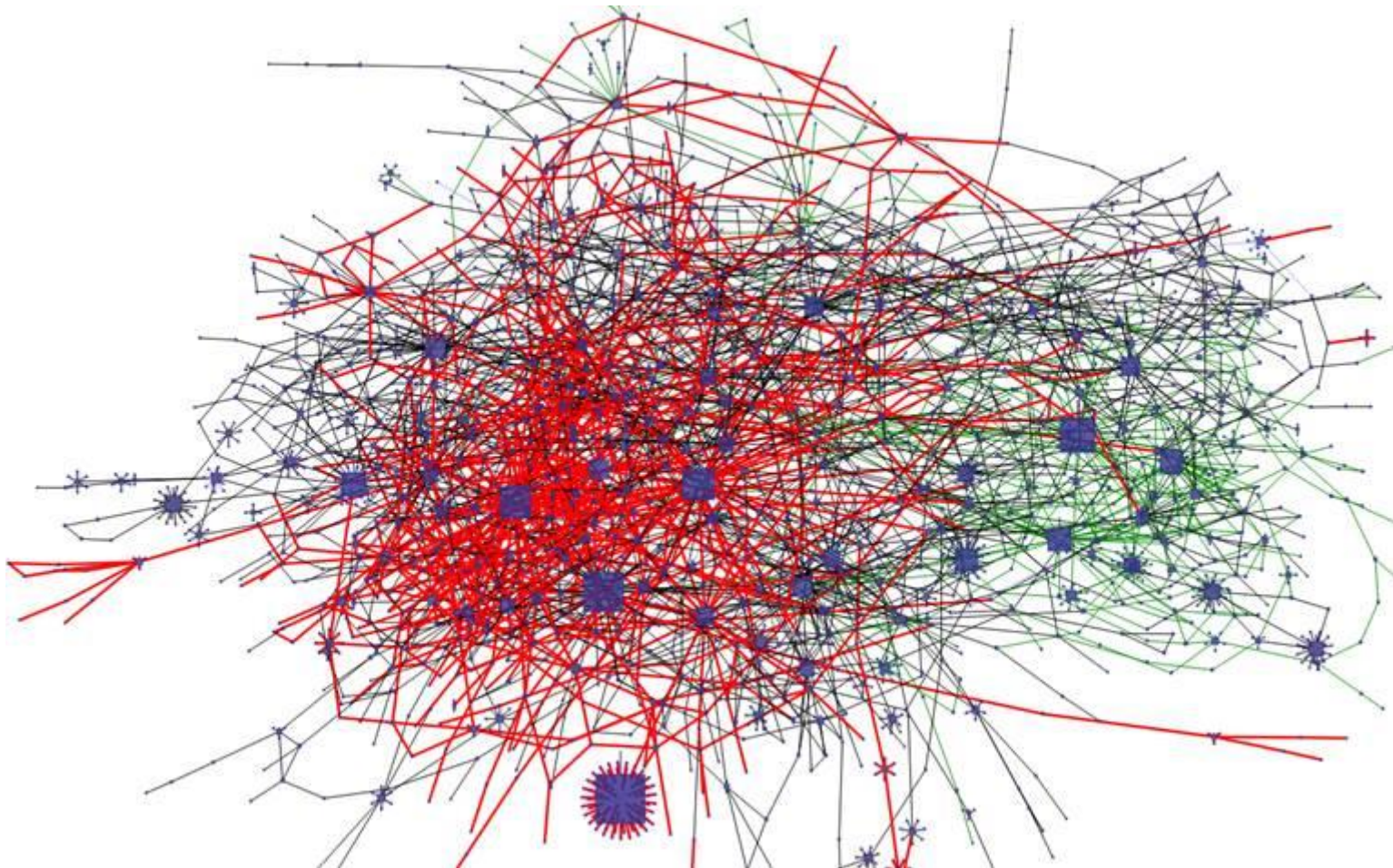


der G/E Separation

