

# S + T + ARTS

## LIGHTHOUSE MINDSPACES



### Mindspaces

Art-driven adaptive outdoors and indoors design

#### Project Coordinator:

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#### Project website:

<http://www.mindspaces.eu/>

**Duration:** 01/01/2019 – 31/12/2021

**Type of Action:** RIA

**Total Cost:** € 4,182,624.95

**EC Contribution:** € 3,999,499.95

#### Objectives

- Bring together artists, creatives and technology experts in the realm of techno science art
- Create tools and develop solutions for adaptive and inclusive spaces
- Dynamic adaptation to emotional, aesthetic and societal responses of end users
- Creating functionally and emotionally appealing architectural design

#### Use Cases

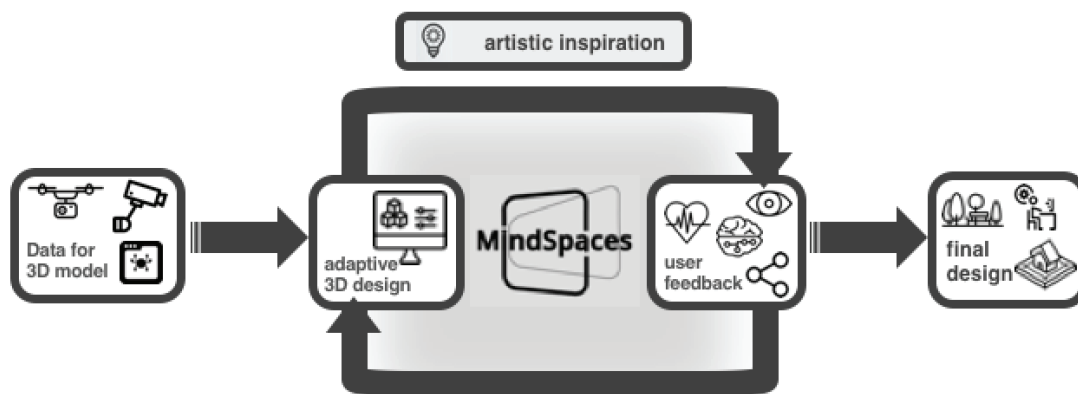
Mindspaces will validate the developed technologies through three use cases. The first one applies on outdoors urban environment, assisting architects, designers and artists to design an urban area of special cultural interest or an interactive art installation.

The second use case will assist architecture offices in the design process of friendly, emotionally sensitive and functional interior workspaces and interior objects. The third use case relates to the design of emotionally-sensitive functional interior spaces for the elderly.

#### Expected results

The final outcome of MindSpaces includes:

- Introduce collective mind design
- VR and EEG can be leveraged to use sentiments in human interaction in order to build better urban spaces
- Provide enhanced 3D models of outdoors and interior spaces to industries that rely on them (i.e. architects)
- Help architects build more functional and appealing interior and exterior spaces at architectural and urban scale
- Improved architecture design tools that integrate feedback on emotional and functional aspects of design propositions.
- The platform will allow unified access and consumption of heterogeneous, textual and visual content.



#### Partners



Zaha Hadid Architects



ANALOG NATIVE



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