80+1 – A JOURNEY AROUND THE WORLD

"… The world is big enough." "It was once," said Phileas Fogg in a low tone. "What do you mean by 'once'? Has the world grown smaller?" "Certainly," returned Gauthier Ralph. "I agree with Mr. Fogg. The world has grown smaller, since a man can now go round it ten times more quickly than a hundred years ago." "You have a strange way, Mr. Ralph, of proving that the world has grown smaller. So, because you can go round it in three months…" "In eighty days," interrupted Phileas Fogg.

Jules Verne: Around the World in 80 Days

Inspired by Jules Verne's world-famous classic, Ars Electronica, voestalpine and Linz09 are embarking on a 'round-the-world journey on June 17. "80+1 – A Journey around the World" is the title of this globe-spanning expedition underway until September 5, 2009. But this won't entail any physical travel; the mode of transportation will be satellite hook-up and fiber optic cable, and the stops along the way will be 20 locations, each one of which stands for a theme of crucial importance to our future. "Jules Verne gave us a wide-angle view of the world at the end of the 19th century. What we aim to capture is a stop-action image of the year 2009," project director Michael Naimark (USA) explained. In this spirit, 80+1 will be accompanying the motorized deluge flowing through Switzerland's Gotthard Tunnel (Traffic), and inquiring into European immigration policies on the Italian island of Lampedusa (Migration). Following the historical traces left by human civilizations in Jerusalem (Cultural Heritage), establishing contact with the ISS (Exploration) and ultimately getting lost in the endless expanses of the WWW … But beyond these global themes, 80+1 will also be limning our own personal relations to the future, our hopes and our fears. "After all, our future isn't something abstract. Our future has to do with people. First of all with us, of course—but also with lots of others in our globalized world. That's the whole point of this 80+1-day journey: to reconnoiter the cultural and economic forces that can enable us to master the future. A consummate Capital of Culture project," stated Linz09 Artistic Director Martin Heller. voestalpine AG's Chairman of the Board and CEO Wolfgang Eder concurred: "voestalpine very intentionally selected 80+1 – A JOURNEY AROUND THE WORLD from among numerous proposals. For one thing, this globe-spanning project symbolizes voestalpine's cultural breadth, international orientation and diversity as a business; it's also emblematic of our corporate culture—our openness to new developments, our readiness to confront issues of key importance to the future and to come up with innovative solutions to exciting challenges. And not least of all, it's connecting Upper Austria—site of our largest facility and our headquarters—with the whole world. This too is symbolic of a multi-division enterprise with about 360 locations in 60 countries on all continents, one that is constantly connected via innovative ideas with customers and staff members worldwide."

BASE CAMP LINZ, HAUPTPLATZ (MAIN SQUARE)

The hub of this global undertaking is Linz's Hauptplatz. This will be the location of the Base Camp, the confluence of all the project's data flows. Literally mirroring its surroundings, 80+1's architecture is meant as a metaphor of a way of seeing the world, the results of which always ultimately depend on ones own point of view. "'Movement' and 'communication' are the essential terms of our concept," is how Michael Grugl of any:time Architects explained the Base Camp's design. "The floor and roof surfaces of a cuboid structure are turned towards one another. All exterior walls are steel-clad, and thus covered in the material that absolutely bespeaks the City of Linz. Their reflective surfaces produce surprising optical effects. Depending on how light hits them and the observer's own perspective, 'the world' is continually reflected anew."

THE LIVE BITS

In and around the Base Camp is where the so-called Live Bits will be dispersed—interactive installations connecting Linz to the rest of the world in real time.

TaxiLink

Artists: Lila Chitayat and Alon Chitayat (both Israel)
Technology: Tal Chalozin (Israel)
Theme: Cultural Heritage
Location: Jerusalem, Israel

"TaxiLink" by Lila Chitayat and Alon Chitayat makes it possible to take a taxi ride in Jerusalem right in Linz. Connected up online, cabbie and passenger navigate jointly through the Holy City, and a vehicle-mounted camera records the ride. The images are forwarded via internet to Linz, where the passenger is seated in a mock-up of a taxicab.

