SJANS MACHINE

Sjansmachine is an interactive installation that works with real-time images and face detection software. Sjansmachine reflects the world we live in and the ever-increasing technologies that incorporate daily life. The aim of this installation is to bring people closer together in a playful and fun way. Like many social networking tools on the Internet these days, Sjansmachine enables you to connect with other people. It plays with the idea that the virtual world is replacing our social life and therefore wants people to connect in the real world again. Participants intuitively use emerging technologies, such as QR tags and face detection, to 'find new friends'.

The custom software (written in Processing) automatically takes a picture when a face is detected. This photo is transferred in real-time to the projections. The images are constantly animated. During "match" mode Sjansmachine displays its "match" in front of the audience.

Previous versions of Sjansmachine were presented at Plazaplus Festival in Eindhoven and the Dutch Film Festival in Utrecht. The first version was developed with random matchmaking. The second version was based on movie-genre preferences by using QR Tags. The matched couple won a free drink or a free ticket to the movies.

Sjansmachine (Flirtmachine) is a collaboration between artists Olga Mink, Carmin Karasic and Rolf van Gelder. Visit the dedicated website for more info: http://sjansmachine.cage.nl/

Olga Mink, is a media artist from the Netherlands. Her work ranges from Live Cinema performance, interactive installations to experimental film. The use of multi screen projections is an important aspect in her work. Mink performed and exhibited her work at the 2nd Biennial of the Canary Islands, onedozero festival, Van Abbe Museum, Empac in Troy, the University of San Diego, amongst others. She curates media art and live cinema, and works as an art consultant. http://www.videology.nu

Carmin Karasic, MFA, is a professional multimedia artist focused on information technology art. She has always worked with various aspects of information technologies. Before moving to Eindhoven, she taught new media art at The Art Institute of Boston at Lesley University, Boston, MA, USA. Currently she creates tech-based artworks and teaches online technology courses. She has exhibited internationally and online.http://www.carminka.net/
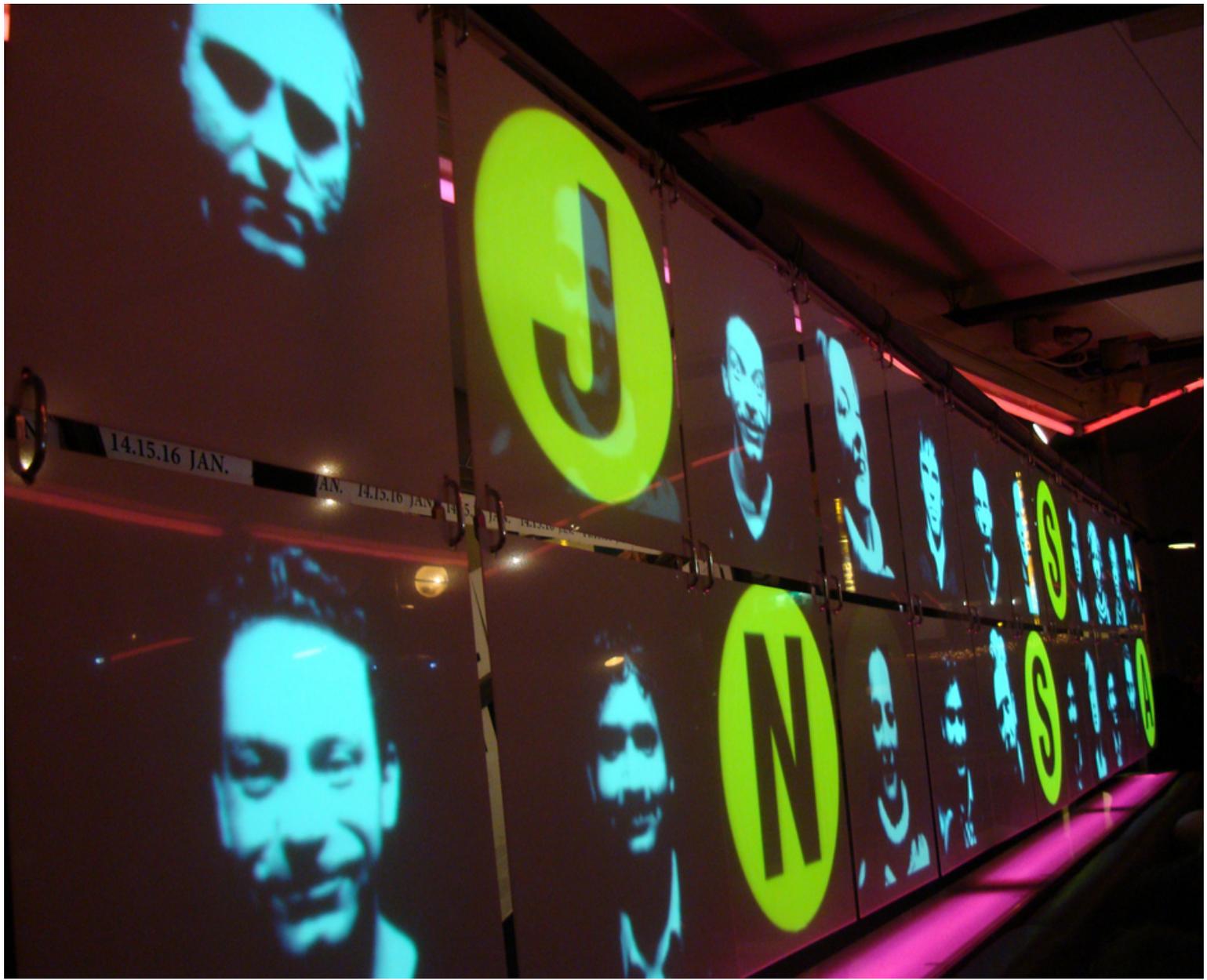
Rolf van Gelder is a professional software developer and artist living and working in Eindhoven. His many years of information technology experience is at the core of his multimedia artworks, and his love of complex information is reflected in his paintings. He also has his own website development company and works at the Technical University of Eindhoven. His website, http://www.cage.nl/ is one of the very first online art galleries (founded in 1995).

Currents 2011, Santa Fe. New Mexico USA.

Sjansmachine is appealing to both eyes and heart. Not only fun is guaranteed, but also the stimulation of meetings, talks and even heated discussions amongst visitors. What is the use of meeting like this? What is the benefit of social media networks? How could digital technologies ever know what's best for us? Questions like these and many others arose immediately during and after playing with it. Sjansmachine proved a successful, stimulative means for visitors to meet and interact with each other. - Claartje Opdam, the Dutch Film Festival Utrecht.