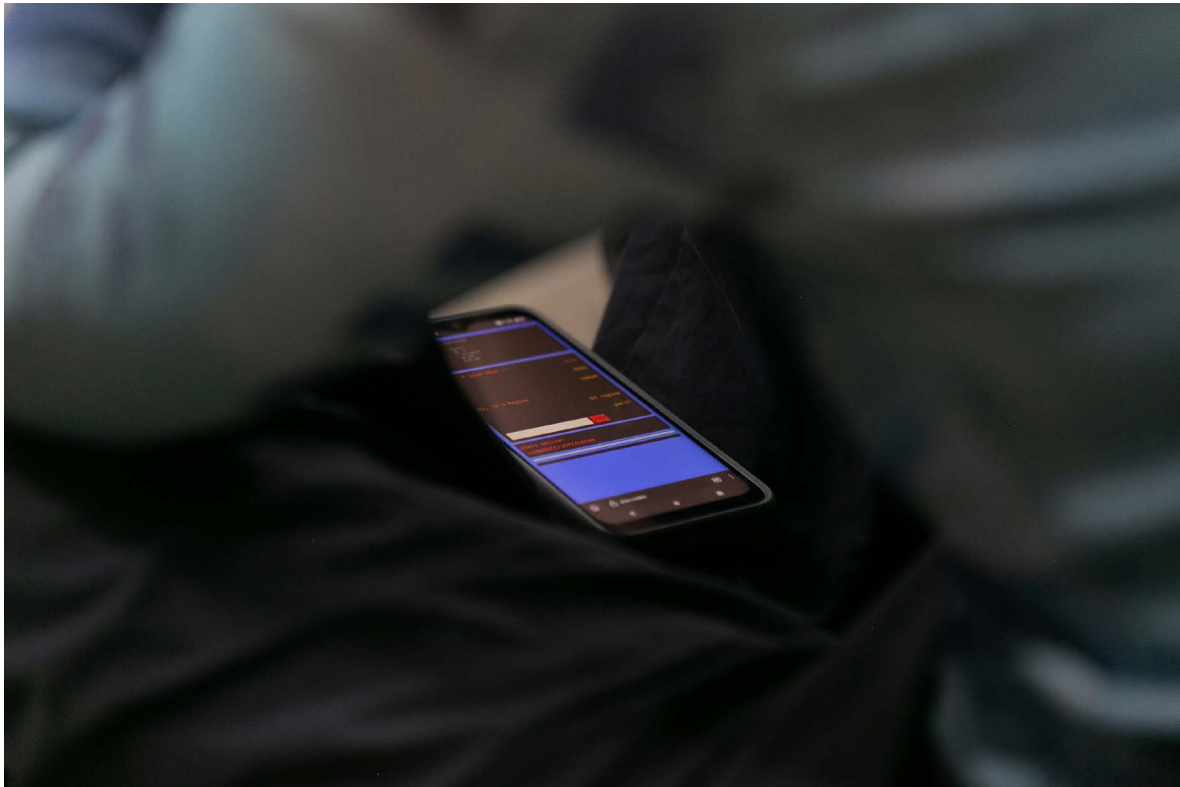Louisa Teichmann
Selected works

2019/
2024

Modding the Mirror World (2023)

Visitor engaging with installations through live chat on https://eixo.codes.

Exhibition opening with performance "Hamsters" by Amos Peled and Lawrence McGuire.

role:	medium:	credits:
program maker curator scenographer game designer	This cybernetic exhibition connects three interactive installations via a local network running on a Raspberry Pi server. Accessible to visitors through a smartphone game built with HTML, JavaScript, node.js, OSC, and Arduino.	With work by: Amos Peled, Lawrence McGuire, Sophie Allerding, vo ezn, Werner van der Zwan. The exhibition was on display from 15 September until 12 November 2023 in Showroom MaMA. Modding the Mirror World is made possible by: Gemeente Rotterdam, Stichting Volkskracht, Mondriaan Fonds and Nieuwe Instituut. Image credit: Tomas Mutsaers.