LinkCube

Artists: Eugene Ahn and Hye Ki Min (both South Korea)
Theme: Education
Location: New York, NY, USA

"LinkCube" by Hye Ki Min and Eugene Ahn links up a photo booth in Linz with one in New York, and invites people at the two locations to sit for a very special bi-continental group portrait. Snapped simultaneously, the two images are then blended into a single picture. By means of this real-time exchange of data, LinkCube offers the powerfully moving experience of a virtual encounter.

Microblogging Suit for an Industrial Worker

Artist: Flaviu Moldovan (Romania)
Theme: Identity
Location: Pitesti, Romania

This microblogging suit outfits an industrial worker with a special no-hands communication device that enables him/her to access the internet from any location. The monotonous tasks performed on the job in the crisis-stricken auto industry, in the textile sector or at the supermarket check-out counter can be put into words and

expressed as a Twitter tweet. The microblogging suit is designed to give anonymous workers a voice and to reveal what they actually do in their workplace.

Movement & Impact

Artists: Sabine Haerri and Yvonne Weber (both Switzerland) in cooperation with the Ars Electronica Futurelab
Theme: Traffic
Location: Gotthard-Tunnel, Switzerland

With "Movement and Impact," Sabine Haerri, Yvonne Weber and the Ars Electronica Futurelab allow installation visitors to take a long, hard look at the traffic rolling incessantly through Switzerland's Gotthard Tunnel. The 80+1 Base Camp will offer seating that vibrates accordingly–the heavier the traffic, the stronger the vibration– and thus give the people seated there a vehicular-generated massage.

Soundshelters

Artist: Samir Ayyad (Gaza)
Theme: Coexistence
Location: Gaza

"Soundshelters" is an interactive, multi-channel sound installation that gets people in Linz connected to counterparts in Gaza. The "real sound" of the City of Linz is overlaid by sounds from Gaza and vice versa. Thus, the noise of fighting and gunfire from Gaza will be audible in Linz, while people in Gaza are listening to birds chirping in Linz. This project's mission is to create a space in which understanding, empathy and, perhaps, even love is possible.

WIA < > WIA (Water in Africa < > Water in Austria)

Artist: Melissa Fatoumata Touré (Mali)
Technology: Zoumana Habib Tounkara, Djelimady Samaké, Ballaké Touré, Sibiri Touré, Soumano Dieneba Touré (all Mali)
Theme: Water
Location: Koulouninko, Mali

"WIA<>WIA" by Melissa Fatoumata Touré deals with the value of water and how we deal with this resource. The residents of Koulouninko hand-pump about 200 liters of water a day from their well. A sensor mounted on the pump measures the amount extracted, and the data is transmitted via internet to the 80+1 Base Camp. Here, there's a public toilet equipped with a standard commercial tank that flushes the toilet with (potable) water. The precise amount of water withdrawn from the village well in Koulouninko flows into the tank in Linz. No more; no less.

Though the Wia Wia project was quickly revealed to be a fiction staged by anony-mous artists, we find that it nevertheless does an outstanding job addressing seve-ral key aspects of 80+1 and have therefore decided to go ahead with it as proposed. The project concept, even if it doesn't actually take place, gets across to visitors in Linz in a very direct and effective way the reality of the global water crisis that will be severely exacerbated in the near future.

The visual staging of the project in the form of a collage of graphic material gathe-red online also dovetails nicely with an essential part of the 80+1 project's mission– namely, implementing and reflecting the effectiveness of purely virtual relational

and informational networks. Moreover, the entire proceeds of the project will benefit a water project that's active in the real world, and very successfully for that matter, though it, in turn, uses the internet as its main communications platform (thewaterproject.org).

