

Decision Theater Ideathon

- in cooperation with Berlin Science Week

06.11. - 07.11.2025 @ Holzmarkt - Sälchen

Hosts -

Arizona State University & Max-Planck-Institut für Geoanthropologie

The Arizona State University (ASU) Decision Theater [™] in collaboration with the Max Planck Institute of Geoanthropology is an essential method at the interface of science and society in the Anthropocene. It combines big data and complex system modeling with stakeholder engagement in the form of an iterative process that investigates the consequences of decisions on social, economic, and environmental processes that do not have a single optimum solution.

Decision Theater addresses complex real-world challenges by integrating the best insights of science and relevant data and translating them into tools for action – at the pace and scale the real world requires. Together with stakeholders and partners impacted by the decisions supported by our suite of tools, we co-develop scenarios of possible futures that reflect the complexity of the world with room to act. We co-develop scenarios of possible futures reflecting the complexity of the world together with partners and stakeholders impacted by the decisions supported by our suite of tools. In these endeavors, we value Trust, Curiosity, Inclusivity, Innovation and Partnership.

We create decision support tools through our integrated platform that unites Human-Centered Design, Data Analysis, Modeling and Advanced Technology into a unified process.

This dynamic, iterative process results in decision support tools that evolve in response to real-world needs and inputs, ensuring more effective and meaningful outcomes. By working with the Decision Theater methodology, stakeholders are able to transform their organizations' processes, approaches to data and decision-making on a longer-term perspective to better navigate complex settings.

Team attending the event:

Manfred Laubichler, Director, DT ASU

Natalie Johnson, Project Coordinator DT ASU

Nicole Cox, Senior Coordinator DT ASU

Jochen Büttner, Senior Researcher DT MPI GEA

Lina Schwab, DT program management at MPI GEA

Georg Schäfer, PhD Candidate DT MPI GEA

Links:

<https://dt.asu.edu/>

<https://www.gea.mpg.de/102294/decision-theater>

Workshop-Experts – *Cluster: AI & Data*

Birds on Mars

Birds on Mars is a Berlin-based AI consultancy and pioneer in applied AI. Since 2017, we have been supporting corporations and the public sector with our Responsible AI Framework in strategy, software, and AI experience design to make AI usable in a responsible manner.

Florian Dohmann is a business IT specialist, AI expert, and co-CEO of Birds on Mars—one of the first German companies for applied AI. Since 2017, he and his team have been helping organizations such as DB, ZDF, Charité, and Porsche to use AI responsibly.

Ewa Kiwus is an expert in digital transformation and AI strategy, as well as an intelligence architect at Birds on Mars – one of Germany's first companies for applied AI. She has more than ten years of experience in technology and innovation projects and supports organizations such as Deutsche Bahn, Siemens, and Berlin Recycling in using AI responsibly and designing new AI products.

Links:

<https://birdsonmars.com/>

<https://www.linkedin.com/in/florian-dohmann-b1797851>

<https://www.linkedin.com/in/ewa-kiwus-24623b102/>

Mittelstand Digital

Kristina Bodrožić-Brnić is an AI trainer and researcher. She specializes in the interface between creativity and artificial intelligence and integrates technological innovation with a human-centered perspective in her research and transfer approach. She investigates how AI can promote creative processes and thus expand human potential, especially in small and medium-sized enterprises (SMEs). Her focus is on the use of AI as a tool to increase technology acceptance and as a catalyst for interdisciplinary co-creation. Through her work, she demonstrates how AI can not only improve process efficiency, but also open up new dimensions of creativity for managers in companies, educational institutions, and the arts and creative industries.

Links:

<https://www.digitalzentrum-fokus-mensch.de/kos/WNetz?art=Person.show&id=910>

<https://www.linkedin.com/in/kristinabb/>

CityLab Berlin

Anna Meide is an interface designer with a focus on data visualization and a passion for data physicalization. Having chosen Potsdam as her home, she graduated from the Potsdam University of Applied Sciences (FHP) in the summer of 2023. Today, Anna works at CityLAB Berlin on the ODIS project (Open Data Information Center). As a data designer, she and her colleagues are dedicated to supporting the Berlin administration in opening up data and making open data available to the city's population. Interactive maps, graphical data visualizations, infographics—this is her professional home. In addition, she works with her colleagues at Kiezlabor on the potential of data visualization and how it can contribute to critical and positive urban discourse about one's own neighborhood.

Malte Barth has a master's degree in data engineering with a focus on artificial intelligence and large language models. In addition to his studies, he gained valuable experience in design thinking and user-centered development of innovative problem solutions.

After initial positions at various Berlin startups, he joined CityLAB Berlin as a data scientist in early 2025. There, he contributes his expertise to two teams: In the prototyping team, he develops AI-supported applications and prototypical products for public administration and citizens. At the same time, he supports the public data team, which processes and analyzes open data from the state of Berlin and makes it accessible through clear visualizations.

