

RESEARCH LAB / HACKATHON

ABOUT

The research labs and hackathons combine the company's talent and technology with chosen external talent, in order to analyze and re-think specific challenges. The duration and skills invited for a lab varies with each project. The lab's results are presented in a showcase and / or summarized in writing.

IN SHORT

Goal: Drive innovation, research, creativity
Tool: Hacking, interdisciplinarity, new tech mixed with in-house product
Who: Internal and / or external talent
Output: Software, hardware, art, music, showcase
Time frame: 0.5 – 7 days usually

BYRKE LOU

Physicist, hacker, interaction designer, new media artist.
Founder of open community movLab and of ksi studio.
Lecturer at the University of arts Berlin on AI and VR/AR/XR.
Artist in residency at Factory Berlin, startup hub.
Speaker on AI, VR/XR/AR, e.g.: SXSW 2019, Summit L.A. 2018 (meetup), re:publica L.A. 2018, TOA Berlin 2017, ITFS Stuttgart 2019, Stadt Nach Acht Berlin 2017, CTM Berlin 2016, Most Wanted: Music Berlin 2017, and many more.

Selected past labs I organized:

CTM Music Makers Hacklab at Native Instruments, 2017
HML Hybrid Music Lab at TOA (Tech Open Air) Berlin, 2017
VR Music Instruments Udk Berlin, 2017-2019
AI Instruments Udk Berlin, 2017-2019



✉ CONTACT

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€ COST

- daily fee
- travel expenses
- catering flat

LINKS

<http://byrkelou.com/lab/>
<http://byrkelou.com/cv/>