Topology of Dubai

Artists: Noah Shibley (Canada) and Hyunjoo Oh (Korea)
Technology: Andrea Bianchi (Italy), Uram Choe (Korea), Will Craig (USA), Michael Grant (Canada)
Theme: Growth
Location: Dubai, United Arab Emirates

"Topology of Dubai: The Mapping of Urban Change" by Noah Shibley and Hyunjoo Oh focuses on the fastest growing city in history. One is less impressed by the aesthetic qualities of Dubai's architecture than by the incredible speed with which buildings are shooting up into its skyline. The veritable thicket of construction cranes has come to symbolize Dubai's growth. Noah Shibley utilizes video recordings to document the restlessness of Dubai's cranes and transfers their activities to Linz's Hauptplatz—or, to be more precise, to a robotic arm equipped with a thermoplastic nozzle set up there. While the cranes of Dubai are lifting tons of construction material floor by floor, ever higher into the sky, Linz's robot will be busy forming a three-dimensional polyethylene sculpture representing Dubai's unbridled growth.

Airmail between Beijing and Linz

Artists' Group: 8GG interactive (Fu Yu, Jia Haiqing) (China)
Technology: Shan Yang, Sun Zhongyi (China)
Assistants: Er Mao, Ding Ying (China)
Special Thanks to: Gai Yunong, Wang Zhaofang, EON (China)
Theme: Food
Location: Lord of Salt Restaurant, Beijing, China

"Blowing Air from Beijing to Linz" by the artists' collective 8GG interactive transmits the aromas of foodstuffs over thousands of kilometers. Live remote hook-ups enable people in Linz and Beijing to observe each other as they sniff.

Grand Mutual Smiles

Artist: Pierre Proske (Australia)
Technology: Damian Stewart and Arturo Castro
Theme: Happiness
Location: Thimphu, Bhutan

In response to a journalist's 1987 charge that the pace of development in Bhutan was slow, the then-King of Bhutan replied "Gross National Happiness is more important than Gross National Product." The monarch thus signaled his commitment to building an economy that respects Bhutan's culture and is based on Buddhist values. Since then, Gross National Happiness has served as the unifying vision for economic development in that country. In a 2005 survey, 45% of Bhutanese reported being very happy, 52% reported being happy and only 3% reported being unhappy. "Grand Mutual Smiles" is a two-way interactive installation that communicates between two parties through the transmission of images of smiling faces. At each of the installation's locations, monitors will display a continuous sequence of images of people smiling.

The aim is to encourage users to communicate with one another via the internet in a non-verbal, humorous way: by smiling. In conjunction with this project, two series of portraits updated in real time will be presented both in Linz and in Thimphu.

White Shadow

Artist:Team4040
Concept and Production: Jesus Cabrera Hernandez (ESP), Jona Hoier (AUT), Ulrike Gollner (AUT), Ebru Kurbak (TUR), Sho Kuwabara (JPN), Tiago Martins (POR), Michael Probst (AUT), Jeldrik Schmuch (AUT), Onur Sönmez (TUR)
Theme: Migration
Location: Mexico City, Mexico

"White Shadow" is a telematic sundial that connects people in Mexico City with their counterparts in Linz via encounters with their shadows. The time difference between Linz and Mexico City is eight hours. People on both sides of the Atlantic can thus experience at any time the opposite phase of the day-night cycle. When the sun sets in Linz and the shadows slowly fade, they become longer and longer in Mexico City. And this is precisely when the shadows of a monument (in white) and of passers-by in Mexico City are projected onto Linz's Hauptplatz, whereby their size and shape correspond to those of the real shadows. "White Shadow" serves as a projection surface for the silhouettes of passers-by in Mexico City. When someone in Linz enters the white shadow, shadows from Linz and Mexico City meet.

