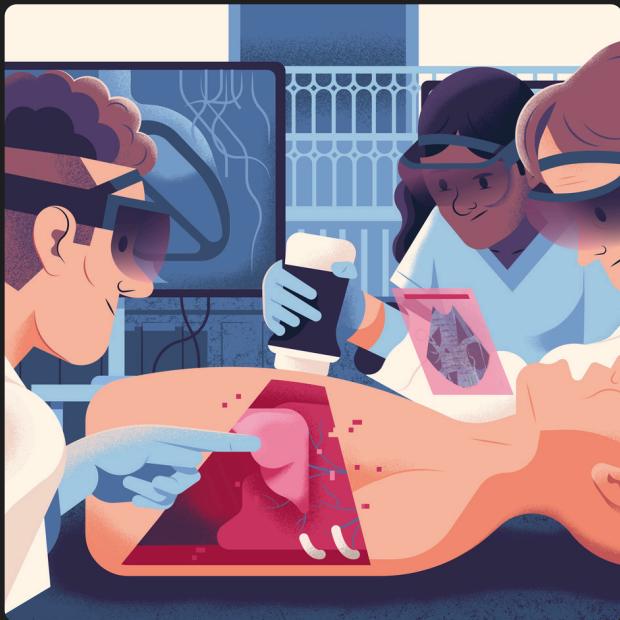# 4D IMAGING

DESIGNING IMAGE SPACES BETWEEN PERFORMATIVE CULTURAL PRODUCTION AND MEDICAL IMAGING

WORKSHOP JANUARY 22-23, 2026

ORGANIZED BY THE RESEARCH PROJECT 4D IMAGING: FROM IMAGE THEORY TO IMAGE PRACTICE DFG PRIORITY PROGRAMME THE DIGITAL IMAGE

VENUE: CLUSTER OF EXCELLENCE MATTERS OF ACTIVITY. IMAGE SPACE MATERIAL HUMBOLDT-UNIVERSITÄT ZU BERLIN, SOPHIENSTRASSE 22A. 10178 BERLIN ZENTRALLABOR, 2. FLOOR, 2ND BACKYARD, RIGHT ENTRANCE, GOOGLE-MAPS-LINK

DAY 1 - Theory meets Practice: 4D Imaging in Medical Practice

13:30   Arrival & Snacks
14:00–14:10 Welcome (Kathrin Friedrich, Moritz Queisner)
14:10   Introduction, day 1: 4D Imaging in Medicine (Moritz Queisner)

14:30–15:30 Short presentations (chair: Moritz Queisner, Karl Eisenträger)

Brains, Guts, and VR. An Interdisciplinary Anatomy Experience
PD Dr. med. Haluk Morgül, FEBS (HPB), Head of HPB Surgery, University Hospital Münster

Teach the Unteachable with a Virtual Reality Brain Death Scenario
Prof. Dr. med. Markus Holling, MHBA, FACS Deputy Director, Department of Neurosurgery

Patient Empowerment Through Immersive Hospital Experiences
Dr. phil. Zeynep Akbal, Digital Surgery Lab, Charité – Universitätsmedizin Berlin

Immersive XR for Anatomy Education: A Human-Centered, Participatory Design Perspective
Prof. Dr.-Ing. Danny Schott, Prof. of Interaction Design Technologies, Hochschule Magdeburg-Stendal

15:30–16:00 Coffee break
16:00–17:00 Demo session

Three 360° videos of anesthesia, ICU stays, and childbirth of the award-winning project Periskop
Brains, Guts, and VR. An Interdiciplinary Anatomy Experience
Teach the Unteachable with a Virtual Reality Brain Death Scenario
CardioGenesis4D

17:00–18:00 Round table discussion (chair: Moritz Queisner)
18:30   Dinner (self-paid)

DAY 2 - Theory meets Practice: 4D Imaging in Theatre and Live Performance

9:00–9:30   Welcome and Introduction, day 2 (Kathrin Friedrich)
09:30–11:45 Input sessions: 4D Imaging in Theatre and Live Performance (chair: Carolin Schabbing)

Performative Experience Design in 4D
Dr. Jocelyn Spence, Associate Senior Research Fellow, Mixed Reality Lab, University of Nottingham

Spatial Encounters: From Rehearsal to Performance - VR as Co-Creative Infrastructure
Prof. Pablo Dornhege, Professor für Transmediale Gestaltung, HTW Berlin – University of Applied Sciences

10:30–10:15 Coffee break

Performing Digitality: Artistic Research and Practise on Hybrid Stages
Michael Eikhoff, Neele Hruby, Academy for Theatre and Digitality

Identity Swap: Embodied Remembering in Immersive Environments
Prof. Dr. Carolin Höfler, Professorin für Designtheorie und -forschung, Köln International School of Design

11:45–12:00 Coffee break
12:00–13:45 Workshop: Speedy World Café – 4D Imaging in Theatre
                 Miro board: https://miro.com/app/board/uXjVGSajz50=/?share_link_id=70258069061

13:45–14:00 Closing Round
14:00   Lunch Snack & Farewell

DAS DIGITALE BILD   DFG Deutsche Forschungsgemeinschaft   Matters of Activity Image Space Material