





Emergence:

/ɪˈmɜːdʒ(ə)ns/ noun

In philosophy, systems theory, science, and art, **emergence** occurs when a complex entity has properties or behaviors that its parts do not have on their own, and emerge only when they interact in a wider whole.



Firefly Drone Shows (2022)



FINANCIAL TIMES

OpenAI CEO Sam Altman says AI will reshape society, acknowledges risks: 'A little bit scared of this'

"This will be the greatest technology humanity has yet developed," he said.

By [Victor Ordonez](#), [Taylor Dunn](#), and [Eric Noll](#)

March 16, 2023, 10:55 PM



[Graphic detail](#) | [Daily chart](#)

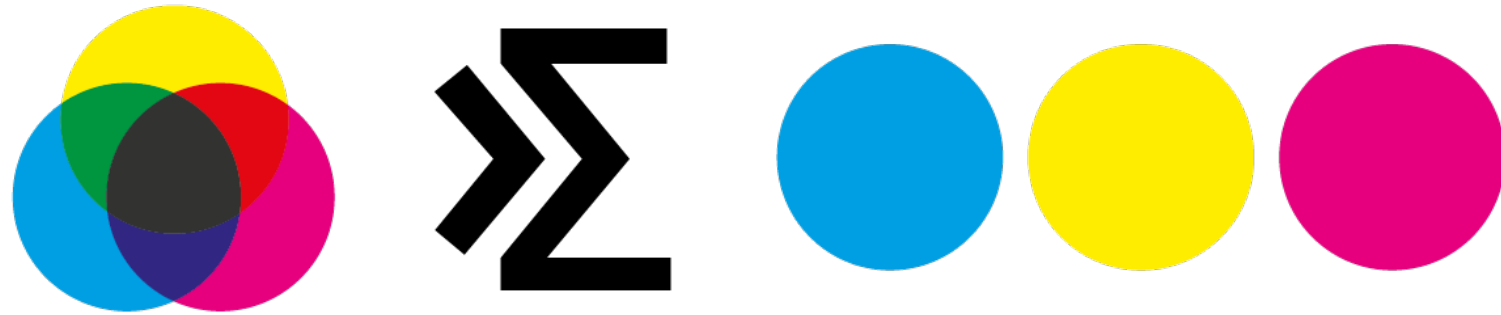
A study finds nearly half of jobs are vulnerable to automation

Fusion energy breakthrough boosts clean power hopes



Walking around the building here,
is kind of surreal.

We **need** to reflect on the rapid change and digitalization.
This shift does not just entail fear but also **opportunity**.
As the next generation, we must **respond** to societal
developments and seek innovative meaningful solutions.



EMERGENCE

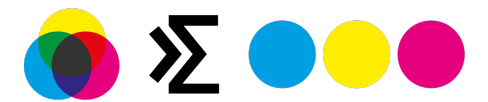
Art & Tech Students



Picture by Shreyas Sidhar



As Emergence we combine art and technology to develop new artistic instruments and reflect on our evermore digital society.



