BIONIC SPACES? @ Crystalpunk

Adam Somlai-Fischer - aether architecture - www.aether.hu
nonscientific researcher, nonartist designer

01 INTELLIGENT TECHNOLOGIES

"We're making our computers smarter because we're part of them, and we're connected to them."

Tim O'Reilly talked about some interesting notions, how to look upon recent successful technologies. Take for example, Google (relevance order built from links) Flickr (social tagging) They became cyborgs instead of machines. Bionic Software, a term recently coined by a company called You Mon Tsang of Boxxet talks about the same approach.

- Against Smarthomes, systems of control?
- Software related sociality is a testbed, peer testing, as it need little energy to work large scale groups.
- Socially dependent disciplines can follow up
- ⇨ pope pixel, why just now?
- of course, many of us are highly dependent

02 STUPID INTERFACES

⇨ Fan.swf
⇨ Demoscene
I like my body, i like my senses

> *in the skin, through the skin, the world and the body touch, defining their common border. Contingency means mutual touching: world and body meet and caress in the skin. I do not like to speak of the place where my body exists as a milieu, preferring rather to say that things mingle among themselves and that I am no exception to this, that I mingle with the world which mingles itself in me. The skin intervenes in the things of the world and brings about their mingling. (Michel Serres, Les Cinq sens (Paris: Hachette, 1998), p. 97. via Stephen Connor, 99)*

> *I touch one lip with my middle finger. Consciousness dwells in this contact. I start to explore it. Often consciousness conceals itself in folds, lip resting on lip, palate closed on tongue, teeth against teeth, eyelids lowered, tightened sphincter, the hand closed into a fist, fingers pressed against each other, the rear surface of one thigh crossed on the front face of the other, or one foot resting on the other. I bet that the homunculus, tiny and monstrous, of which each part is proportional to the magnitude of sensation, swells in those automorphic places, when the skin tissue folds upon itself. By itself, the skin takes on consciousness...Without this folding-over, this contact of the self with itself, there would be no internal sense, no body of one's own, or even less coenesthesia, no body image, we would live without consciousness, featureless, on the point of vanishing. (Michel Serres, Les Cinq sens (Paris: Hachette, 1998), p. 20. via Stephen Connor, 99)*

- NO OTHER WAY than multi sensual approach
- Role of space
- For wise technology, access elderly, for playful one, access children
- Interaction design

03 A for ARCHITECTURE

A is not an object, like a house. **A** is not a knowhow of shapes. **A** is not a dress code. Its a responsibility.
But Architecture is a social process, you can't invent it outside its own perception. So how do you do research here? Now as software are paving the way for a new kind of sociality and intelligence, we can work on familiar grounds. But there are still familiarizing actions ahead.

- Tesiting and making approach
- ⇨ Making...
- Ideas vs projects

04 A for ÆXPERIMENTS

In no specific discipline or context, but driven by the same interests

⇨ Low Tech Sensors and Actuators (w Haque)
Physical computing
Technological literacy
Social processes

⇨ Brainmirror (w Sjölén & Lundbäck)
Volumetric dataset navigation for kids and elderly
Accessible interfaces

⇨ BP Heat (w D. Poór)
Skinphone

⇨ Walkscreen (w. Sjölén)
ongoing experiment
SOMG (Sunny Outdoor Multiplayer Gaming)
Simplest system we could make for this
Open content, processing workshop
Open process, ODA