Urbanet: Johannesburg-Linz

Artist: Stephen Hobbs and Marcus Neustetter (both South Africa)
Theme: Civil Society
Location: Johannesburg, South Africa

Hobbs & Neustetter aim to let European audiences get better acquainted with unusual and frequently aggressive social and economic conditions, essential features of the self-contradiction characteristic of Johannesburg and its suburbs. Forming the background of this presentation are the polar opposites of apartheid and democratic transformation that have substantially determined life in South Africa today. In fact, many of these social conditions still exist and are still holding together the old order prevailing in the City of Apartheid. An interactive camera is used to scan Linz's Hauptplatz and discover various windows that offer information about Johannesburg. At certain times, viewers in Linz will be able to establish telephone contact with a resident of Johannesburg and engage in a dialog about what each can currently see on his/her respective monitor.

Live Bits from Markets in Dhaka

Artist: Shahjahan Siraj (Bangladesh)
Assistants: Jahangir Alam, Raihath Sohel, Farhad Hossain, Kamrul Hasan, Junaed Shahriar, Matsuzaki Misuzu (all Bangladesh)
Theme: Markets
Location: Dhaka, Bangladesh

Transcending the boundaries of space and time, the markets of Dhaka will be linked up to Linz and the rest of the world. As active members of a global community, viewers in Linz will get an impression of everyday life in Dhaka—of the colorful diversity of its markets and their amazing array of wares, of cultural customs and local lifestyles. The focus will be on traditional bazaars where vendors hawk staples like fish,

vegetables, rice and clothing, as well as specialty markets for goods like computers or for the services of prostitutes. Every day, one of these markets will be on display online in real time.

Arrorró

Artist: Gabriela Golder (Argentina)
Theme: Cultural Diversity
Location: Resistencia, Argentinien

"Arrorró" deals with cultural diversity and seeks to implement a technology-based linkup of different cultures. Two cities will be connected in real time so that inhabitants can exchange lullabies and other songs—rhythms and melodies that can transcend linguistic and geographic barriers. This project will make it possible for hundreds of people to share their dreams, traditions and languages with one another via song. "Arrorró" aims to couple emotion with technology and thereby create a space in which diversity can unfold and flourish.

Digitie

Artist: Marianne Schmidt (Germany)
Software: André Bernhardt
Theme: Progress
Location: Istanbul, Turkey

"Digitie" is a real-time communications channel between Linz and Istanbul. The participants in both locations first have to undergo a small test of their courage: They must insert their hand in a device. The hands of two complete strangers who live far distant from each other come together onscreen in real time. They can wave, shake hands or even have a go at arm wrestling—any form of gesticulation and interaction is possible. The participants themselves playfully decide on their own mode of nonverbal communication. "Digitie" makes people cognizant of the significance and the possibilities of analog technical forms of communication that make use of body language. How can we transmit and receive information via body language with the help of digital media?

The Future of the Three Gorges

Artist: Zhu Handong (China)
Photographer: Liao Hongbo (China)
Second Life Tech: Zhao Ken (China)
Project Assistant: Zhang Han (China)
Theme: Energy
Location: Three Gorges Dam, China

This project combines the internet, images and interactive media to link up virtual and real worlds. Buildings, cultural objects and landscapes that were submerged as a result of the construction of the Three Gorges Dam occupy the center of attention. Online interaction between Linz and six major Chinese cities in the region of the dam will make it possible to transmit images in real time. The virtual aspect of this community takes shape in Second Life, where viewers in Linz can see how this region looked before the construction of the dam. Audiences in Linz will thus be in a position to understand the current and future changes taking place within the region and their impact on human beings, and to appreciate the cultural and demographic changes that were triggered by ecological changes in the region of the Three Gorges Dam reservoir.

The Global Window

In addition to these Live Bits, the 80+1 Base Camp will also feature a so-called Global Window. Approximately six meters wide and more than two meters tall, these three screens constitute a "window on the world" that will constantly display a live remote hook-up to some spot on Earth. The Global Window facilitates worldwide encounters—those arranged in advance and formally moderated as well as those that come about serendipitously—and also serves as a presentation and discussion interface.

