



LUND UNIVERSITY

Art Probing as a Creative Method

Willim, Robert

2019

Document Version:

Publisher's PDF, also known as Version of record

[Link to publication](#)

Citation for published version (APA):

Willim, R. (2019). *Art Probing as a Creative Method*. Abstract from SIEF2019, Santiago de Compostela, Spain.

Total number of authors:

1

General rights

Unless other specific re-use rights are stated the following general rights apply:

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal

Read more about Creative commons licenses: <https://creativecommons.org/licenses/>

Take down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.

LUND UNIVERSITY

PO Box 117
221 00 Lund
+46 46-222 00 00

Abstract for SIEF 2019

Art Probing as a Creative Method

Robert Willim (Lund University, robert.willim@kultur.lu.se)

Art probing is a way to use art as a creative speculative method and as an instrument of evocation. I have used it combined with ethnographic research and together with various stakeholders. I will present my art probing with Volvo Cars and in a recent research project.

In a collaboration with Volvo Cars I developed Sparks (2017-2018), which is a series of short audio-visual evocations. The aim was to use art probing as part of workshops, discussions, and design projects. It was used to spark imaginations about automotive futures, and social as well as environmental dimensions of mobility. Sparks was produced as part of the research project Human Expectations and Experiences of Autonomous Driving (HEAD), led by the DUX (Digital User Experience) Development Center at Volvo Cars in collaboration with Halmstad University. Sparks was also used to promote lateral thinking and to provoke affective dimensions related to mobility and the automotive.

As part of the presentation I will also present and discuss an ongoing art probing project called The Mundania Files. It is used as part of the research project Connected Homes and Distant Infrastructures. By using video, sound and electronic music I further develop creative methods to extend my methodological toolbox when researching complex and ungraspable infrastructures and people's experiences of domestic technologies and elemental media.