How to Set Personal Boundaries by Werner van der Zwan.

Hamsters by Amos Peled & Lawrence McGuire.

Players engaging in conversation during a role-play session.

Players reading a map found on location.

role:

game design
production

medium:

Eixogen is a 6-week-long urban role-play game that merges elements of geocaching and LARP. It integrates a live chat, real-life objectives, and a high score system into a smartphone game built with HTML, JavaScript, and node.js.

credits:

Game design by Sophie Allerding and Louisa Teichmann. Code by Louisa Teichmann, vo ezn and Joseph Knierzinger. The narrative is based on the storyworld of my graduation project 868MHz and for this iteration co-written as a role-play with Sophie Allerding.

In-game radio broadcast with Angeliki Diakrousi at Nieuwe Instituut.

Player in homemade costume with portable battery pack and light.

Roos Groothuizen as NPC (non-playable character) engaging in conversation.
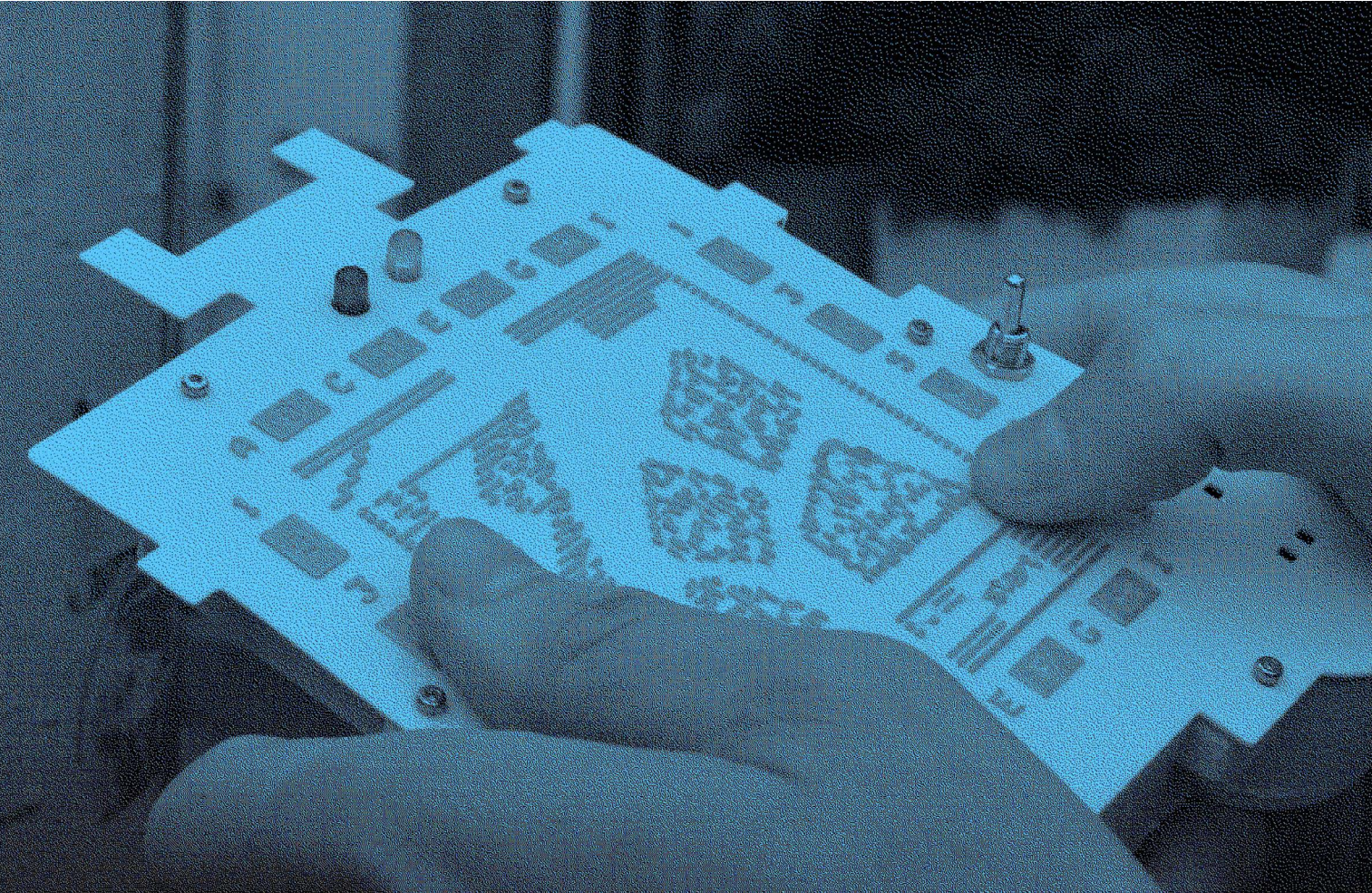
Radio, what's new?
(2023)