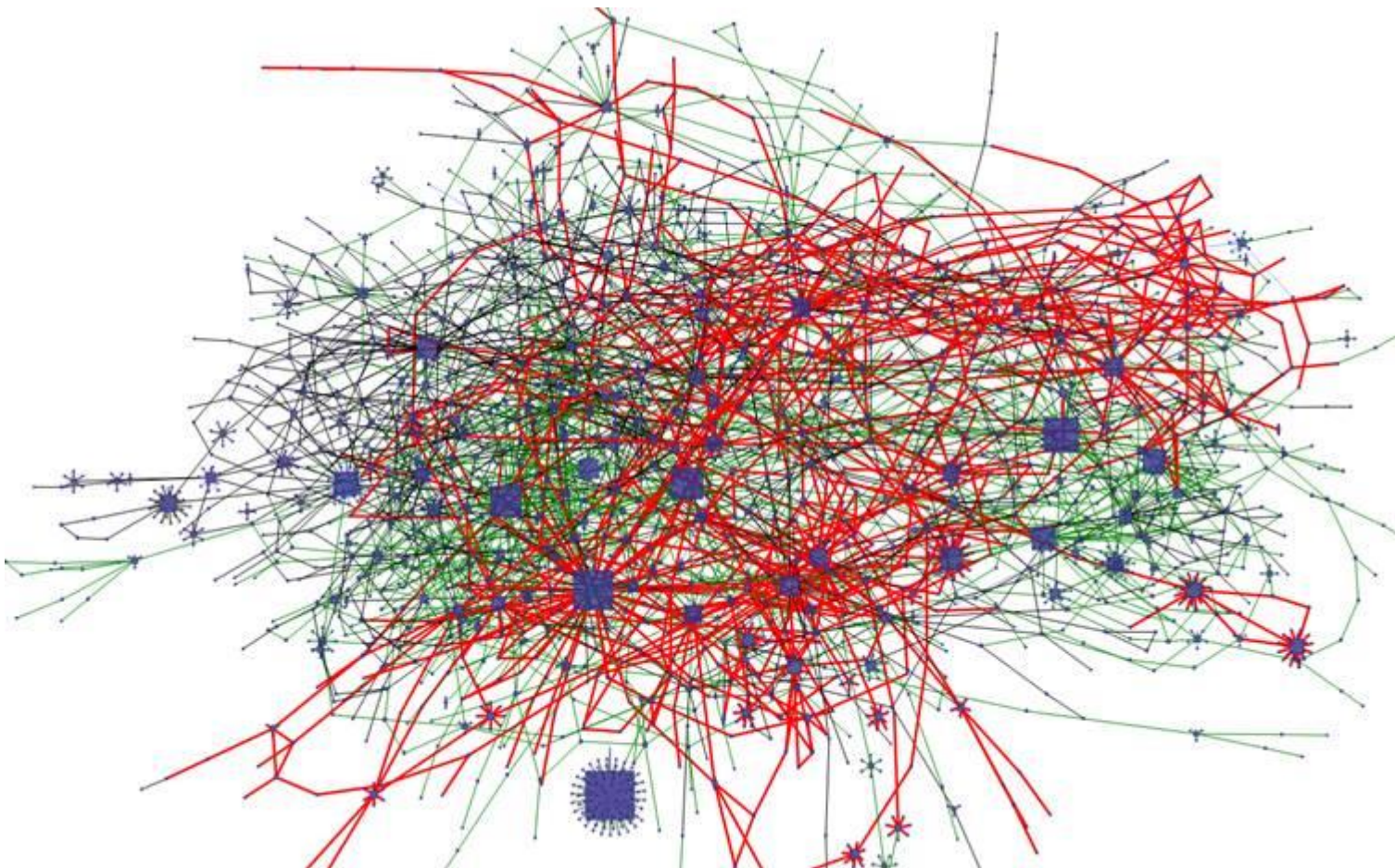
Quartal 1



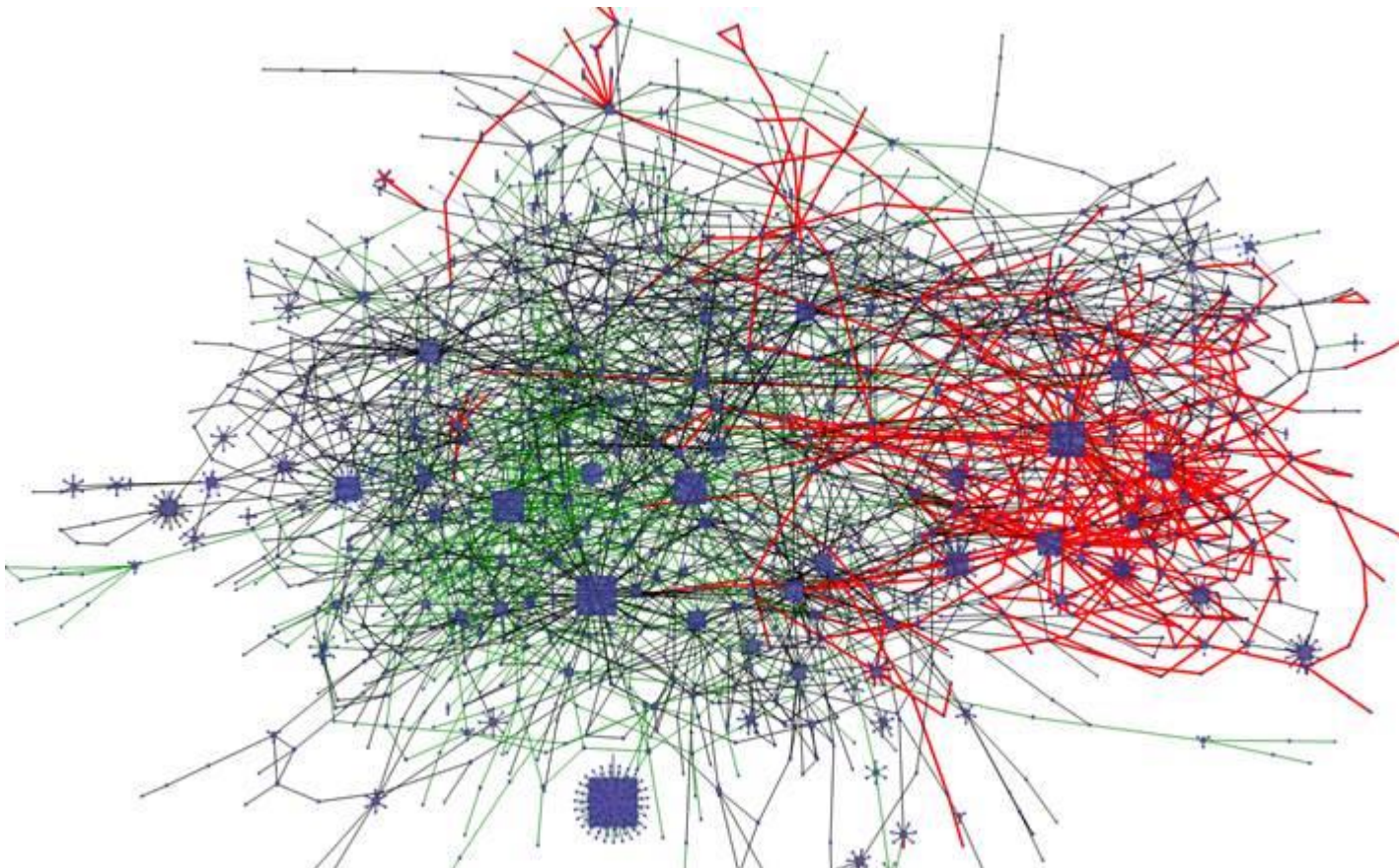
