Petr Devaikin

Interaction and UX Designer
Creative Technologist

About Me

I am an interaction and UX designer and creative technologist. I am passionate about making technology human-oriented and exploring the intersection of tech, science, design and art.

Here you can find some of my projects in the areas of

- New media art
- Research in Human-Computer Interaction
- Data visualisation

I’m Home

Interactive spatial installation

The recent Jei Lee’s installation underscores the coincidental nature of life. Jei asked me to support her in production as a technical director and developer.

Phrases about our relation to home are projected on a hanging piece of textile. A fan placed facing the textile makes it move, imitating the winds of change. Slight movements of the textile are recognised by an rgb-d sensor and used to trigger transitions between phrases, word by word.

“I’m Home” was exhibited at the 5th International Exhibition on New Media Art at CICA Museum in South Korea, March 29 – April 14, 2019.

Video

2019. In collaboration with Jei Lee

Fucking Lights

Interactive installation for Futuristic Porn event

Pornceptual is a Berlin based collective, which goal is to rethink the concept “explicit content” from an artistic prospective. For their event Futuristic Porn in February 2019, I created an interactive installation demonstrating how sexual experiences can be enhanced by technology in the future.

Attached to the frame of a sling, the accelerometer detects thrusts exerted during use of the sling.
A program converts each stroke into a flash traveling along the X-shape LED strips, attached to the top of the frame. The amplitude of the movement affects the brightness of the flash. Movement frequency changes the flash color from blue to white, then to red.

The installation created a playful environment at the event, attended by over one thousand people.

2019. For Pornceptual

Movement & Emotion

Laboratory study of emotion recognition from body movement

Knowing that our emotional state affects the way we move, I conducted a laboratory study to find out if it's possible to automatically recognise a person's emotional state by tracking their movement.

The participants of the study were asked to freely move or dance to a few music excerpts, which were selected in order to evoke various emotions. Movements of participants, recorded using Microsoft Kinect and a specially built Arduino-based wearable device, combined with the results of emotion self-reports, were analysed to build an emotion classifier.

The study showed the potential of emotion recognition from full-body movement (43% accuracy for four classes) and how the factors, such as movement proficiency of the participants, affect the results.

2018. Master's project at TU Berlin

Puzzle Generator

Photo mosaic generator fuelled by Instagram pictures

Instagram content is uploaded by different people from around the world. Each picture is only one of many, but by putting them next to each other we can create a new prospective.

I created an algorithm to create mosaics by placing various Instagram photos together.

Other mosaics

2014. Personal project

Beauty of Destruction

VR Game

Artificial Rome moved to a new studio in 2016 and organised an open studio event to celebrate the new chapter. To entertain the visitors, I created a VR game.

Huge monuments made of stone were placed around the player, representing the previous works of the studio. By throwing a metal disc, the player can explode the statues, enjoying the beauty of destruction and making space for new ideas.

