MeAT research is lead by a philosophical discourse centred about embodied interaction. We imagine and make theoretical and practical experiments that explore how technology is enacted as a component of the soma. We also develop strategies for the implementation of enactive technologies and collaborate in our research with Transtechnology: University of Plymouth.

We believe that too much interaction design research has taken a philosophical and theoretical stance that analyses digitally driven systems by means of a rather narrow understanding of sociological or psychological determinants. MeAT’s approach is to seek a revisionist metadesign that is sufficiently subtle in its terms to engage with the complexity of future discussions of the distributed and enacted human.

M : Metaphysics
We are concerned to use design to explore the nature of being in the world, of consciousness and the aesthetic of being. We understand this exploration to be a contemporary form of natural philosophy, respecting the tenets of scientific rationalism while seeking to reclaim some of the rapturous potential of the pre-scientific mind.

e : embodiment
We hold that the soma (in its widest terms) can be most productively understood by designers in terms of a contingent and generative territory that simultaneously transcends and incorporates the organic and inorganic in a poetic interplay.

A : Aesthetics
Our design exploration resides in the axiological anticipation and analysis of the creative potential of human interventions in the world. We seek, by means of design, to extend, refine and redefine these interventions in a manner that has resonance with the poetic trajectory of our species.

T : Technology
We are concerned to use design to explore the potentials of a fluid understanding of technology as both a paradigm and as an instance. Through design we believe we can seek a means of affording and facilitating a creative, sustainable and poetic aesthetic of being through technological means.