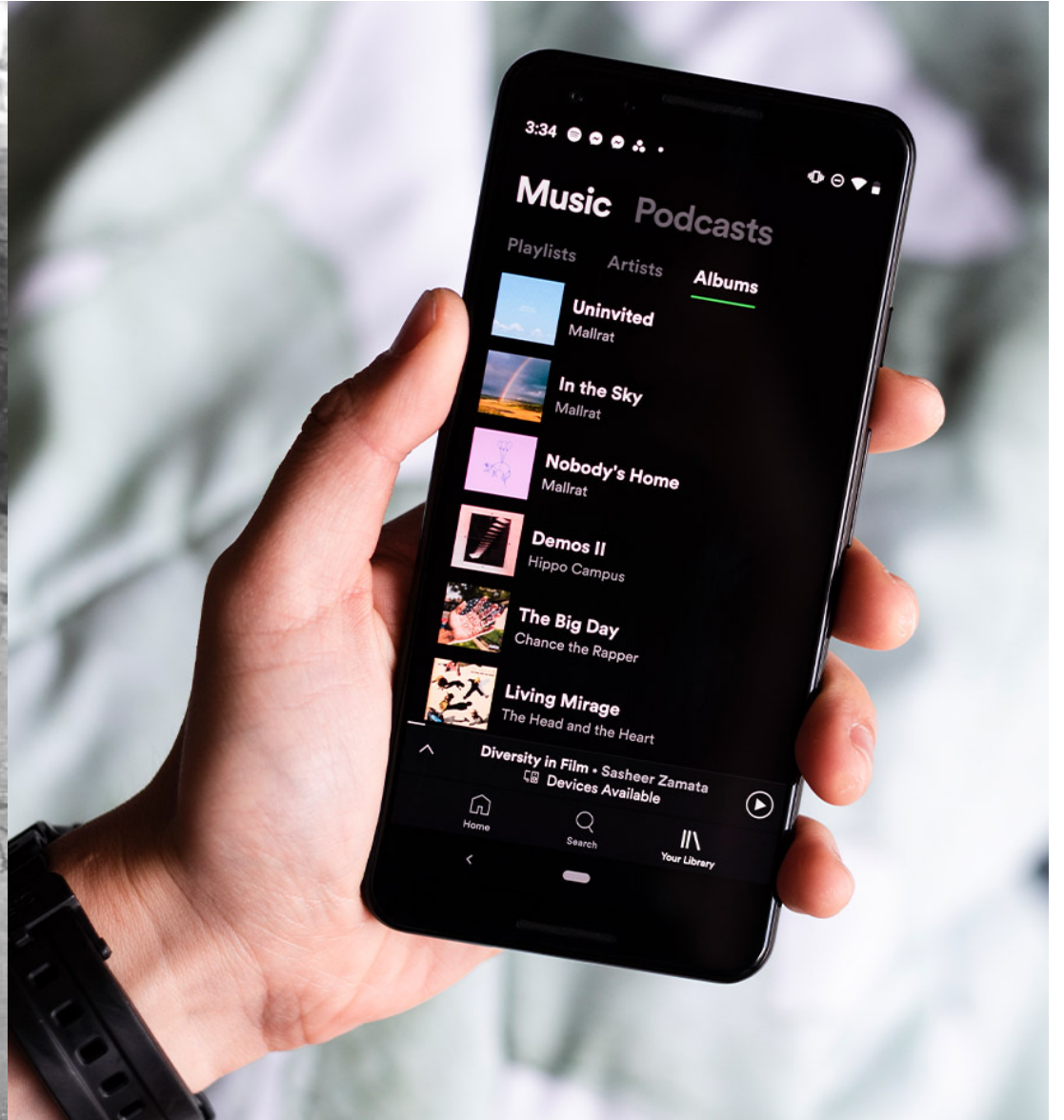
Input



Blackbox



Output





Why do we combine Art & Technology?



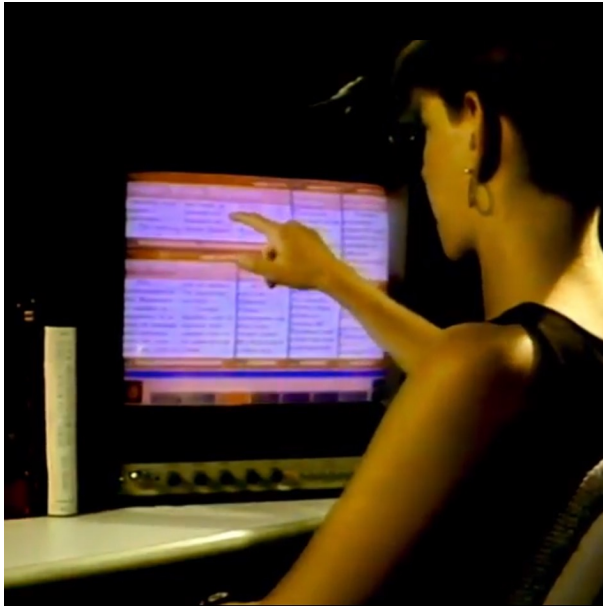
Art to
reflect
on tech



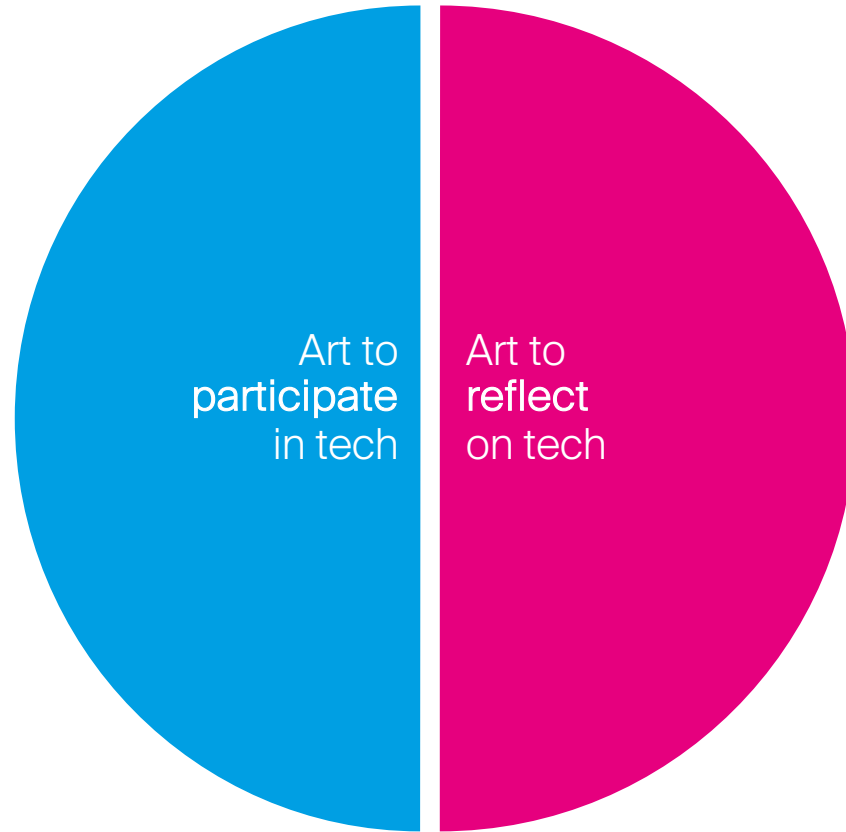
Simon Weckert (2020)
The Google Maps Hacks



