

**RUTH MATEUS-BERR (2007-2017)**  
**Awards & Calls**

Year	Award/Call	Grant Organization	Project/ Homepage	About
2017	nominated for the eAward	Federal Chancellery, platform digital Austria and publisher REPORT <a href="http://www.report.at/component/k2/item/90225-eaward-2017-kategorie-bildung-und-gesundheit">http://www.report.at/component/k2/item/90225-eaward-2017-kategorie-bildung-und-gesundheit</a>	Project: INTERACCT <a href="http://interacct.at/project/default.aspx">http://interacct.at/project/default.aspx</a> <a href="http://interacct.at/project/english.aspx">http://interacct.at/project/english.aspx</a> <a href="http://www.interacct.at/troestgeschichten/">http://www.interacct.at/troestgeschichten/</a>	<p>Hematopoietic stem cell transplantation (HSCT) treats serious malignant and non-malignant diseases (e.g. leukemia or sickle cell anaemia) by destroying the patient's ill immune system and replacing it with new, healthy stem cells. It is a life saving procedure for children and adults with cancer or blood diseases. However, the procedure itself is still associated with considerable morbidity and high risk for mortality (approximately 40%) due to infection, toxicity and immunologic complications. Over the past years, progress in HSCT has significantly improved survival, but mortality has been shifted into the long-term follow-up. In this context, high quality aftercare is an essential part of the therapy, and in particular prompt information is warranted to enhance early diagnosis and to deliver appropriate treatment. The project INTERACCT investigates the design and development of an E-Health platform specially focusing on juvenile HSCT patients in aftercare. INTERACCT is mainly meant to improve the communication between patients and clinicians in order to detect possibly life-threatening complications as soon as possible. In this context, compliance of patients to follow the treatments as well providing their health status to the clinicians is one of the main factors for survival. INTERACCT specially focuses on supporting compliance by making the design as child friendly as possible. This includes a fun and entertaining user interface, as well as the provision of specific computer games inside an online world. Although we focus on juvenile HSCT patients, we think that our approach can be generalized to any child related chronic disease. The entertaining and playful INTERACCT Web platform is developed in a multidisciplinary approach at the interface of clinical research, design thinking and information communication technology (ICT). Augmented clinician-patient communication may enable the clinician to early identify behavioral changes which precede manifest symptoms of diseases. Furthermore the tool will be adaptive to developing problems e.g. enhanced "drinking games" if fluid intake is decreasing. An entertaining user interface specially designed for juvenile patients should foster interaction with the tool and improve long term treatment adherence. In the long run, the use of INTERACCT could lead to earlier diagnosis and, thus, to a better quality of care after HSCT. INTERACCT therefore should have the look and feel of modern entertainment platforms, including various elements of entertainment, challenges, games and social aspects, etc. Seen from the children's perspective, INTERACCT delivers mainly</p>

				entertainment, and is a source of challenges, competitions, empowerment and fun. The E-Health aspects of fostering compliance, communication, and treatment should be visible, but not dominating. INTERACCT does not require any newly created hardware devices. Unlike other E-Health projects, we do not aim at using special health sensor hardware that automatically detects and sends health data. Data collection will only include information as requested in the patient handbook like eating and drinking behavior, bowel movement, observation of pain etc.). Any clinical examination will only take place in the hospital during the regular mandatory visits. Therefore, INTERACCT is a pure software solution, but will integrate state-of-the-art low-cost and off-the-shelf consumer equipment like web cams, smart phones or a Kinect sensor to increase the fun factor for children and adolescents. Also, we do aim at using the Kinect or even Android based smartphones as input sensors for health data. The Kinect for instance can be used to guide treatment games fostering movement. Also, we aim at analyzing player performance data to help clinicians in detecting worsening of a patient's condition.
2016	<b>Occursus: Award for communication in oncology</b>	Austrian Society for Hematology & Oncology <a href="https://www.occursus.at/">https://www.occursus.at/</a>	Project: INTERACCT <a href="http://interacct.at/project/default.aspx">http://interacct.at/project/default.aspx</a> <a href="http://interacct.at/project/english.aspx">http://interacct.at/project/english.aspx</a> <a href="http://www.interacct.at/troestgeschichten/">http://www.interacct.at/troestgeschichten/</a>	<b>See: INTERACCT above</b>
2016	<b>Call innovation</b>	Vienna Business Agency <a href="https://viennabusinessagency.at">https://viennabusinessagency.at</a>	personal.curator" - Context sensitive guiding <a href="http://www.fluxguide.com/website/de/home">http://www.fluxguide.com/website/de/home</a> <a href="http://www.fluxguide.com/website/en/home">http://www.fluxguide.com/website/en/home</a>	The research and development project personal.curator analyzes the use of latest technologies in the museum field and the inherent opportunities for art education. Specifically, the project focuses on wearables meaning those devices that are worn directly on the body, as for instance watches, wristbands or glasses. The central research question "How can the individual museum experience be enriched through the use of wearables?" guides the annual research and development process in conjunction with technological, didactical and museological expertise. An early involvement of museum stakeholders and intended users, through the methods of Design Thinking and Thinking Aloud as well as participant observation, guarantees a productive, iterative development cycle. The result is an intelligent education solution for visitors based on indoor localization and a customized museum application for smartwatches. The advantage over other educational media, as for instance common multimedia guides, on the one hand rests upon the context-sensitive location of content that enables spatially situated narratives on selected spots with different object combinations. On the other hand the application profits from being technologically discrete as watches are worn rather than just held and their manual handling is reduced to a