Links:

[Open Data Informationsstelle Berlin \(ODIS\)](#)

<https://www.linkedin.com/in/anna-meide-522216227/>

<https://www.linkedin.com/in/malte-barth-668223168/>

Politics for Tomorrow

Caroline Paulick-Thiel is an expert in transformative governance and systemic change processes. She has many years of experience in interdisciplinary multi-stakeholder processes, with a focus on participatory data analysis, indicator development, learning strategies, and evaluation models.

Blasius Walch is an experienced designer of interactive participation processes with a focus on smart cities and international cooperation. Expertise in hybrid formats and data-based facilitation. Focus on scenario workshops and relationship building in strategy processes.

Links:

<https://www.politicsfortomorrow.de/>

<https://www.linkedin.com/in/caroline-paulick-thiel/>

<https://www.linkedin.com/in/blasius-walch-937444210/>

Polisphere

Richard Schwenn is Data & AI Coordinator at polisphere and is responsible for quantitative data analysis and artificial intelligence. He deals with the collection and evaluation of quantitative data, primarily from social media, and developments related to AI. In terms of content, he focuses in particular on disinformation, information manipulation, and conspiracy narratives. He studied future governance and international relations.

Links:

<https://www.polisphere.eu/de/>

Creative Bureaucracy Festival

Johanna Sieben heads the Creative Bureaucracy Festival in Berlin, which brings together over 2,000 participants from around the world every year. The festival creates spaces for exchange, highlights innovations, and shows how administration can function creatively and sustainably as a democratic infrastructure.

Links:

https://creativebureaucracy.org/de/foundation_team/johanna-sieben

Workshop-Experts – *Cluster: Visualization & Narrative*

HTW Berlin

Maja Stark has created and coordinated various EU-funded research projects at the intersection of culture and XR, including the AURORA School for ARTists (2018–22), XR_Unites (2020–23), and currently the AURORA XR School for Artists (2023–25).

At the same time, she is regularly involved in the co-creation of creative XR applications, founded and curates the annual XR Art & Networking in Berlin, writes texts, and conducts interdisciplinary research in the fields of immersive art, embodiment, and XR development processes.

Christoph Holtmann is a research assistant and software developer at HTW Berlin. His focus is on augmented reality and immersive computing. Human-computer interaction and user-centered design form the basis for his research on topics such as participation and communication concepts.

Links:

<https://aurora.htw-berlin.de/>

<https://www.htw-berlin.de/hochschule/personen/person/?eid=11877>

<https://fki.htw-berlin.de/centis/project/christoph-holtmann/>

Berlin School of VR

Katharina Haverich works at the intersection of media and theater. Her shows have been presented at the House of Electronic Arts, the Chicago Virtual Art Museum, re:publica, and the Spreehalle (Berlin Art Week Connect). Haverich is co-founder of the Virtual Club of Dangerous Women, the Radikale Töchter, and the Berlin School of VR. She is also a lecturer at the Berlin University of Arts.

Links:

<https://www.school-of-vr.org/>

https://genshagenerkreis.de/team_member/haverich-katharina/

City Science Lab (HafenCity Universität Hamburg)

Dr. Heike Lüken is a cultural scientist and wrote her doctoral thesis on practices of knowledge production in art and urban development. Her interests lie in urban research, knowledge cultures, and collaborative decision-making. She works at the City Science Lab at HCU Hamburg.

Links:

<https://www.citysciencelab.hamburg/heike-lueken>

<https://www.linkedin.com/in/heike-lueken/>

Akademie für Theater & Digitalität

Annabell Blank studied theater, media, and cultural studies in Bayreuth, Cologne, and London. Her academic interests led her to research projects in cooperation with the Grimme Institute and the University of Cologne's liaison office in New York, among others. As a stage manager and production manager, she has worked with the English National Opera, the Beethovenfest Bonn, and the Cologne Opera, among others. Most recently, she was responsible for project management of the European cooperation projects of the European Theater Convention (ETC), the largest network of state-subsidized theaters in Europe. Since early 2025, Annabell Blank has been part of the team at the Academy for Theater and Digitality, where she oversees the development and maintenance of national collaborations.

Links:

<https://theater.digital/>

<https://www.linkedin.com/in/annabell-blank-9799a321b/>

Bauhaus Uni Weimar (Fakultät Medien – Virtual Reality & Visualization)

The Virtual Reality and Visualization Research Group, led by Prof. Dr. Bernd Fröhlich, conducts research on collaborative virtual environments, 3D user interfaces, and the visualization of large amounts of data. A particular focus of the research is on immersive interfaces for intuitive collaboration in the context of mixed reality museums, virtual classrooms, and citizen participation.

Ephraim Schott is pursuing his doctorate at the Bauhaus University Weimar in the field of virtual reality. His research focuses on mutual perception in virtual environments, distributed collaboration in mixed reality, and natural interaction with virtual agents.

Karoline Brehm is pursuing her doctorate at the Bauhaus University Weimar in the field of virtual reality. Her research focuses on virtual citizen participation and collaboration, data privacy, and the representation and modification of 3D content.

Links:

<https://www.uni-weimar.de/de/medien/professuren/medieninformatik/vr/>