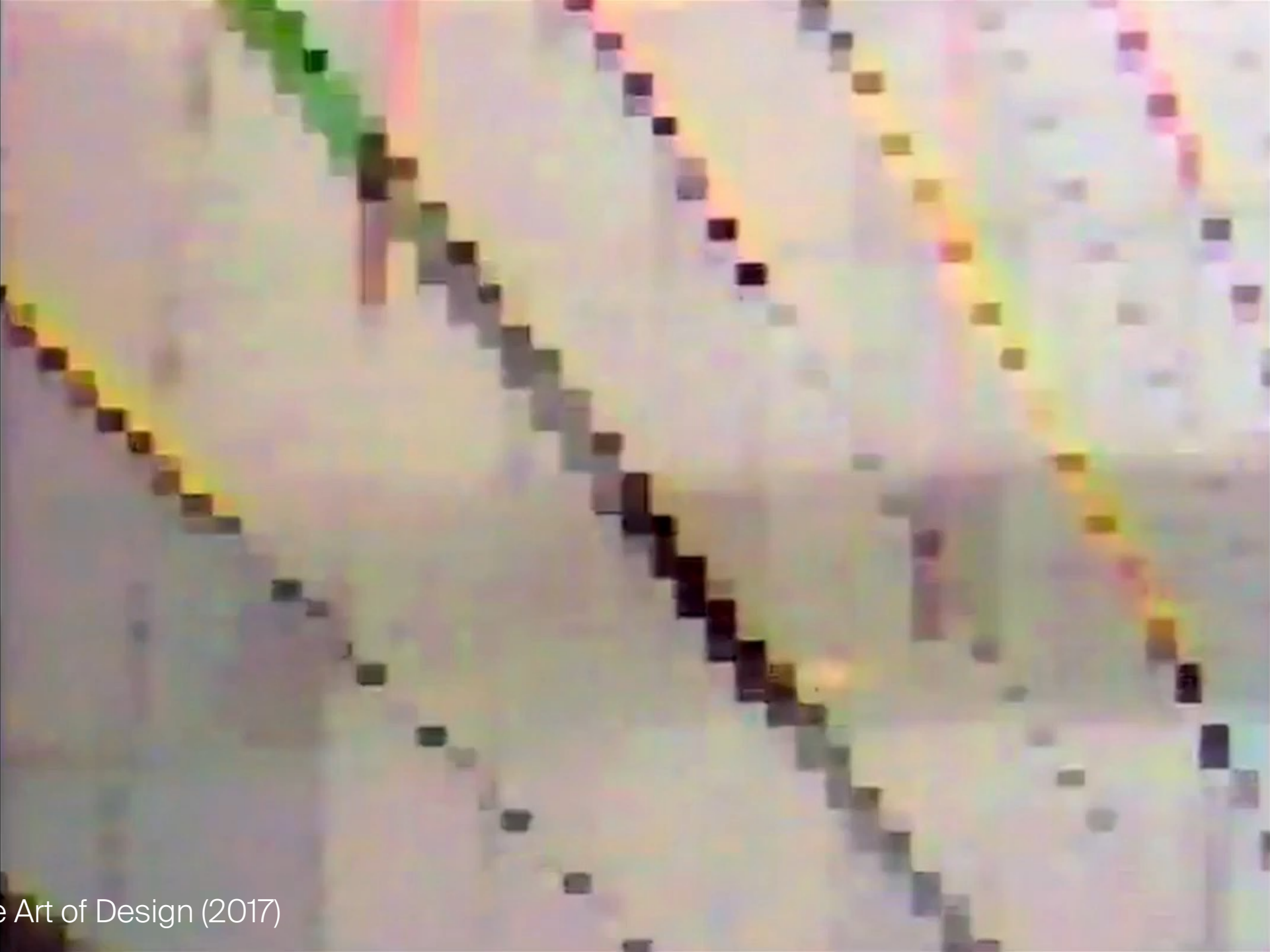
Simon Weckert (2020)
The Google Maps Hacks