Quartal 2



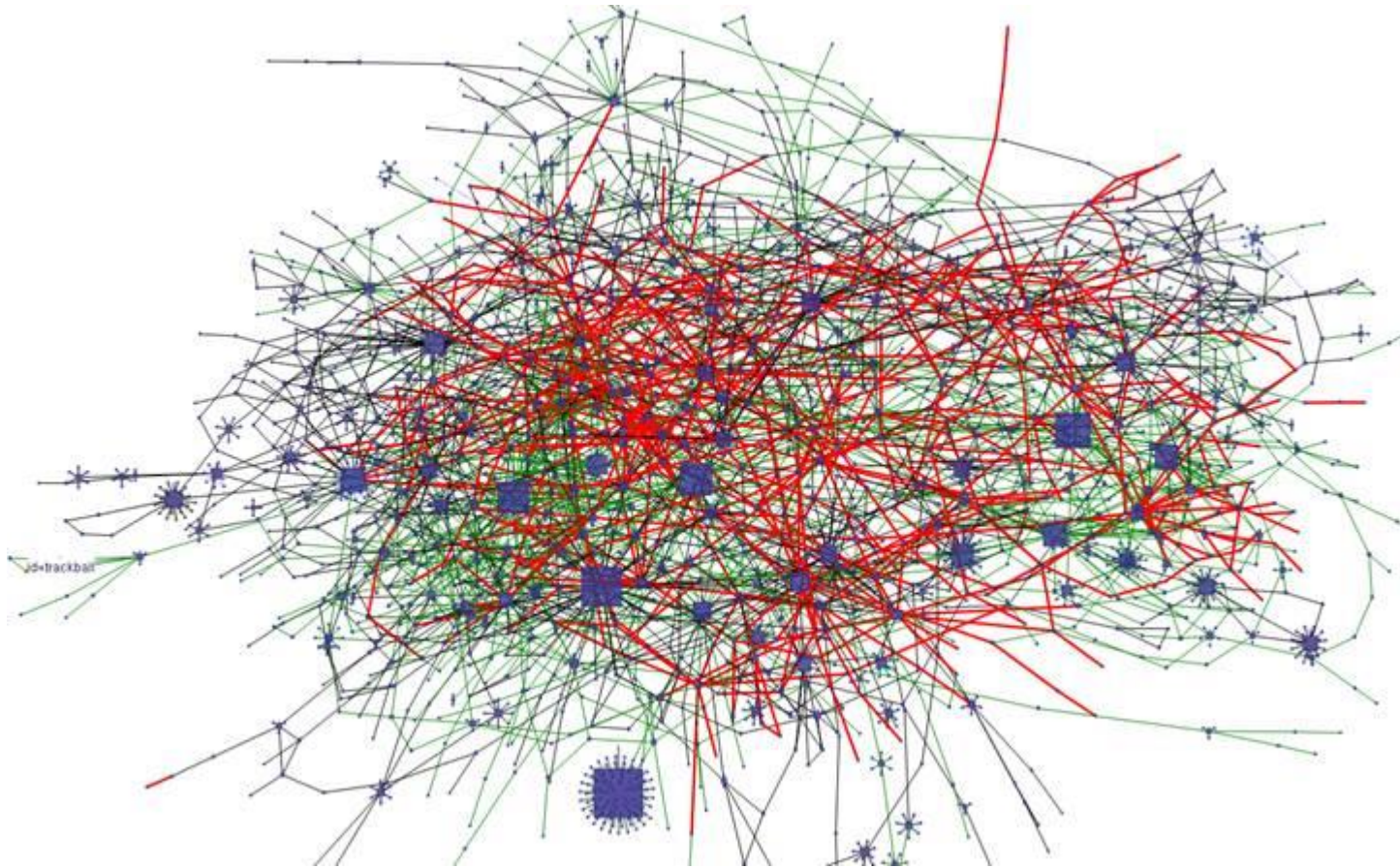