medium:

"Radio, What's New" is a gamified audio tour that
utilizes NFC tags in public spaces. The handheld
device comprises an NFC reader module, Arduino,
speaker, and power bank, allowing users to re-
ceive location-specific clues and narratives when
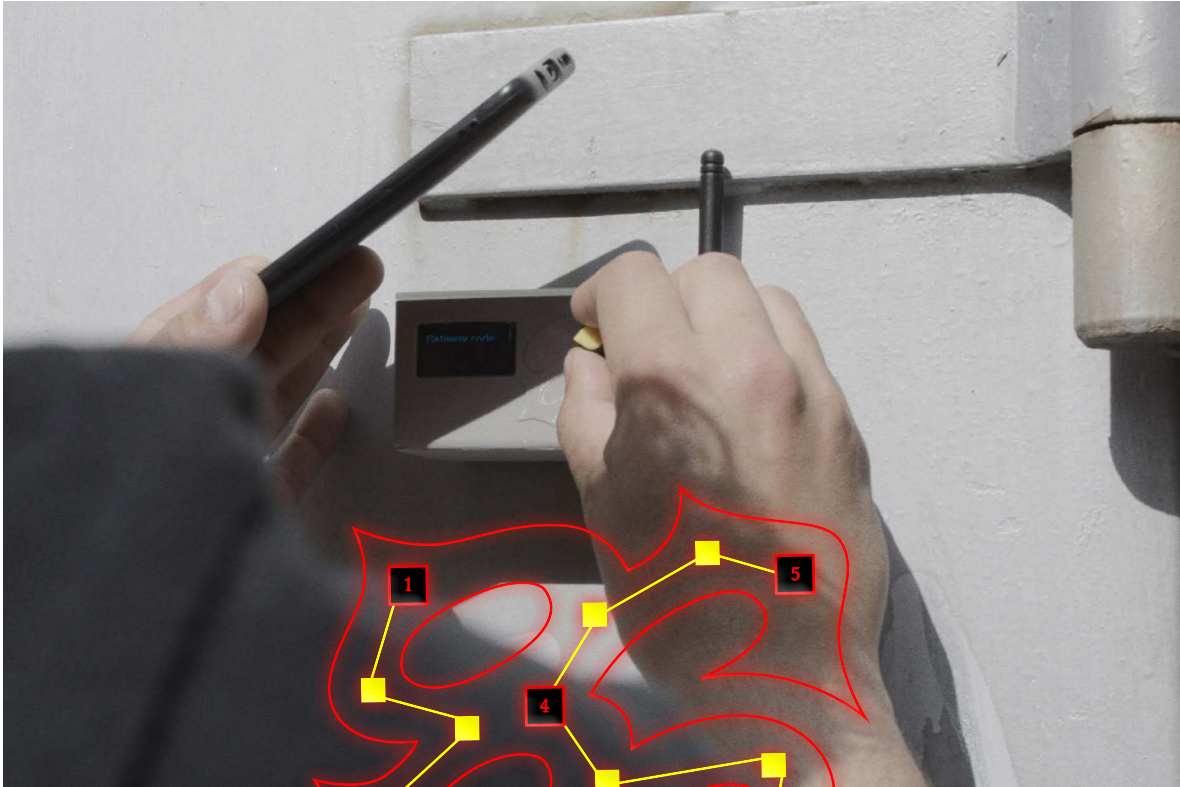encountering each tag.