MIT Media Lab (1985)



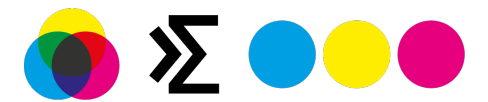
Simon Weckert (2020)
The Google Maps Hacks



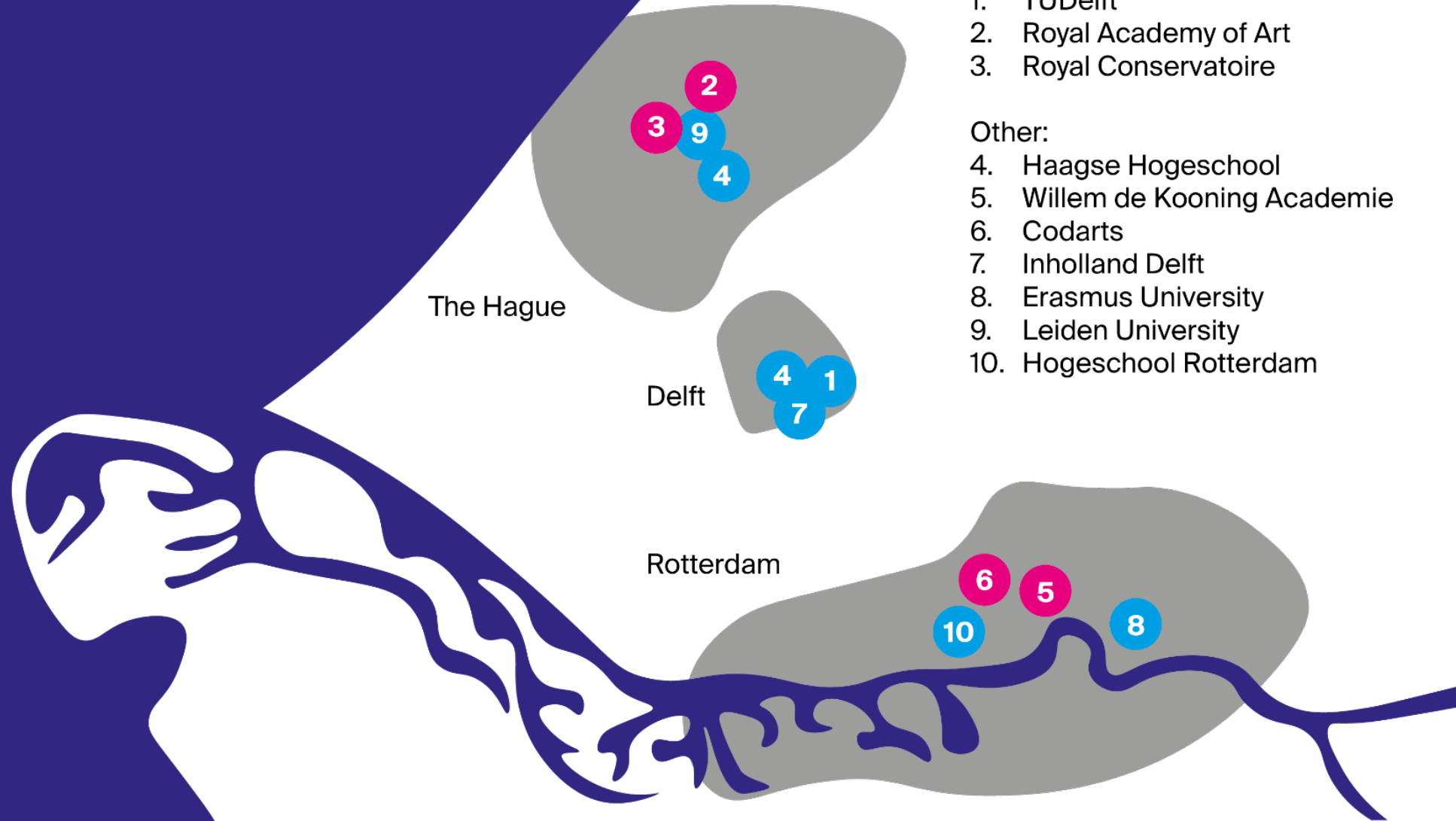
Abstract: The Art of Design (2017)



How do we combine Art & Technology?



