

## Artists

Kévin Bray  
Alix Desaubliaux  
Justine Emard  
Basse Stittgen

## Organizers

Wendy Mackay  
Janin Koch  
Lison Gaultier  
Michelle Sanquer  
Nicolas Taffin  
Marjorie Tarjon

## Lecturers

Michel Beaudouin-Lafon  
Wendy Mackay  
Janin Koch  
Baptiste Caramiaux  
Jules Françoise

## Coaches

Jonah Marrs  
Alexis Kobassian

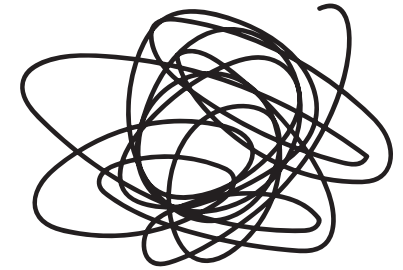
## Partners

Université Paris-Saclay & Graduate School  
Inria Saclay - Île-de-France  
La Diagonale Paris-Saclay  
Societies  
Humane AI net

With the participation of ENSCI, ENSBA,  
École Duperré and École Boulle

Dans le cadre de l'été culturel  
soutenu par le Ministère de la Culture.

<http://creartathon.com>



**creartathon<sup>22</sup>**  
DESIGN – INTERACTION – MACHINE LEARNING

Creartathon is a creative hackathon summer school that combines art, design, human-computer interaction and artificial intelligence.

This year's challenge: Design a creative, intelligent and interactive physical artefact that emphasizes shifting boundaries through interaction, perceivable from different perspectives.

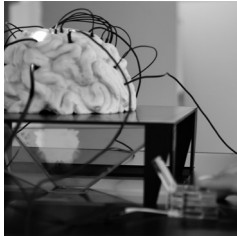
This event is organised by the Université Paris-Saclay, with the Inria Saclay Centre, and Societies, and takes place at La Fabrique, fablab of centraleSupélec.

**Le BIS ENSCI** – 52 Bd de la Bastille, Paris.  
July 15-16, 2022.

5 Days  
7 Projects  
34 Participants

## Mother Knows Best

Elahi Hossain  
Muhammad Imran  
Lola Gires  
Daeseok An  
Mahdi Manoochehrtayebi

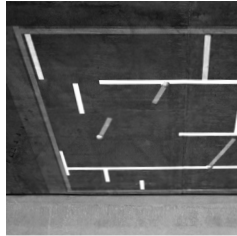


Mother Knows Best highlights the ways in which an individual's data is standardised into a common norm, without their knowledge or control.

- Heart beat sensors
- Arduino
- LEDs
- Holographics
- Visuals
- Silicone

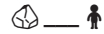
## That's Life

Anaïs Cambou  
Anthonin Gourichon  
Pia Pachinger  
Xiaoning Meng  
Fengyu Li



As technologies challenge the real world, we, as humans, must challenge it back. That's Life is an intelligent, interactive game that reverses the roles of players and game, challenging narrative codes.

- Arduino
- Unity
- Clay Wood
- Python
- Tilt switch
- Pressure Sensor
- Magnet Sensor
- Buttons
- C#
- Plexiglass



Magalie Mobetie  
Ava Scott  
Lala Ray  
Elena Rankova  
Jiin Lim

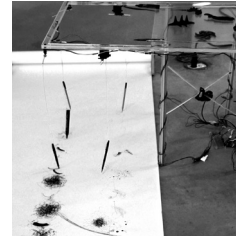


To achieve equilibrium, diverse bodies must develop non-aggressive behaviour towards each other, so they can expand without eating into each other's territories.

- Found Plastic bags
- Fan
- Plexiglass
- Camera

## Entanglement

Hiba Slimani  
Viny-Saajan Victor  
Samuel Leberre  
Frédérique Pardo

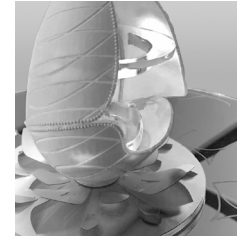


Entanglement creates constantly, systematically in different points in paper. Throughout this experience the human is invited to collaborate with the machine in order to create in tandem with it, guide it and be guided in order to develop art.

- Arduino
- Motors
- Paper
- Pens
- Clay
- Plexiglas
- Humans

## Egon

Gustave Cortal  
Corentin Loubet  
Vincent Cavez  
Vénissia Kay  
Ignacio Pérez

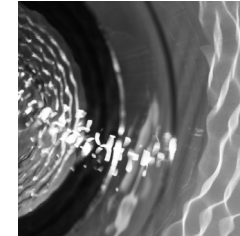


An affective artefact wants to be entertained by learning your movements and sound. Will you please him enough?

- Object detection
- Face detection
- Voice detection
- Copper
- Plexiglass
- 3D print

## Réseaunance

Katherine Wang  
Julián Lechuga  
Marta Shilova  
Guillaume Thomas  
Gaelle Clavelin



Réseaunance explores the resonant vibrations of human movement through visual art.

- Arduino
- Speaker
- Leap Motion
- Plexiglass
- LEDs
- Water

## Materia Strata

Michele De Bonis  
Anouk Daguin  
Nelly Lam  
Selma Noirot  
Alexis Poignant



A long time ago in Saclay's Plateau, nature, overwhelmed by technology, cybernized and shift into a data mine. Scientists, tired of loosing themselves into databases, went back to the forest to cultivate the soil.

- USB Camera
- Screen
- Speaker
- Wood
- Soil
- Copper
- Plexiglass
- Iron
- Archeological objects
- Second-hand materials