

Meet your digital double



**CreArtCom**  
Digital Design Studio  
<http://www.creartcom.eu>

**AV@ARTS** are a serie of interactive devices on the edge of video game and digital art : <http://avatars.fr>.  
The project presented here focuses on the topics driving the seminar.

We attempt to erase gender to find the minimal sign distinguishing man and woman considering movement and gesture.

The system doesn't know human kind : it isn't able to recognize it. The interactive device and its audiovisual engine are but a media leading towards an analysis of the visitors' reactions from a specific point of view (gender in that case )

The visitor is welcomed and filmed during a few minutes : short sequences and proposals varying on own visitor's profile, imagination, sens of play and gesture.

Without a prior demonstration (the visitor has not been revealed anything about the device) the visitor is led to reveal its nature throughout its own body approach of the interactive device.

From the device's feedbacks, behaviours are classified under criterion linked to the gesture, to the attitudes and postures:one's presence, tkind of approach, proximity and nature of the gestures when that is possible, reactivity and behaviors, how one occupies space...

We suppose the personality of the visitor (in its gestual and corporal approach) can be a range of reactions recorded in data for mapping features. These information, presented in the data visualization, will take part to the conference's reflexions while providing opportunity for play, relaxation and exchange.