Interdisciplinary Team

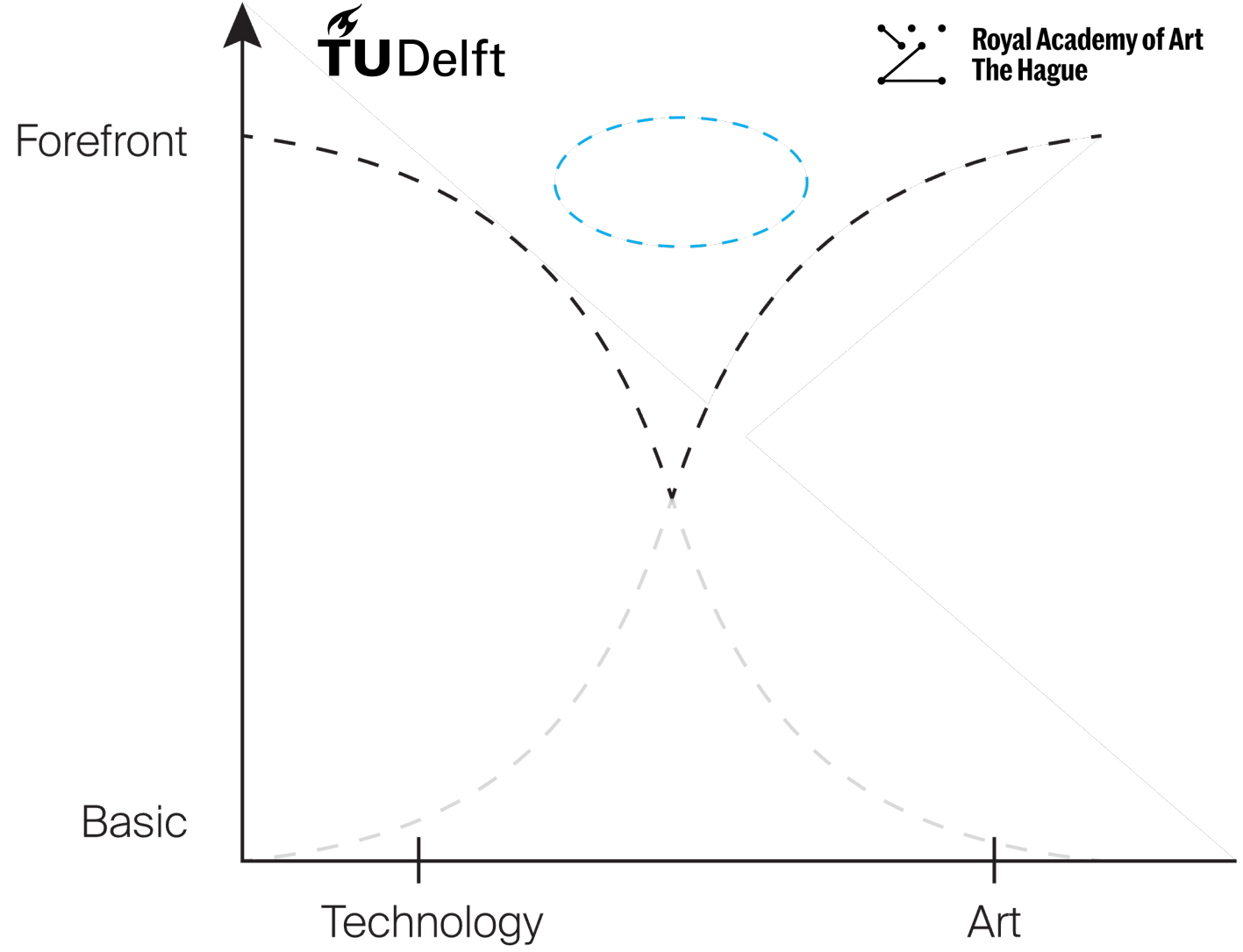


Focus:

1. TUDelft
2. Royal Academy of Art
3. Royal Conservatoire

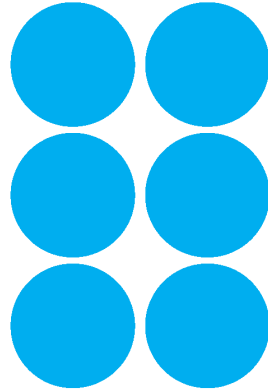
Other:

4. Haagse Hogeschool
5. Willem de Kooning Academie
6. Codarts
7. Inholland Delft
8. Erasmus University
9. Leiden University
10. Hogeschool Rotterdam