Realised for Tetem in 2023.
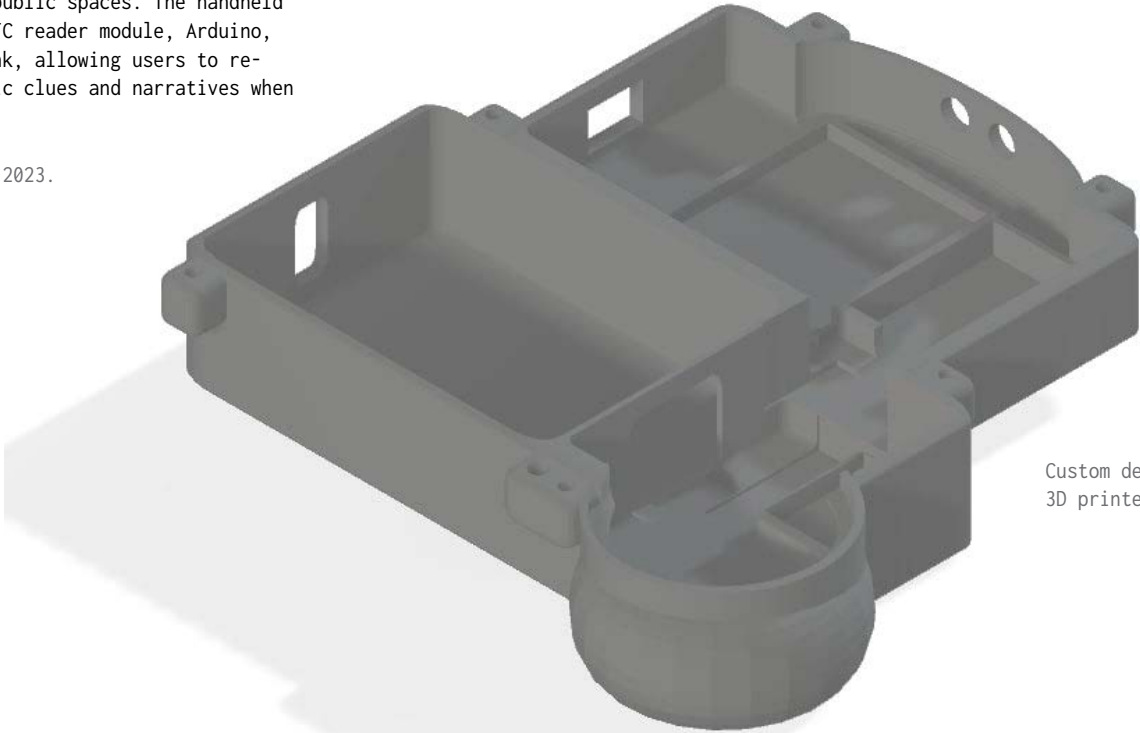