Demo video

2016. For Artificial Rome

Hashtag Map

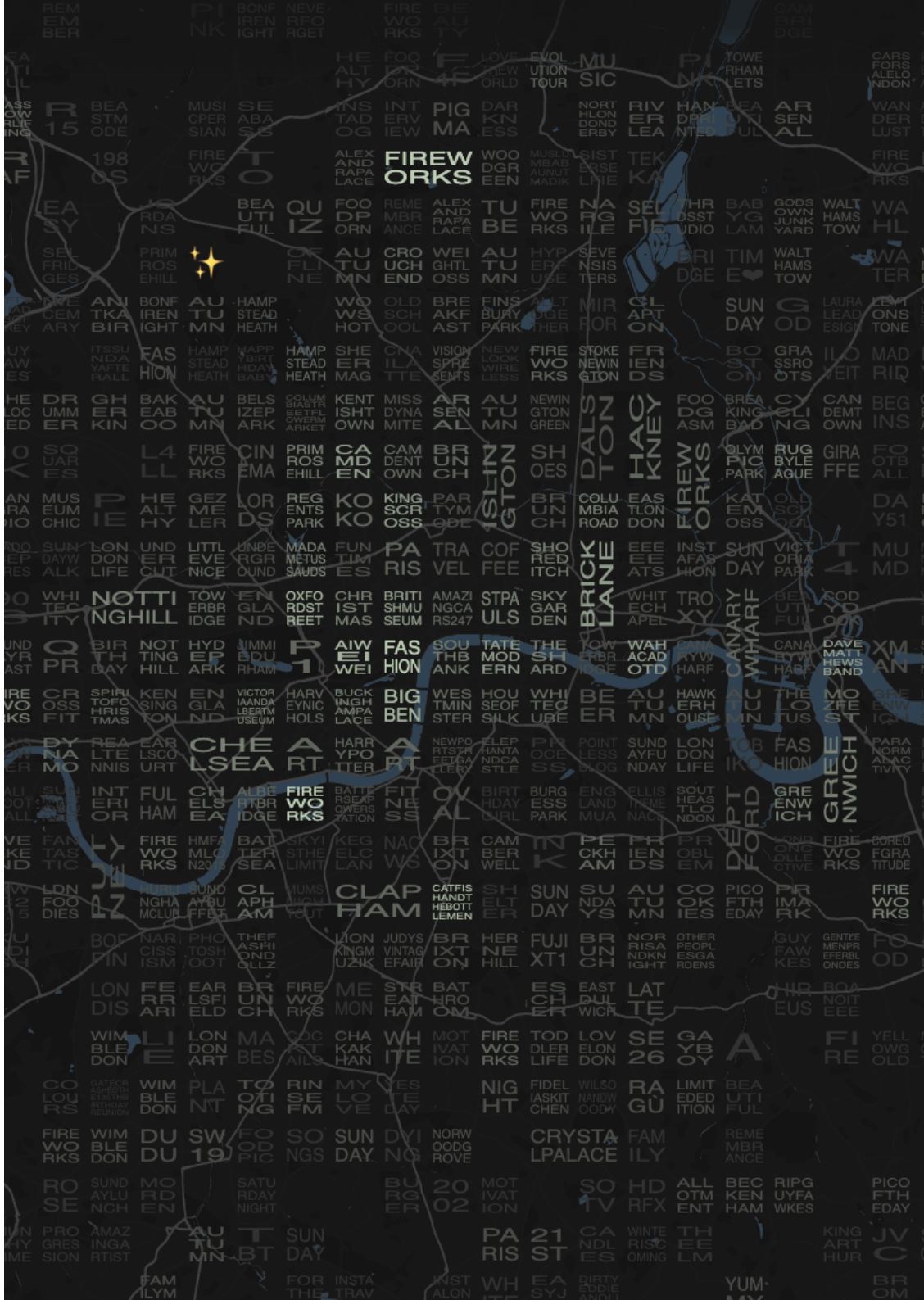
Visualisation of the trending hashtags of a big city

Instagram users post almost 100 million photos and videos every day. I used the data to visualise one day of three cities, London, Berlin and Moscow.

To create the visualisation, the most popular hashtags were placed on the map according to a picture/video geolocation. Brightness of the labels represents a number of hashtag usage during the day.

Maps of London, Berlin and Moscow.