Quartal 3



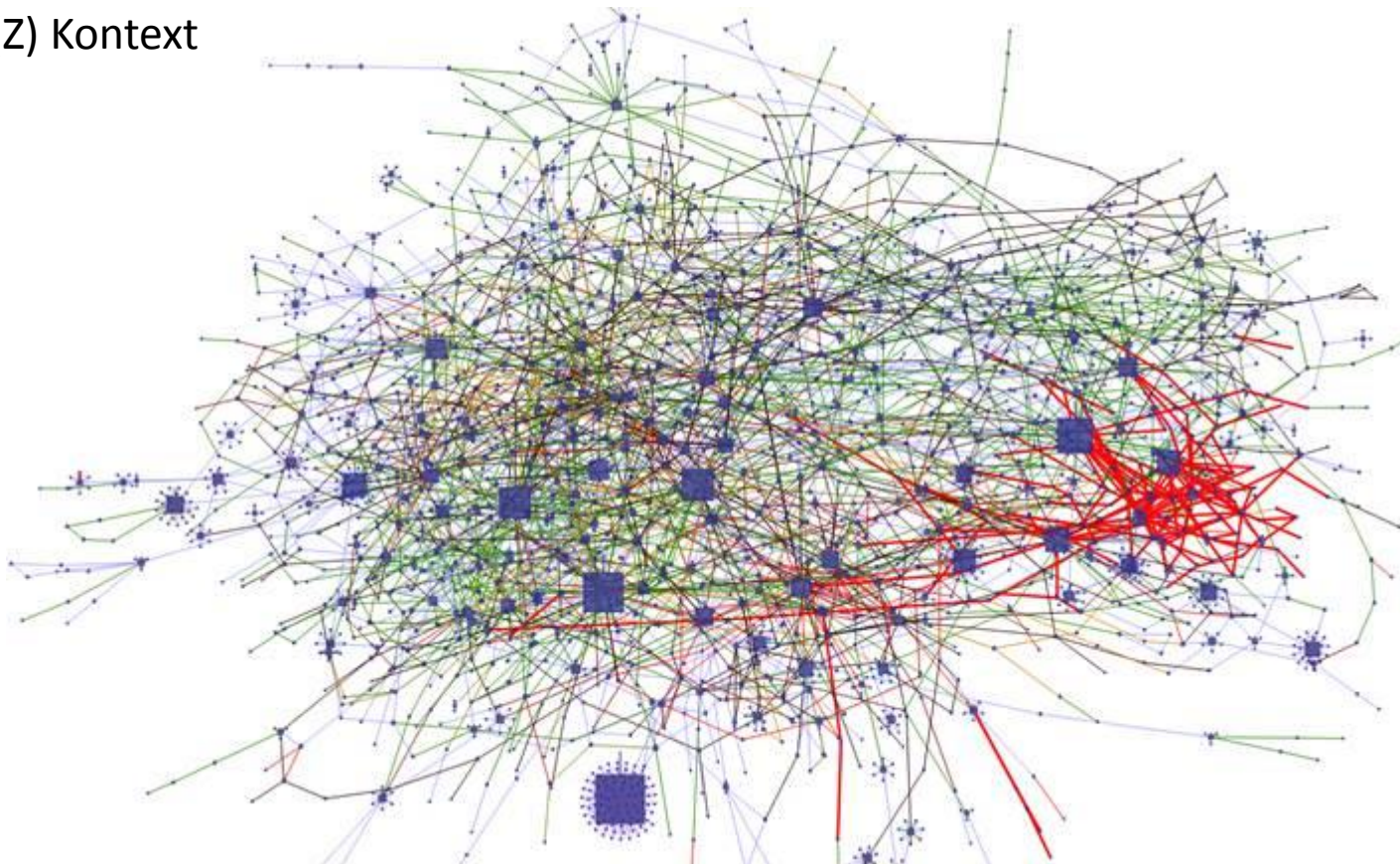
Quartal 4