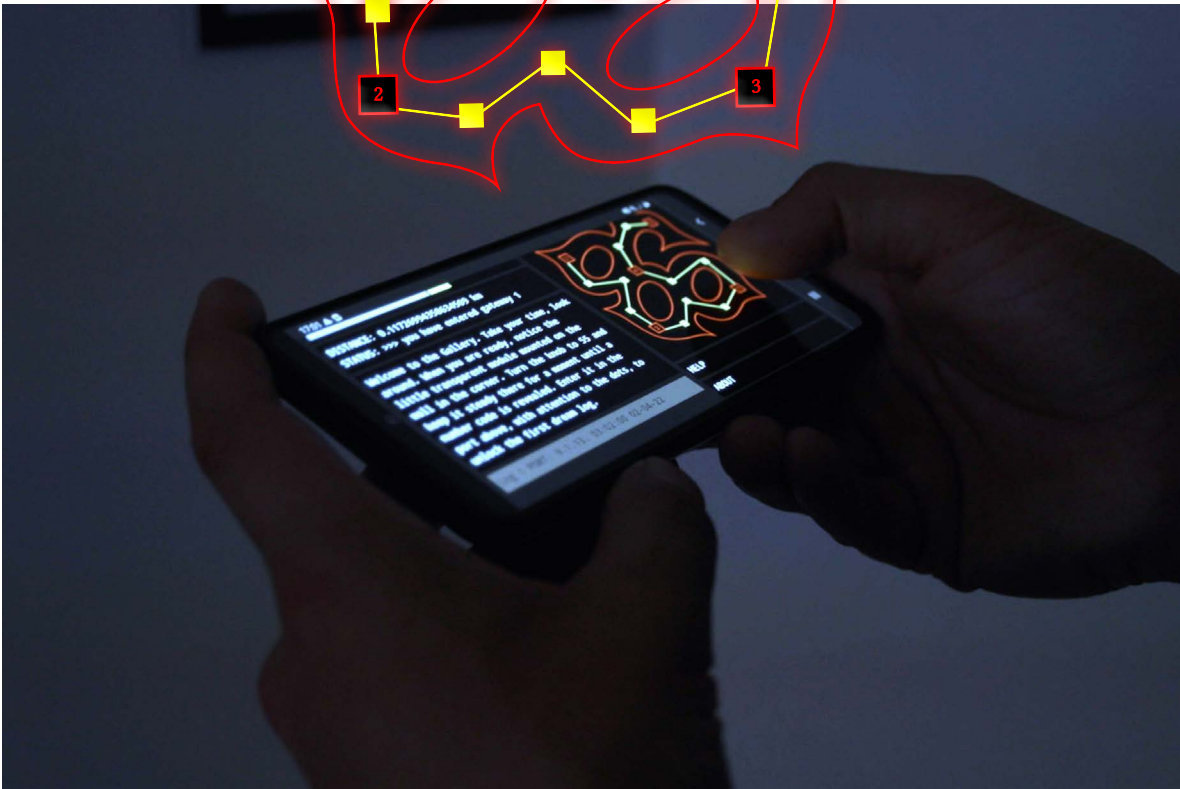

