

How designing interactive learning embodied experiences for dance goes hand in hand with inclusive computing?

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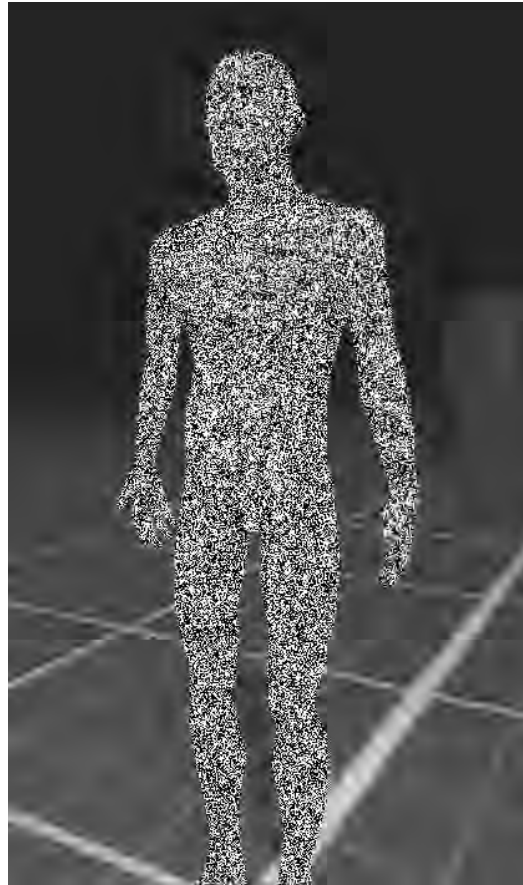
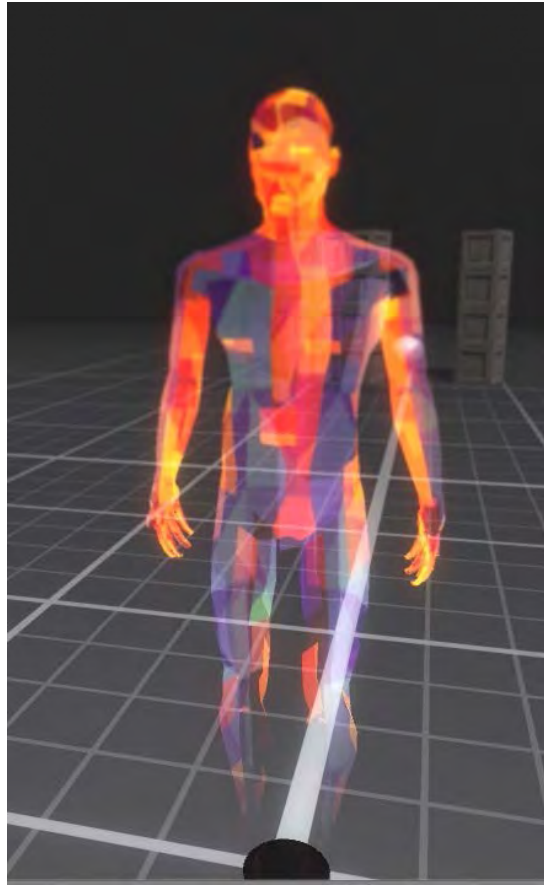
Designing for the human body

- Practice-based, participatory research



Designing for the human body

- Body representation, ideals and identities



Designing for the human body

- Embracing diversity, thinking beyond dualities and dichotomies (e.g. body-mind, women-men, right-wrong movement)

What are the hierarchies and values that we are replicating through the digital media and computing?

