

Ambient Care

Hosted by: PLECTRUM (Dani Clode & Lisa Mandemaker)

Project Information (EN)

What if care was no longer in the hospital, but hidden in your home, your objects, and even a living fragment of yourself? Ambient Care is an interactive installation that reimagines the home as the primary site of healthcare. Visioned in a future Brainport region, it explores how care might dissolve into everyday living, and how it could affect people and relationships when it becomes something invisible yet always present. Visitors step into a speculative home environment where familiar objects (door handles, taps, toothbrushes) are retrofitted with new care functions. Through artifacts and interactive scenes, they experience how daily life could change when the home itself becomes the care system. At the centre is the organoid-double: a living biological replica of the inhabitant's health, 3D-printed from their own cells. The organoid is omnipresent: hovering beside the person outdoors to sense environmental effects such as air pollution, and docking back into the home to guide care routines. It acts as both a companion and a fragment of the self, demanding as much care as it gives. Ambient Care envisions healthcare as a living, responsive environment. Its purpose is to spark debate on the ethics of distributed care and the omnipresence of health data by making speculative futures tangible for visitors.

Projectinformatie (NL)

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Image List

Filename	Caption	Credit
No images available.		

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