2014. Personal project



Russian State Duma

Interactive visualisation of the Russian State Duma structure

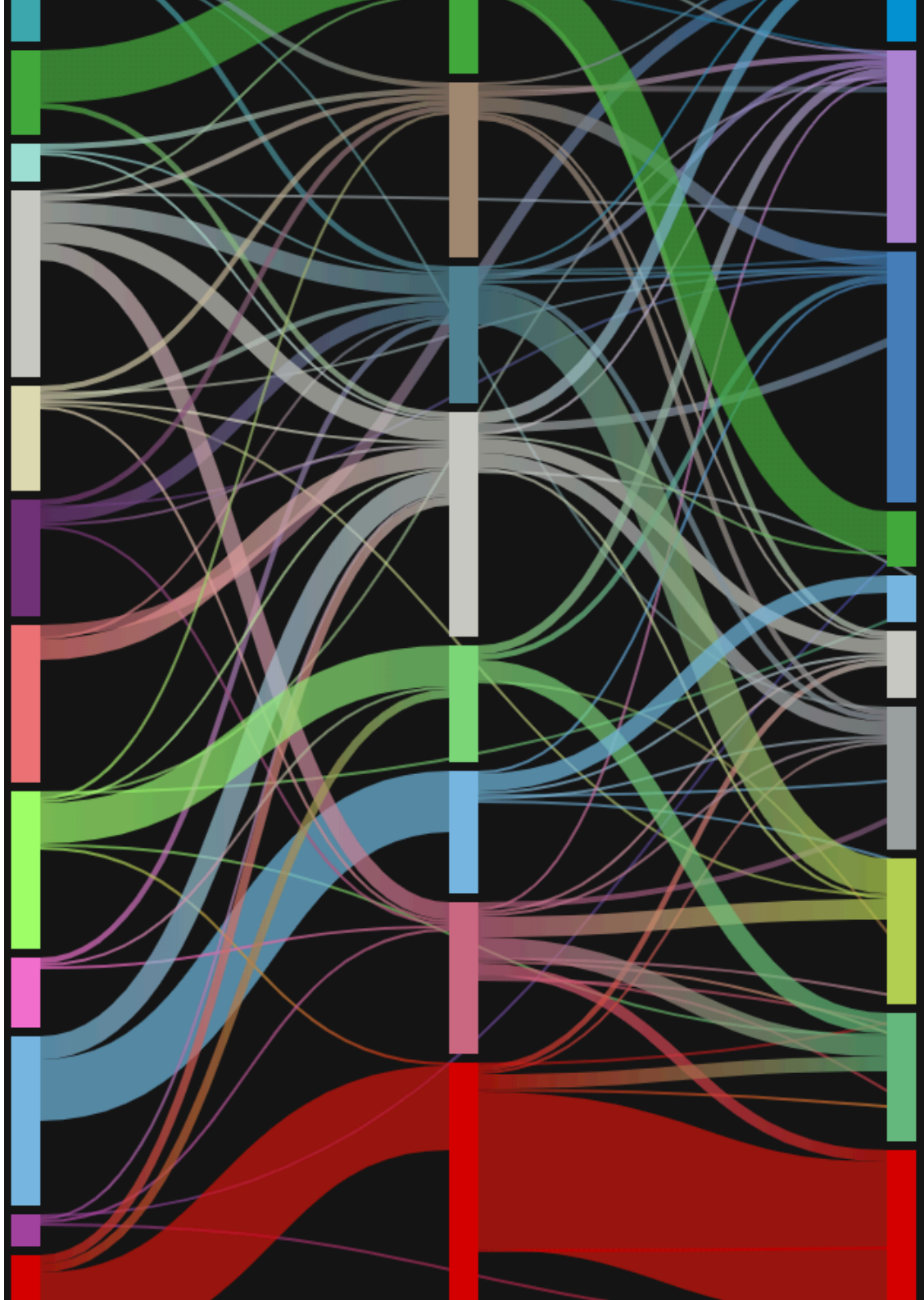
In order to help people better understand the political situation in Russia, I created a visualisation of the Russian parliament structure.

The visualisation shows which parties were in the parliament during different convocations and reveals how the politically diverse parliament became in-fact a single-party institution. Users can select a deputy to see how many times the person worked in the Duma and in which party.

The visualisation was featured in the Best of the Visualisation Web digest and referred by popular Russian politicians and bloggers.

Interactive version

2016. Personal project



Work Experience

October 2017 – May 2019

Expert UX Designer at MBition, Mercedes-Benz Innovation Lab

June 2016 – December 2016

Interaction Design Intern at Artificial Rome

May 2015 – May 2016

UX/UI Designer and Front-End Developer at Lobster

December 2011 – July 2015

Senior Software Developer at CitySoft

May 2010 – September 2011

Software Developer at Bank Soft Systems

Education

Master Degree

Human-Computer Interaction and Design with Minor in Innovation and Entrepreneurship

Bachelor and Master Degrees

Informatics and Computer Engineering

Contacts

For collaboration write to p.devaikin@gmail.com.

In my CV you can find detailed information about my skills, background and experience.