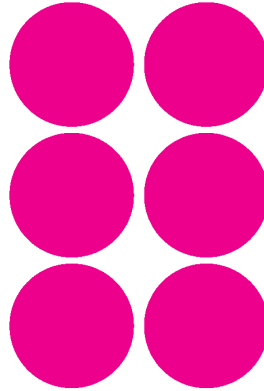




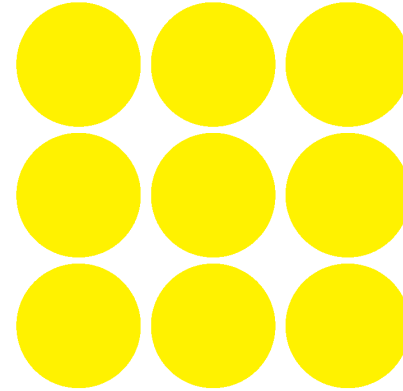
Team manager



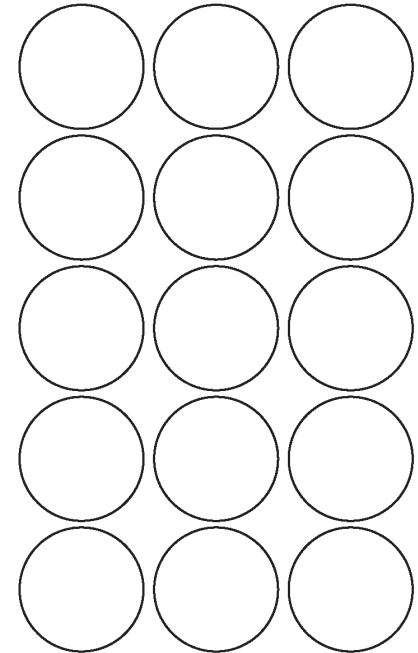
Operations



Platform



New Media



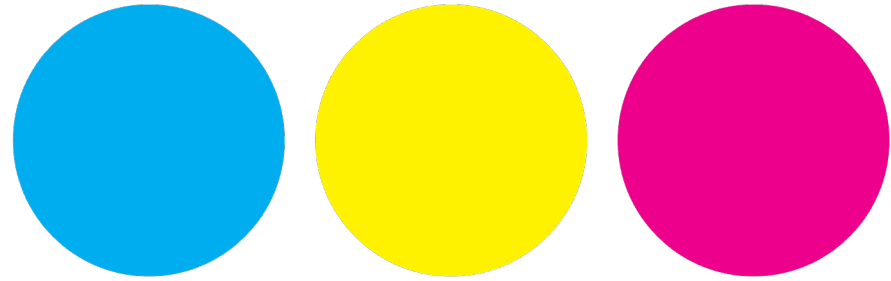
Collaborators



The total



Is greater than
the sum of



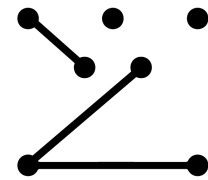
The components



Picture by Studio Oostrum



TU Delft Dream Teams '21 - '22



Hypothesis

Results

Discussion

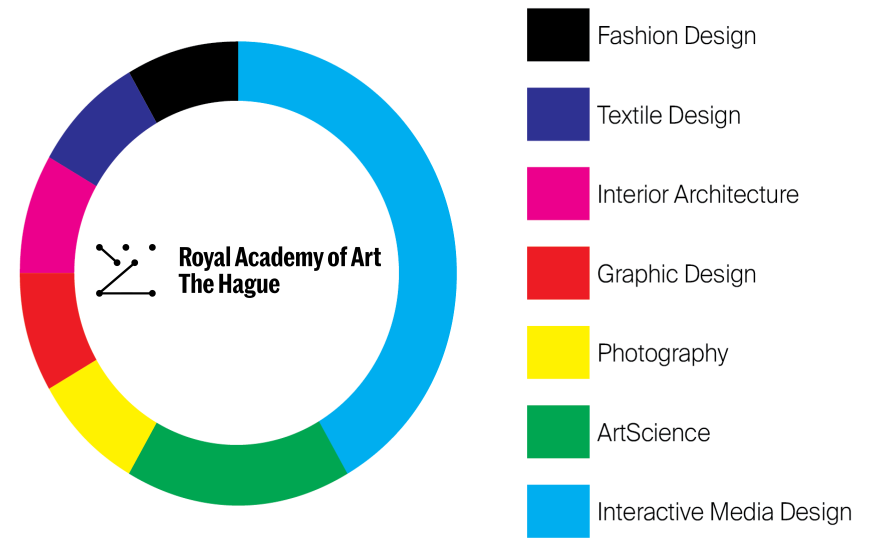
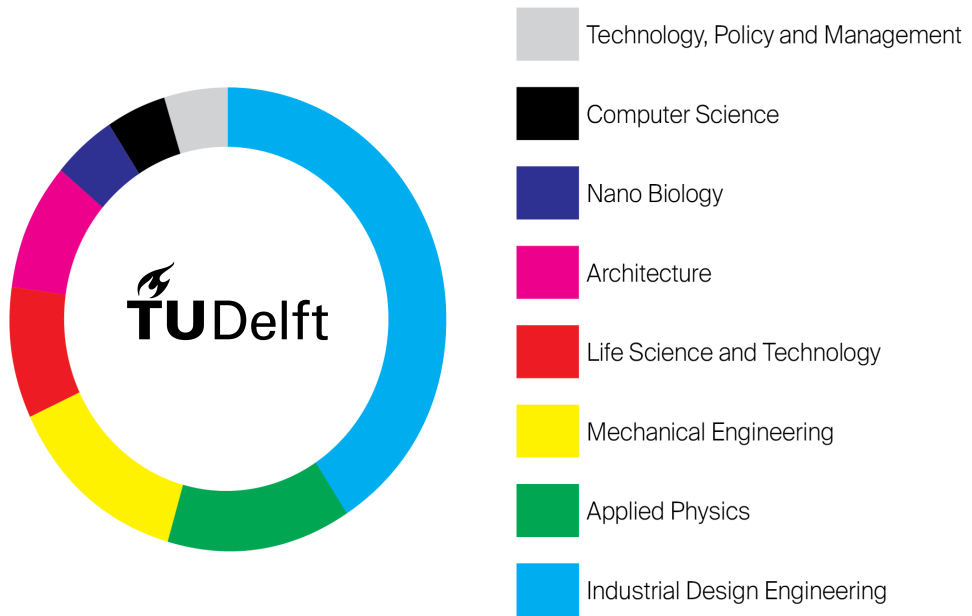
Discussion