				<p>minimum – a relevant issue for people with limited function of their locomotor system. Consequently, the project goal is conceptualized as transmedial storytelling that skillfully interacts between individual needs of visitors, the spatial logic of the exhibition as well as analogue and digital objects.</p> <p>A project by fluxguide GmbH and the department Didactics of Design, Art and Textile at the Institute for Art Sciences and Art Education of the University of Applied Arts Vienna in cooperation with MAK – Austrian Museum of Applied Arts / Contemporary Art and watchado GmbH.</p>
2015	FWF PEEK	FWF: The Austrian Science Fund is Austria's central funding organization for basic research, PEEK: Programme for Arts-based research: <a href="https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/">https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/</a>	Project: D.A.S. Dementia. Arts. Society /Artistic Research on Patterns of Perception and Action in the Context of an Aging Society Project: <a href="https://www.dementiaartssociety.com/">https://www.dementiaartssociety.com/</a> <a href="https://www.dementiaartssociety.com/en/">https://www.dementiaartssociety.com/en/</a>	<p>Today some 10 million people are living with dementia in Europe. By the year 2050 this number is expected to double. Feelings such as confusion, disorientation, overstimulation and uncertainty are related to dementia. For fear of overtaxing themselves and to avoid being rejected or embarrassed, people living with dementia – even at an early stage – seclude themselves from society, a society that is marked by an increasing pace of life, by competition and multi-sensory overload. How can we foster the public's awareness of dementia by way of the potentials offered by art and design?</p>
2014	2. Bank Austria Social Award	Bank Austria	Project: INTERACCT <a href="http://interacct.at/project/default.aspx">http://interacct.at/project/default.aspx</a> <a href="http://interacct.at/project/english.aspx">http://interacct.at/project/english.aspx</a> <a href="http://www.interacct.at/troestgeschichten/">http://www.interacct.at/troestgeschichten/</a>	<b>See: INTERACCT above</b>
2014	FWF PEEK	FWF: The Austrian Science Fund is Austria's central funding organization for basic research, PEEK: Programme for Arts-based research: <a href="https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/">https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/</a>	Project: Breaking the Wall <a href="http://www.piglab.org/breakingthewall/">http://www.piglab.org/breakingthewall/</a>	<p>Audience participation allows the audience to influence and shape musical live performances together with the performing artists. The field has a rich history of custom-built instruments and devices, and ways to facilitate collaborative performances. The central research question is “Which new ways of artistic expression emerge in a popular form of music performance when using playful interfaces for audience participation to facilitate interactivity among everybody involved?” We develop, document and evaluate a series of interfaces and musical performances together with popular music artists, among them Austrian DJ and media artist Electric Indigo. A tool-set with new interfaces and collaborative digital instruments will be delivered. The project greatly increases the visibility of experimental music performances and audience participation through a large public performance, detailed online documentation, media coverage, and a public symposium at the Ars Electronica Center.</p>
2014	Sparkling Science	Research programme of the Federal Ministry of Science, Research and Economy (BWF) <a href="http://www.sparkling-science.at/en">http://www.sparkling-science.at/en</a>	Project: Sparkling Games Sparkling Science <a href="http://www.piglab.org/sparklinggames-de/">http://www.piglab.org/sparklinggames-de/</a> <a href="http://www.piglab.org/about/">http://www.piglab.org/about/</a>	
2013	ICT & Creativity + third	ZIT: Technology Agency of the City of Vienna:	Project: Art Lector	Art Lector is a transmedial technical solution for customized art