The CollageTable

Thomas Seifried, Jakob Leitner, Daniel Leithinger, Peter Brandl, Michael Frühmann, Michael Haller, Media Interaction Lab, Department of Digital Media, Upper Austria University of Applied Sciences

The Base Camp's infrastructure also includes a Collage Table, one of the objects to emerge from the Office of Tomorrow R&D project that's been conducted jointly with voestalpine group-IT and Team 7, and is now being carried on at Austria Research Studio NiCE. The primary objective of this collaborative undertaking is to bring to fruition visions involving team-structured work and modern presentation technology through the comprehensive network linkup of all sorts of hardware. In the future, it'll be possible to create documents, images and overhead projector slides not only on an individual user's own laptop but also directly on the team's shared working table. The CollageTable features a surface on which individuals equipped with a digital stylus can interact. Several individuals can jointly sketch ideas right on the tabletop and combine their work with digital content such as photos. Then, with the press of a button, the drawings and collages created by the users can be uploaded to the internet and be viewed by others at www.80plus1.org.

SCHOOL PROJECTS

Among 80+1's most important traveling companions are youngsters from 20 schools in Upper Austria and the project's partner locations. For weeks and months now, Upper Austrian students have been working together with their international colleagues on the 80+1 themes of their choice. The results of their joint research efforts will be presented between June 17 and September 5 in the 80+1 Base Camp on Hauptplatz, daily from Monday to Thursday from 10 AM to 12 Noon. Throughout the project's run, students at Honauerstraße High School will be producing radio broadcasts about each 80+1 theme. Every day of this 'round-the-world journey, they'll be on location on Linz's Hauptplatz to conduct interviews with installation visitors and passers-by. At the conclusion of each themed week, their reportage will be posted online here.

BORG Honauerstraße Linz & Primary School of Pangthokha (Bhutan)

Wednesday, June 17: 1-3 PM; Thursday, June 18: 10 AM-12 Noon
Linz and Bhutan get in touch live to discuss what happiness means for young people living in the respective locations. The students will play a memory game together.

Stadl Paura Secondary School & German-Mongolian School in Ulan Bator (Mongolia)

Monday, June 22 and Tuesday, June 23: 10 AM-12 Noon

Pupils at the two schools will be linked up live to examine the question of what education will be like in 80+1 years from now.

Steyr Commercial School & International School Buenos Aires (Argentina)

Wednesday, June 24 and Thursday, June 25: 10 AM-12 Noon
Food is Good!?! These students are dealing with various aspects of food: production of foodstuffs, healthy nutrition, and the hunger crisis. And they'll also be comparing Austrian eating habits with those prevalent in Buenos Aires.

Linz Elementary School #2 & School of Bamako (Mali)

Monday, June 29 and Tuesday, June 30: 10 AM-12 Noon
Water: Not Something to Simply Take for Granted! Linz students demonstrate how valuable and important water is for life, and play a memory game using water motifs live with students in Mali.

BAKIP Vöcklabruck & Primary School Dhaka (Bangladesh)

Wednesday, July 1 and Thursday, July 2: 10 AM-12 Noon
The students have created educational games on the subject of markets and sent them to the children in Dhaka. Now, they'll present videos about this project and play the games live with their Bangladeshi counterparts.

Linz High School for Artistic Design in cooperation with Chinese artist Handong Zhu

Monday, July 6 and Tuesday, July 7: 10 AM-12 Noon
In the AEC's FabLab, Linz students present models they've built of historic buildings that have been flooded due to construction of the Three Gorges Dam in China. There'll be a live remote hook-up with Chinese artist Handong Zhu, who will provide valuable and interesting background information.

Dr. Karl Renner School, HS 17 Linz & Rudigierstraße Commercial School Linz & Lampedusa Comprehensive School (Italy)

Wednesday, July 8 and Thursday, July 9: 10 AM-12 Noon
These secondary school students have developed role-playing games, comics, and literature about migration, and have been working on this theme together with their partners schools and the SOS Menschenrechte human rights organization.