Idea

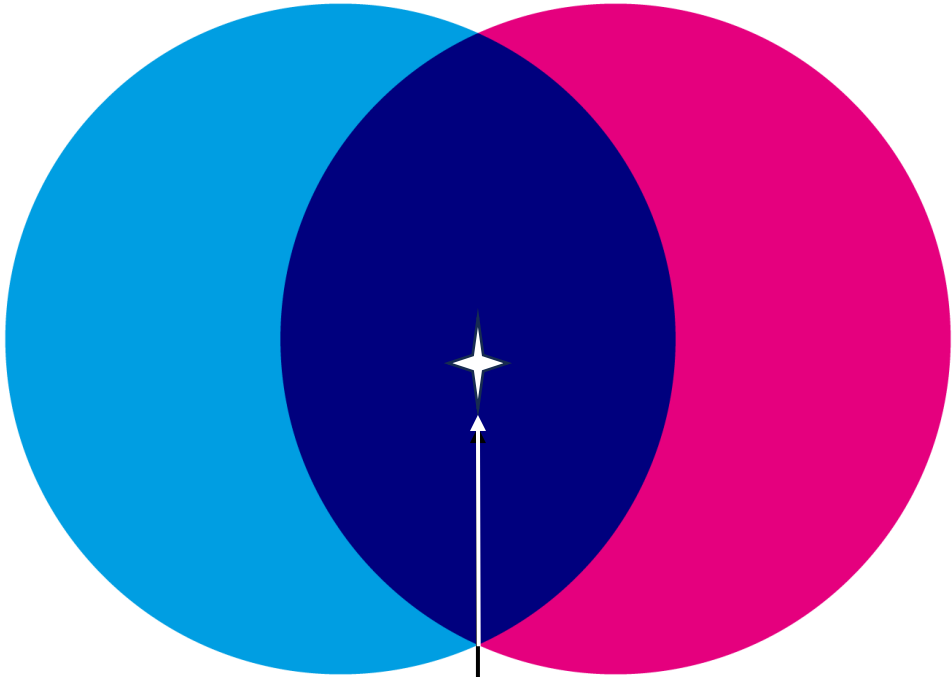
Translation



Picture by Roel Backaert

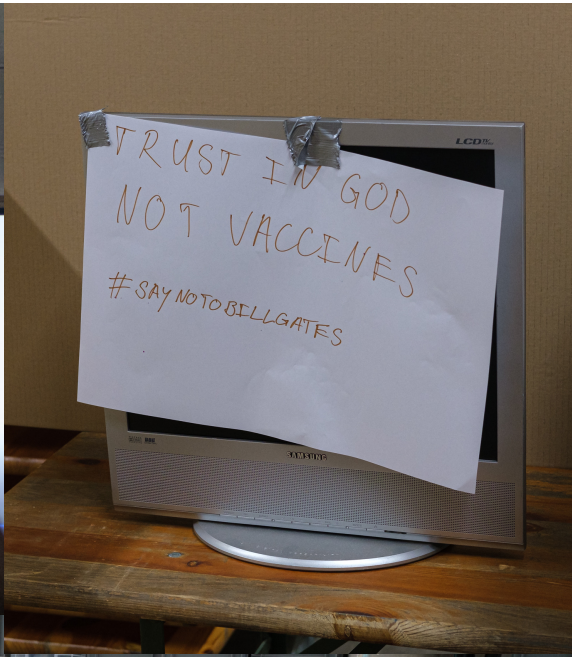


Engineering
TU Delft



Artistry
KABK

Magic





Expectations Evaluations Iterations



Curiosity driven



Platform Project

Mission driven



New Media Project

Mission driven



Creating an artistic medium that makes TU Delft knowledge more approachable.

