

**Designing disruption for social touch, in public spaces of merging realities:
a multi-sensory model.**

Lancel K, Maat H, Brazier FM.

Abstract.

Can a multi-sensory model of disruption be designed for shared social touch in public space of merging realities? This paper presents a multi-sensory model for disruption design for shared social touch experience in public space of merging realities. This model is based on analysis of three different artistic orchestrations performed in the public space across the world. In these orchestrations participants' intimate and sensorial experience of social touch is purposefully disrupted and re-orchestrated. These orchestrations, are designed to enable participants to feel, see, hear and share a disrupted touch experience, in the social context of the public space. The model provides as frame of reference for designing an experience of shared social touch, for scientists, designers and artists.

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