	award of the city of Vienna	<a href="http://www.zit.co.at/en.html">http://www.zit.co.at/en.html</a>	<a href="http://www.fluxguide.com/artlector/de">http://www.fluxguide.com/artlector/de</a> <a href="http://www.fluxguide.com/website/en/home">http://www.fluxguide.com/website/en/home</a>	and culture education for groups of students from schools, young and elderly visitors and people with special needs in museums & fluxguide
2012	FFG Bridge	FFG: The Austrian Research Promotion Agency: <a href="https://www.ffg.at/en">https://www.ffg.at/en</a>	Project: INTERACCT	See: <b>INTERACCT above:</b> INTEgrating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Children Cancer Research Center Institute, T-Systems
2012	EU-Tempus	EU Tempus: <a href="http://eacea.ec.europa.eu/tempus/index_en.php">http://eacea.ec.europa.eu/tempus/index_en.php</a>	Project: <b>Visuality &amp; Mathematics: Experiential Education of Mathematics through Visual Arts, Sciences and Playful Activities &amp; Universities in Finland, Hungary, Serbia and Belgium</b> <a href="http://vismath.ektf.hu/">http://vismath.ektf.hu/</a>	Training a new generation to accomplish the prerequisites established by a knowledge-based competitive society and economy is a significant goal to reach. Our project aims to achieve this goal by supporting the development of technology and the pragmatic educational methods of the educational institutions and their teachers and tutors in Serbia. We also intend to raise students' interest for mathematics and sciences and make these disciplines more appealing to the youth, invoking inter- and trans-disciplinary instruments. The ultimate purpose of this development project is to expand and modernize the tools' system used in the field of mathematics and other sciences.  Above all the methodology of the Visual Mathematics project offers a great possibility for teachers to present mathematics creatively, and in an interesting, appealing way. The 24-months program and the comprised two Summer Schools and Experience Workshops are constructed in a way that the subsidiary materials and tools used for education purposes are involved from everyday life spiced up by artistic techniques which are very catchy for the youth. Thus this project uniquely combines mathematics with art, and other ordinary assets with the intention of attracting Serbian children to learn mathematics, and inspiring them to improve their achievement in sciences.
2010	<b>DESIGN/ARCHITECTURE MAK, departure</b>	Departure: Vienna: A Design Strategy. How to React to a City? (MAK, Departure Call) Cool City Vienna: Cool Design & Hashem Akbari & Allgemeine Baugesellschaft - A. PORR AG. & Architect Michael P. Schultes: MAK (Museum of applied arts) Vienna <a href="http://www.mak.at/en/program/exhibitions/exhibitions?article_id=915">http://www.mak.at/en/program/exhibitions/exhibitions?article_id=915</a>	<a href="http://www.architekturwettbewerb.at/competition.php?id=641&amp;cid=458">http://www.architekturwettbewerb.at/competition.php?id=641&amp;cid=458</a>	Steven Chu, Minister of Energy at the cabinet of the US government Energieminister encouraged at a Symposium in London to paint streets, pavements and roofs white in order to counteract global warming. This idea was based on a research done by Prof. Hashem Akbari (Lawrence Berkeley National Laboratory), one of the leading climate researcher of the USA, consultant for the EU. He calculated that each 20 m <sup>2</sup> white or COOL* designed horizontal surface in Vienna would provoke a reduction of 1 Ton of CO <sub>2</sub> for this collaborative project. Aim should be to receive reflected radiation of 10%. If 100 big cities of the world would receive bright surfaces, the world would receive a time to breath and reduce CO <sub>2</sub> . The artist invited Hashem Akbari in this project. In this Soloexhibition divers artworks of Ruth Mateus-Berr were exhibited, so f.e. a big foto of New York, which displayed the floor of the gallery that evening, with white painted surfaces, city parts of Vienna painted with reflecting colour and a model of the City were the public was invited to paint