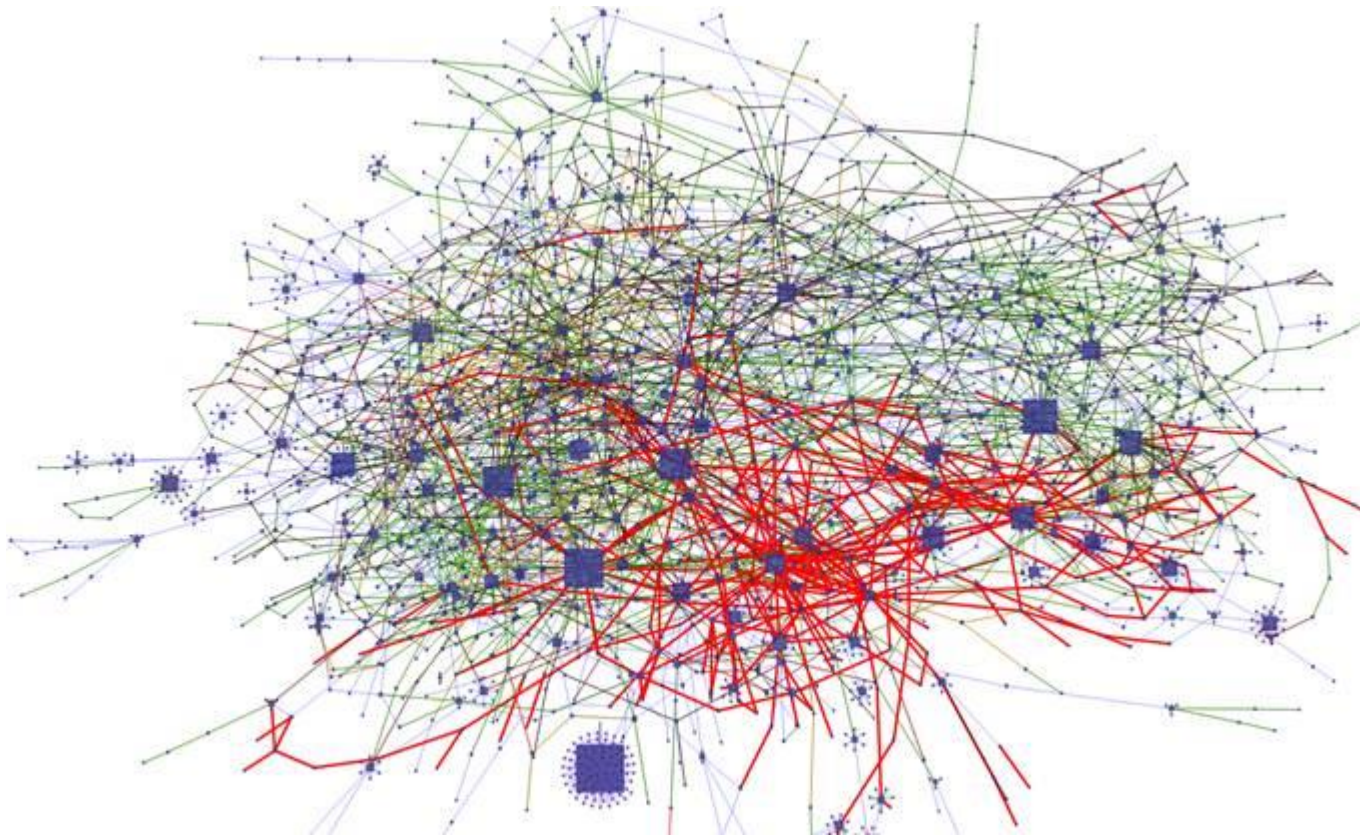
Kernsemantik (gleichmäßige Durchdringung)



