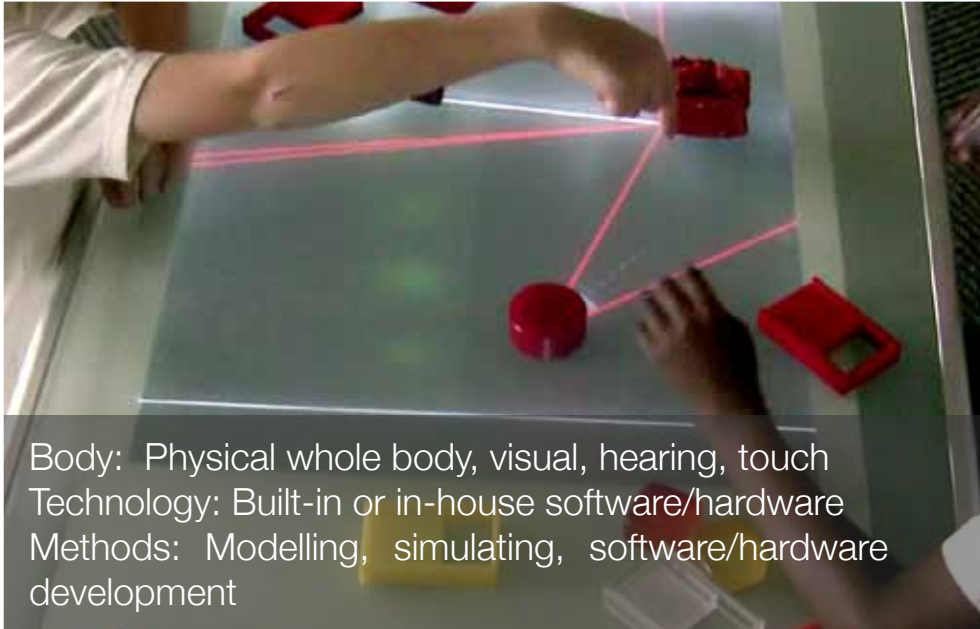


# PHYSICAL-DIGITAL OBJECTS

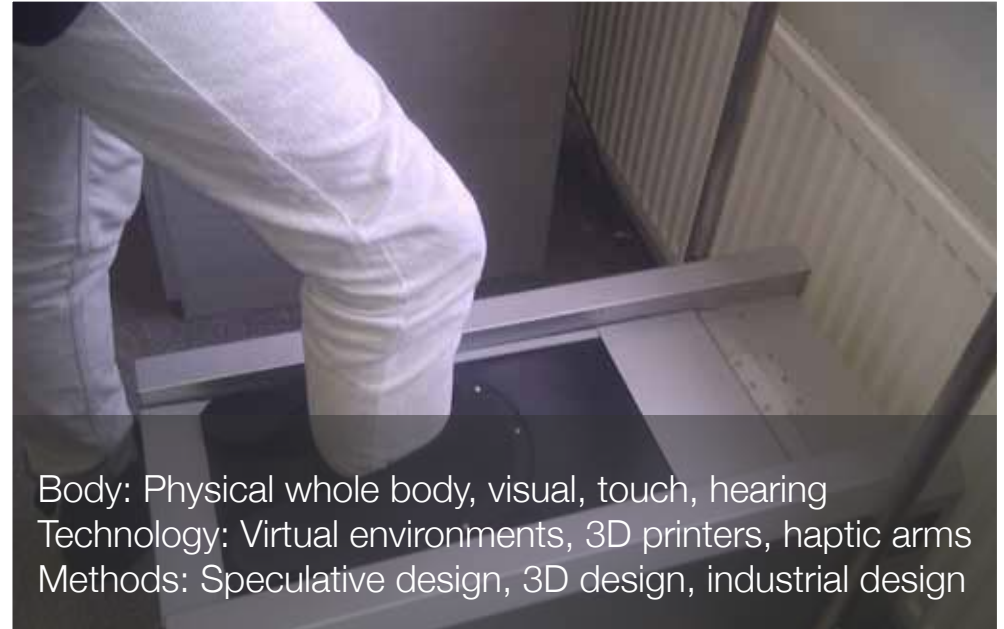
MIDAS  
midas.ioe.ac.uk  
@MIDAS\_LKL



Body: Physical whole body, visual, hearing, touch  
Technology: Built-in or in-house software/hardware  
Methods: Modelling, simulating, software/hardware development

Scientific approach used in Social Sciences to adapt or build technologies for scientific inquiry.

Researcher: Sara Price (project leader) / George Roussos / Jennifer Sheridan / Taciana Pontual Falcão  
Website: <http://lkl.ac.uk/research/tangibles>



Body: Physical whole body, visual, touch, hearing  
Technology: Virtual environments, 3D printers, haptic arms  
Methods: Speculative design, 3D design, industrial design

Engineering approach used in the Arts to adapt or build prototypes for artistic inquiry.

Researcher: Douglas Atkinson  
Website: <http://www.fashiondigitalstudio.com>

Dialogues between *physical-digital objects* through design?