Custom design for
3D printed case.

Custom audio device featuring a graphic map of the area.

The player sets the module to the correct number to unlock content in the smartphone game.

Interface of smartphone game, with location-specific objectives and wayfinding.

medium:

This location-based smartphone game utilizes LoRa technology, featuring five LoRa modules housed in 3D-printed cases installed in public spaces. These modules communicate to a server that unlocks content on the game interface when the correct number is set.
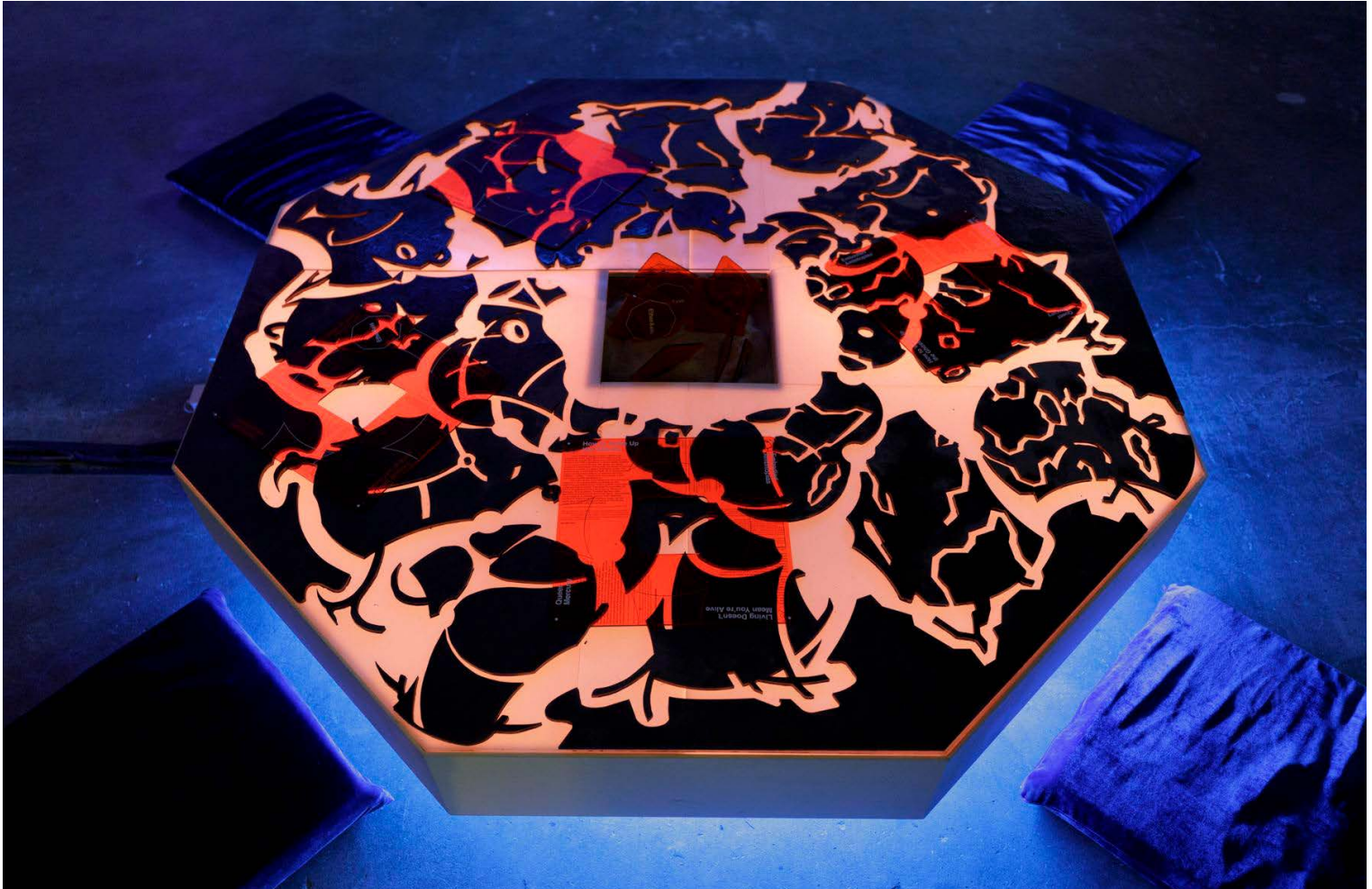
credits:

Experimental Publishing master graduation work built under supervision of Joseph Knierzinger, Michael Murtaugh, Aymeric Mansoux and Manetta Berends at PZI.

EtherAxis
(2021)

Game board installation.

Sasa Hara in creature drag as game character.

Bluetooth module hidden in tree on location.

role:	medium:	credits:
artistic direction production narrative design	EtherAxis is a location-based role-play game, merging elements of geo-caching with wayfinding and puzzles via a smartphone game.	Artistic Director and executive Producer - Louisa Teichmann
		Narrative Design by - Federico Poni, Louisa Teichmann
		Writer & Copy Editor - Erik Peters
		Sound- and App Design by - Federico Poni
	Realised for The Overkill Festival and Roodkapje in 2021.	Visual Language by - Camilo García A.
		Installation Design by - Liminal Vision
		Performers - Sasa Hara, Federico Poni, Derk Over

Earthrise x Zhouwei Network (2021)

role & medium:

This location-based game takes the form of an interactive audio narrative navigable via smartphone. I co-created and produced this work during my residency at Roodkapje in 2021. For this project, I envisioned an alphabet where symbols correspond to syllables, which players can translate into code words using an in-game dictionary. The alphabet, designed by Camilo Garcia Aycardi, draws inspiration from the aesthetics of the three distinct societies within the Zhouwéi Network, a research initiative by Liminal Vision.

