constituent element	Surface							Interface			Context	
properties	**type of surface**	**material**	**shape of surface**	**size of surface**	**distance between interface and surface**	**resolution of surface**	**content**	**type of interface**	**participation level**	**interaction modalities**	**social setting**	**spatial setting**
characteristics							ambient, animated, static, dynamic	situated, embedded, embodied	static, dynamic, reactive, interactive, participatory, communicative, performative, controllable	presence, body position, body posture, facial expression, gaze, speech, gestures, remote control, keys, touch		
Master/ Slave invigilator System (2013)	mobile Human Display	tablet display	rectangular display	tablet sized display	individual proximity	high	dynamic, animated telepresence (video chat)	human interface, embodied	dynamic, interactive, participatory, communicative, performative	presence, body position, body posture, speech	urban space and various events	different indoor and outdoor locations
Smart Citizen Sentiment Dashboard (2014)	situated, temporary, stand alone Urban Screen	RGB LED matrix	rectangular display	5.2m x 4m (WxH)	ca. 10m	high 512 x 384px	sentiment data dynamic data visualization; animated	situated RFID swipe interface; switch and button controls	dynamic, interactive, participatory, communicative, controllable	remote control, keys,	festival of lights	pedestrian crossing
Sonic Skate Plaza (2013)	permanent Media Facade (Media Lab Prado)	RGB LED matrix	rectangular display (individual shape)	14.5m x 9.4m (WxH)	ca. 7m - 20m	medium 192 × 125px	ambient, animated, dynamic, audio-visual compositions generated from the activity of skaters	embodied (skateboards)	dynamic, interactive, participatory, performative, controllable	presence, body position, body posture	media art festival	pedestrian square
Flame (2015)	permanent Media Architecture (AEC Linz)	Window size app. 3×1 meters, 9 x 4 LEDs per Window	4 sided cube	1085 Windows spread across all walls, with appr. 39.000 LEDs total	ca. 10m	low	ambient, animated	situated fireplace bellows	dynamic, interactive, participatory, performative, controllable	gestures	media art festival	pedestrian square / leisure area
Light Catchers (2015)	temporary DIY Media Architecture	RGB LED	tent structure with illuminated fields	ca. 6m x 4m (WxH)	individual	low	ambient, animated	wearable light sensor	dynamic, interactive, participatory, performative, communicative, controllable	remote control	light festival	pedestrian square