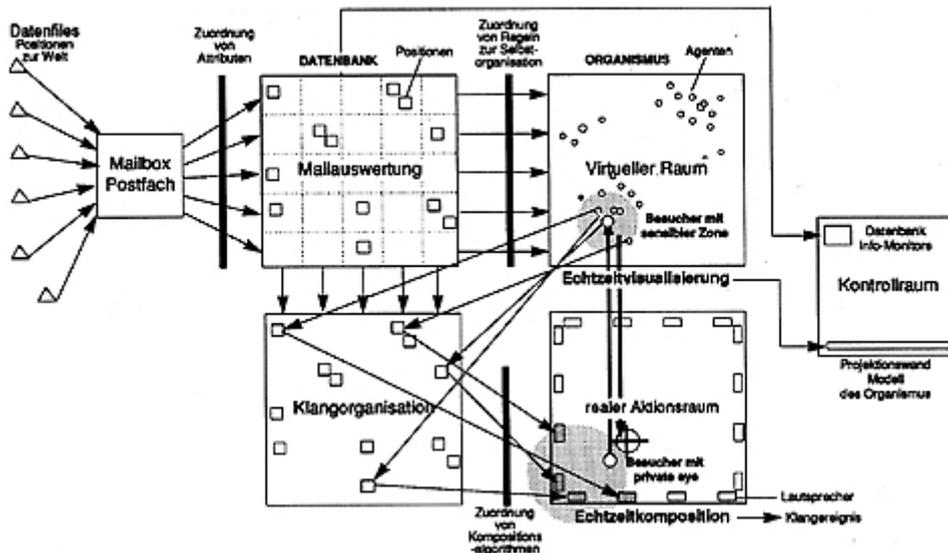


SIMULATION ROOM KNOWBOTIC RESEARCH



kr+cf

kr+cf realized interdisciplinary projects e.g. in the fields of artificial language synthesizing, real-time operation, data banks, self-organization, man-machine interfaces, medialized natural presentations.

Exhibitions where kr+cf have participated (selection): European Media Art Festival, Bonn 1991; spektakel '92, Essen; Europäisches Medieninstitut, Dusseldorf 1992; Videonale, Bonn 1992; Int. Architekturfestival, Graz 1992; Mediale Hamburg, 1993:

"SIMULATION ROOM — MOSAIC OF MOBILE DATA SOUNDS" — A WALKABLE DATA BANK.

Two rooms, a real room and its computer model. Equipped with a navigation aid (private eye) and a position finding system (space tracking), the visitor moves in a sound data bank which constantly re-structures itself through the implemented self-organization. The visitor acts likewise in the real room as in the virtual model and creates a real-time composition and its visualization with the aid of a sensor, by means of which he sets off the mobile sound data.

The open data bank contains personal statements of a sound nature which incessantly change and actualize their composition following electronic and postal announcements e.g. input via internet. Every sound file which is clearly recognizable by its addressee is stored in the data bank, analyzed in accordance with sound characteristics which are binary coded.

The sound file receives a real-space as well as a system-internal allocation. Of course, it can be found locally at any time but at the same time is a part of two dynamic systems.

1) The self-organization. The sound data become mobile elements in real space and their equivalent in virtual space. On account of their characteristics, self-similar groups form and the chaotic behaviour of the entire system is determined by means of simple, implemented rules.

2) The interaction. The behaviour of the entire system reacts to the movements of the actor in the sound chamber.

Every statement, itself, being a personal acoustic expression of the sender with an individual sound structure, forms a mosaic piece of composition which is produced by a visitor in the real space.

The real-time composition resulting from this (with the variables: duration, volume, directions, setup of the sound pieces) is the directly perceptible result of physical action within a virtual space-produced by computers and the information stored and administrated there.

smdk is a project which did not emerge as a result of some one individual artist personality's genius force of imagination. A self dynamic developing during the production process and arising from the resistances (confrontations of opposing cognition possibilities proffered by scientists and artists) emerges, formulating the rules behind the work. These lead to a functionable model which is empirically experienced, personally transformed and useable by the visitor.

Computer scientists and artists produced a framework for a multitude of individual experiences which are non-calculable and non-reproducible by a visitor, equally, with the aid of efficient, mechanical data processing.

The self-organization of the system, the direct interactivity of a real room with its synthetic, simulated model, the real-time composition of acoustic foreign material and its fragmentation, the continual visualization of computing operations and the openness of the entire system over networks externally, form a chaotically structured complexity which cannot be overcome by the visitor in its entirety. As a result, every visitor develops individual orientation routes within a "living" virtual organism.

kr+cf — knowbotic research

Which perceptible form calls for a mathematical formula, an abstract thought, an emotion, a memory, the energy behind a conflict, when the methods of pure linguistic description are not sufficient to convey and conserve?

kr+cf uses information systems, communication networks, knowledge stores and files in order to put them together again as such, split and analyzed:

Computers speak their own source code (Sprachprogramm, 1991), media texts from live zapped TV programs are reduced to their linguistic and acoustic substance, at the same time being reflected philosophically and in terms of sound and presented as a live concert (ping Operation pong, with Friedrich Kittler, 1992). Documented reality (Medienbilder) is formally reduced by digital manipulation and is iconographically analyzed (Archive, 1992), language grammalogues, go-commands from commercial data networks satirize their information value and react in a glass data room to a model area of gestic instructions provided by a visitor (hypervirus, 1992).

Those involved in the smdk project are besides the 3 principle members: Christian Hübler (concept, realization), Alexander Tuchacek (real-time composition) and Yvonne Wilhelm (visualization), George Fleischmann (self-organization, complex systems), Dedev Schwabe (data bank and system management), Michael Hoch (sound analyses, private eye), Will Bauer (space tracking), Tobias Pfeil (data brooking), Rajele Jain and Udo Zyber (technical installation).