Use it to make an artistic experience that makes the audience reflect on our digital society.

Collaboration with TU Delft research groups.

New Media Project

Curiosity driven



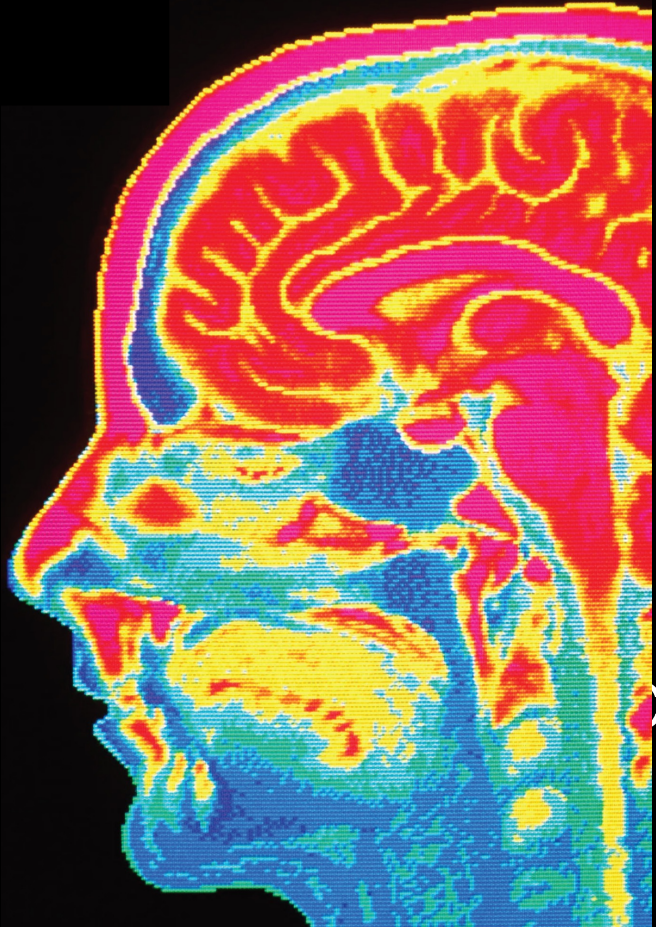
Platform Project

Inspire and connect different disciplines through external collaboration.

A space for tinkering and experimentation, published in a public knowledge bank.

Collaboration with external expertise.

Curiosity driven



ect

Mission driven

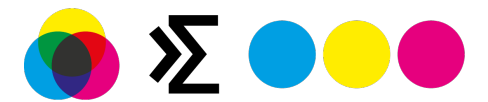


Ne

ect



As Emergence we combine art and technology to develop new artistic instruments and reflect on our evermore digital society.







Angela Hanna
Team Manager
a.hanna@emergencedelft.nl

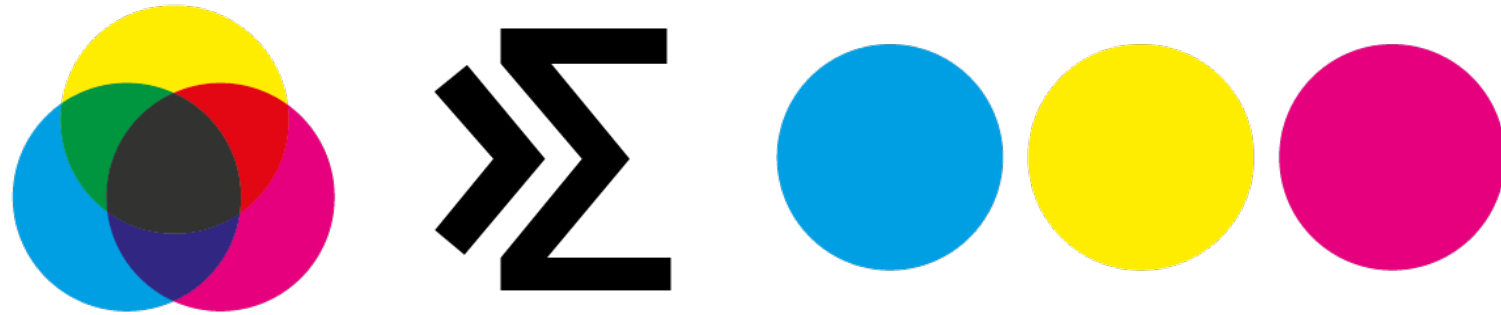


Jelle de Haan
Public Relations
j.dehaan@emergencedelft.nl



Nora Overhuijs
Operations Manager
n.overhuijs@emergencedelft.nl





EMERGENCE

Art & Tech Students