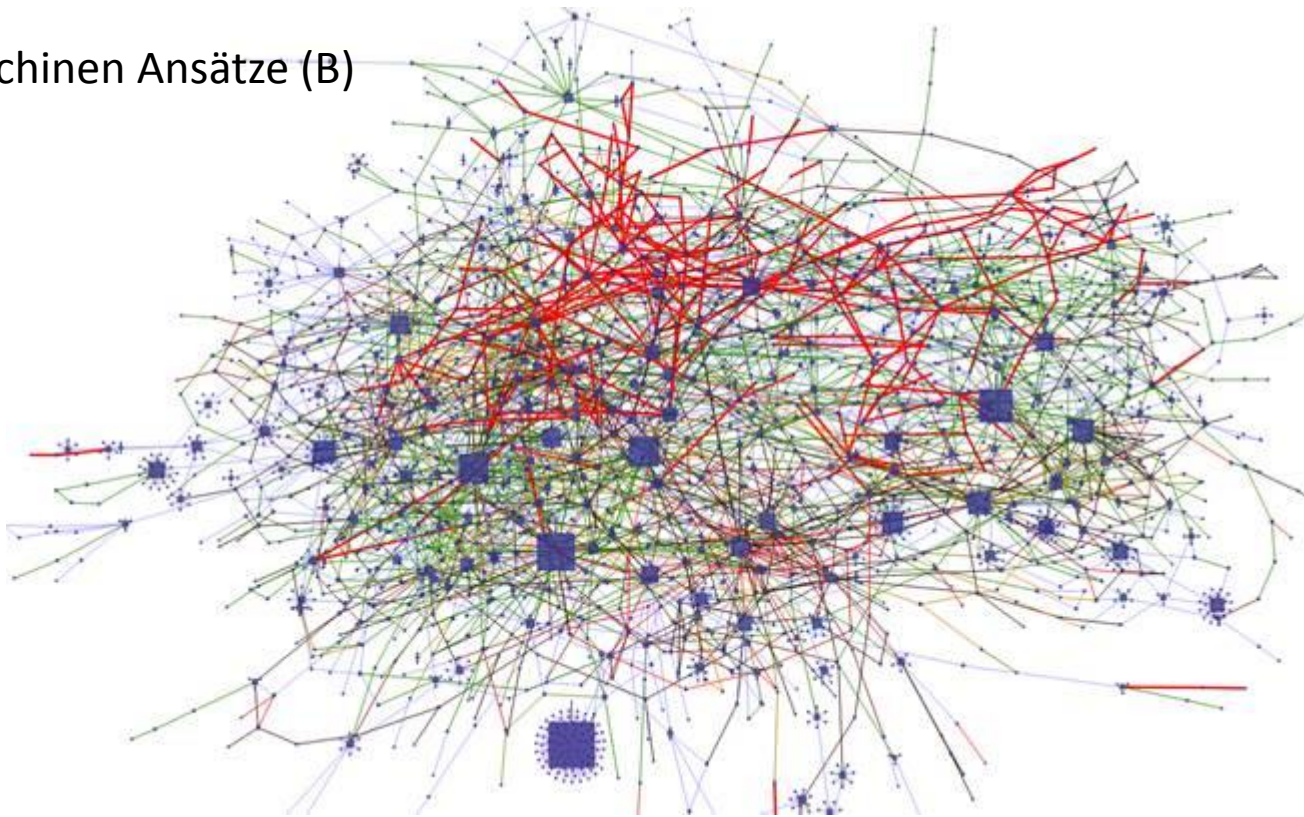
Future (Z) Kontext



Narration (N)



Bastler/Maschinen Ansätze (B)



Verteilung der Projekte

