

# Monochronicle Artist Profile

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## OVERVIEW

# Robin Baumgarten

**Berlin, Berlin, Germany**

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**TEMPORARY INTERVENTION / POP-UP**

## Biography

Robin is an experimental hardware game developer and interactive installation artist based in Berlin, Germany. His works range from award-winning one-dimensional hardware games, over weird wobbly spheres, to walls full of door stopper springs that visualise quantum physics in a playful yet scientifically accurate manner.

Robin is a creator of interactive installations that revolve around tactile playfulness and immediate response. His works invite human touch and respond with playful, vivid, and physical reactions. Robin's medium of choice reflects these qualities: metal springs that wobble, dance, and push back against touch, their movements measured with precise sensors and translated into bright, fluid colors displayed on large LED arrangements that defy conventional grid structures.

For the last twelve years, Robin has explored the interplay of springs and vibration, continuously refining this research into the hardware that underpins his art. The creative process behind most of Robin's work follows a bottom-up approach, beginning with curiosity about a particular interaction and how it can be captured. This leads to an exploratory phase in which Robin investigates all facets of the interaction, gathering the most striking elements and shaping them into cohesive, satisfying installations centered on these simple yet compelling tactile experiences.

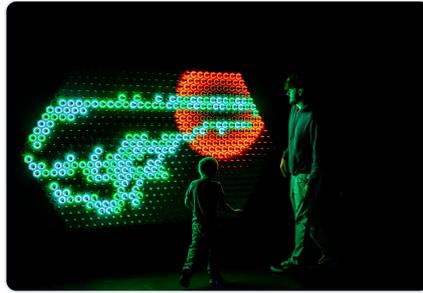
## Social Profiles

**Instagram** <https://instagram.com/robin.wobbles>

# Gallery



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