

**D.A.D.O.E.S.**  
**(DO ANDROIDS**  
**DREAM OF**  
**ELECTRIC SHEEP)**



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**Abstract**

The future is built as much with technological advances as with imagination. It is a field of possibilities that has to be redefined constantly. D.A.D.O.E.S, acronym of "Do Androids Dream of Electric Sheeps?" is an interactive art installation which aims to make its users question themselves about the future and create a debate around the way they envision it. The piece revolves around a user recorded soundscape composed of questions and assertions about the future that can be explored by physically moving around a room.

**Keywords**

Future  
Participative  
Dialog  
Collective Imagination  
Soundscape  
Spatialization  
Immersive Space.

**1. WHO WE ARE**

We are young designers gathered around a common goal: to use new technologies to foster new forms of dialog and ideas. Technology influences our actions, the way we think, the way we define ourselves and how we interact with each other. Because of that, we're interested in it not only from a technical standpoint but for the bond we form with it and what it adds to an ever growing grammar of uses and interactions.

**2. ARTISTIC INTENT**

In 1968, Philip K. Dick asks a question: "Do Androids Dream of Electric Sheeps?" This question, despite its apparent simplicity, defines a mental framework and allows us to take a step toward anticipation. It assumes the existence of androids and makes us face our ability to think beyond; It offers a prospective thinking experience: if androids existed, would they dream of electric sheeps? It is this step forward, this will of projection that the installation D.A.D.O.E.S (acronym of this question), wants to bring to its user.

The future is built by technological advances but also by our collective imagination, envisioning the future this way creates the need to question the possible forms that it can take. The conceptual approach of D.A.D.O.E.S. comes from the desire to invite the general public to apprehend the future as a universe of possibilities, in order to define and evaluate it. D.A.D.O.E.S seeks to invest the space between the inevitable and the impossible and create an environment where the future can be debated and discussed before it is realized, so that in theory at least we can move towards desirable futures and avoid those who are less desirable.

**3. PROJECT DESCRIPTION**

The interactive sound installation D.A.D.O.E.S consist of two spaces: one that acts as a waiting room and a place to greet and inform the participants about the main purpose of the experience and one for the actual interactive part of the installation. Upon entering the first space, the participant is explained his role in the installation and is equipped with a headset and a smartphone. When ready, a

soft spoken voice prompts the user to enter the second room. The second space is completely dark, and consist in a soundscape of user recorded statements or questions that are spatialized and modulate according to the participant's position and the orientation: if I take a step to the left, I hear more distinctly a sound that "is" on my left. That means that in order to explore the soundscape the users has to physically move around the room. Once the visitor has listened to a predefined number of sounds, the voice prompts him to participate to the construction of the soundscape by recording a question, or the proposal of a potential future. Once completed, the recording "drops" where the speaker is standing: creating clusters of ideas and a spatial dialog. The room becomes an imaginary map of possibilities. The many voices, layer creating accidental meaning and a soothing sensory experience.