International School of Teheran (Iran)

Monday, July 13 and Tuesday, July 14: 10 AM-12 Noon
The students in Teheran have been dealing with the issue of urban growth.

Rudigierstraße High School Linz

Wednesday, July 15 and Thursday, July 16: 10 AM-12 Noon
In their project, the students have focused on the effects of climate change. Now, they're presenting their results live in the form of a comic strip.

Honauerstraße High School Linz & Zurich High School of the Arts (Switzerland)

Monday, July 20 and Tuesday, July 21: 10 AM-12 Noon
The students are presenting futuristic sounds accompanied by a background of traffic noise and a screening of live visuals from the Gotthard Tunnel.

Georg von Peuerbach High School Linz & Shireland Collegiate Academy (UK)

Wednesday, July 22 and Thursday, July 23: 10 AM-12 Noon
Students from Linz and Great Britain send each other through a home-brew online

labyrinth in which they each encounter everyday objects from one another's cultures.

Stift Lambach Commercial School & St. Benedict's College Johannesburg (South Africa)

Monday, August 3 and Tuesday, August 4: 10 AM-12 Noon
Students from Lambach and Johannesburg have jointly produced a cinematic treatment of the subject of neighborhood and the coexistence of people of different generations, genders and cultures.

Linz School of Graphic Arts & University of the Ryukyus Okinawa (Japan)

Wednesday, August 5 and Thursday, August 6: 10 AM-12 Noon
A jointly-developed website lets users upload portraits of human faces. Then, other users can guess the age of the persons portrayed.

Honauerstraße High School Linz & Moi Girls High School Eldoret (Kenya)

Monday, August 10 and Tuesday, August 11: 10 AM-12 Noon
Students at both schools sketched their ideal conceptions of global citizenship and then discussed their wishes and suggestions with one another via live remote hook-up.

Steinerkirchen Secondary School & School of Pakao Macka (Senegal)

Monday, August 17 and Tuesday, August 18: 10 AM-12 Noon
Mit RAD and TAT (Two-Wheeling Words and Deeds): Both schools have been focusing on old bicycles as a basis for approaching the issue of recycling resources. Now, the students are presenting films shot with a helmet-mounted camera documenting the bike routes they travel daily.

Linz High School for Media Design

Monday, August 24 thru Thursday, August 27: 10 AM-12 Noon
The students have been looking into the role that identity and changing identity play in social networks online.

Steyr High School

Monday, August 31 thru Wednesday, September 2: 10 AM-12 Noon
In "explore the city," students are investigating their urban environment and presenting photomontages and wikimaps documenting what they've discovered.

80+1 ONLINE

In addition to the base camp on Hauptplatz, the internet will function as the second key hub of 80+1. Informative and discursive documentation of this journey will be taking shape via weblogs, through the link-up of various databanks and in Web 2.0 sites. David Sasaki (USA), Isaac Mao (CN) and Cyrus Farivar (USA) are the top-name bloggers who will be bringing their communicative expertise to bear and getting their own communities involved.

In accordance with the watchwords "What's the next step?" voestalpine is using the project website to launch an idea competition. Participants can post concepts and discussion contributions about any 80+1 theme. Whether yours is in the form of a text, video or a link to a blog or website, an earth-shaking innovation or a small way to improve everyday life—anything and everything can and should be collected and disseminated online. Submit your ideas about the future now! And, of course, the www.80plus1.org website also includes an event calendar listing all 80+1 activities.

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When: June 17 to September 5, 2009
Where: Linz's Hauptplatz (Main Square)
Idea & Concept: Ars Electronica Linz, voestalpine AG and Linz09
A project for Linz 2009 European Capital of Culture
www.80plus1.org

*Phileas Fogg had won his wager, and had made his
journey around the world in eighty days. To do this he
had employed every means of conveyance--steamers,
railways, carriages, yachts, trading-vessels, sledges,
elephants.*

Jules Verne: Around the World in 80 Days

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