				the surfaces white, as well as tiny paintings of some of the biggest cities of the world, reminding to portuguese tiles, because the MIT already invented a reflecting tile for roof tops. The artist aimed, when continuing the project, to start a collaborational research project with Universities and Industries to develop colours and tiles, beyond the American market.
2009	WWTF Art(s) & Sciences Call 2008	WWTF: The Vienna Science and Technology Fund WWTF. <a href="http://www.wwtf.at/">http://www.wwtf.at/</a>	<b>Project: Fellowship: Communication lab for developing network-based spaces for science center activities in Vienna</b> <a href="http://www.wwtf.at/projects/research_projects/details/index.php?PKEY=989_DE_O">http://www.wwtf.at/projects/research_projects/details/index.php?PKEY=989_DE_O</a>	Communication LAB about how spaces of Science Center Networks work. Participatory project.
2007	Neptun Contemporary Art Award (Verbund)	<a href="http://www.wasserpreis.info/derpreis/erfolgsschichte.php">http://www.wasserpreis.info/derpreis/erfolgsschichte.php</a>	<b>Project:</b> <a href="http://www.wasserpreis.info/derpreis/erfolgsgeschichte.php">http://www.wasserpreis.info/derpreis/erfolgsgeschichte.php</a>	2007 The artist received a contemporary art award for her project 4 layers of sari, which was developed further since then. Her students asked her to co-laborate. Since 2012 they started to work on the topic: “4 layers of sari”, which is a scientific result of the microbiologist Rita Colwell and her team (Colwell 2003) to reduce 99% of the pathogens of cholera, the Vibrio Cholerae. The Lab covers a broad range of problem domains from pattern making to fashion for buildings with inflatable membranes. Recent experiments reveal new perspectives for fashion and, additionally, bring up educationally fruitful methods for working with mathematical topics using a creative base. Interim results are presented through performative lectures at international conferences. Art and design based research is biased scientifically and applied practically at once. Ruth Mateus-Berr aimed to develop beyond the work of fotography, a fashion brand, co-developed with fashion design students from Austria and abroad, dedicated to women from Bangladesh and sold by them via web. The project did not mean to advertise “4 Layers of Sari” in Bangladesh but to make a simple but great scientific finding known all over the world. The artist is member of the water initiative of Uwe Laysiepen.
2007	Haptic and olfactory Design for Viennas Creative Industries	WWTF: The Vienna Science and Technology Fund WWTF. <a href="http://www.wwtf.at/">http://www.wwtf.at/</a>	<b>Project:</b> <a href="http://www.univie.ac.at/tastduftwien/">http://www.univie.ac.at/tastduftwien/</a>	The research programme »Haptic and olfactory design. Resources for Vienna's creative industries« was carried out from 2007 to 2010 as a co-operation between three Viennese universities (two departments from the University of Vienna, the University of applied arts, the University of Natural Resources and Applied Life Sciences) and ZOOM-Children's Museum Vienna. The investigations resulted in a comprehensive and systematic attempt to draw the profile of the city of Vienna with respect to its haptic and olfactory qualities, on the basis of a broad interdisciplinary co-operation between human scientists, natural scientists and design researchers.To this purpose, the researchers selected institutions and domains of the public space which not only traditionally define the cultural identity of the Austrian Capital, but also are essential for its everyday »image« and promised to highlight specific features of the Viennese »flair«

				<p>beyond the common background of the modern urban culture. To be more specific, the haptic and olfactory identity of Vienna was described and assessed along six axes which correspond to the categories of: nature (public gardens and parks), cultural traditions (coffeehouses; museums and galleries), mobility (urban furniture and public transportation), non-visual spatial structures (selected places belonging to the public space), time or identity of a city as a palimpsest (antique stores) and, last but not least, the cross-cutting category of play (playgrounds). Particular hotspots of the investigation were those places which were most frequently associated with Vienna in the conducted interviews, such as the Volksgarten (known for its roses and lilac), the Cafés Sperl and Hawelka, the Stephansplatz (near St. Stephen's Cathedral), the Naschmarkt (the city's major open-air market), the Opernpassage (the underground passage adjacent to the Wiener Staatsoper), as well as two companies (the Manner wafers and chocolate Factory and the Mann Bakery). The research focused on materials and the quantitative analysis and qualitative description of atmospheres. The complex methodology included the chemical analysis of samples collected in different places (in other words, the identification of fragrant compounds using gas chromatography and mass spectrometry), the psychophysiological interpretation of the effects specific odours (e.g. of vegetation) have on affective states and basic emotions in humans, as well as a new botanical classification of scent-families, the identification of blossom-scented plants which are suitable for the climate of Vienna and to draw their flowering-calendar. In addition to these, interviews and commented walks with experts and students enabled to describe the subjective perception of »atmospheres« in different locations in Vienna, to analyse its elements and factors, to draw smell maps of Vienna and follow the specific development of odours along seasonal cycles. On the whole, the research emphasized the influence of social practices and of narrative individual and collective identity on the sensory perception and the »synesthetic«, multimodal dimension of the lived urban space. Moreover, this diagnosis of the haptic and olfactory profile of Vienna served to identify places in the city which allow or even call for design interventions. Finally, the results of the project do not conceal specific difficulties in exploring the topic. These are related to the underdeveloped verbal competence in describing haptic and olfactory qualities and the corresponding experience, the transitory character of odours, not to mention the paradox requirement creative agents are confronted with to design or redecorate places whose qualities (patina and atmosphere) partly escape regulation and control and evolve rather involuntarily in long-term cycles, by means of a repeated use.</p>
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