Realised for MaMA and Roodkapje in 2021.

credits:

The code of the web game https://earthrise.zhouwei.network/ was implemented by Federico Poni.

Hamburger Community of Art residents Gill Baldwin and Erik Peters joined the team meetings to think along and Gill Baldwin contributed to the audio narrative with a poem.

Liminal Vision is a creative collaboration between Victor Evink (s x m b r a) and Emilia Tapprest (nvisible. studio).
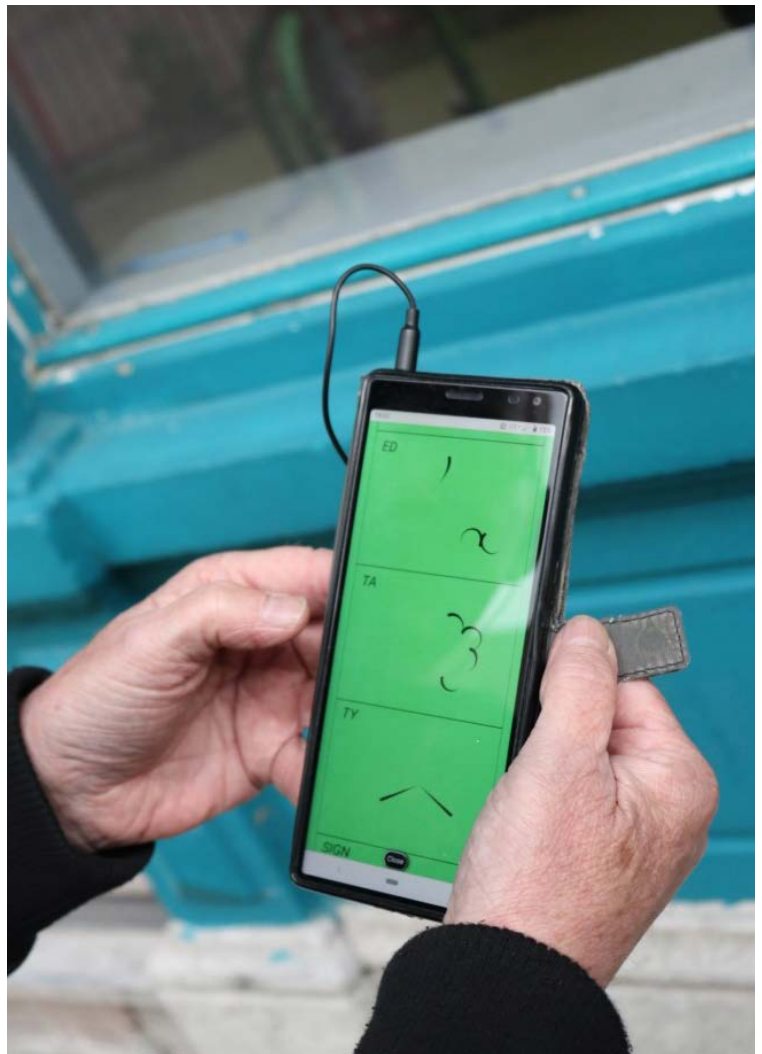
Earthrise web interface. Wayfinding.

Chalkpaint symbols on location.

Earthrise web interface. Dictionary.

Two players unlocking a chapter of
the audio narrative on location.

Ultimate Dragon
(2019)

Ultimate Dragon at WdKA gradu-
ation show in Rotterdam, 2019.

Sticker design
with title.

Ultimate Dragon at GOGBOT in Enschede, 2019.

medium:

Ultimate Dragon is a computer game
installation built with Unity and
Processing, set up on CRT televisions
and LCD monitors. The game merges
elements of text-adventure and video
games.

credits:

Bachelor graduation work built under supervision
of Mike Pelletier at WdKA. With 3D scenes built in
Maya by Auryn Parkinson.