

# ***Ubiquitous Infoscapes***

## **MENTOR**

**Salvatore Iaconesi, Oriana Persico**

## **DATES**

**4-8<sup>th</sup> May, 2015** (deadline for application submission **04.04.2015**)

## **LANGUAGE**

**English**

## **TOPICS/TAGS**

*participation, information, knowledge, experience, territories, public/private spaces, perception, behaviour, responsibility*

## **PARTICIPATION FEE**

€ 570 (including accommodation and half-board)

## **MODULE OUTLINE**

Data and information are everywhere.

In our times, we constantly and ubiquitously generate data and information. The masses of data and information generated by others (people, objects, organizations and algorithms) radically transform our daily lives, the ways in which we work, relate to each other, express emotions, experience places and spaces, consume, do things together.

Seamlessly augmented with information, the physical landscape becomes infoscape (a landscape of information).

The module *Ubiquitous Infoscapes* combines experiential, theoretical, practice and performance based phases, each continuously flowing into the other.

The experiential sessions, aimed at expanding knowledge and imaginaries, will develop around case studies to unveil the many facets of the *Ubiquitous Infoscape*, how it radically transforms both our lives and our perception of the world, affecting public, private and intimate spaces, our rights, and our approach to knowledge-sharing, learning, expression and communication. Examples will be drawn from a wide spectrum of international practitioners, including artists, designers, hackers, architects and researchers, with a more in-depth focus on AOS and Human Ecosystems.

The theoretical sessions aim at broadening the understanding of the subject through discussing those issues (social, political, aesthetic, psychological, cognitive, anthropological) highlighted within the experiential sessions. We will explore the

production of a number of theoreticians, researchers, writers and other influential figures, trying to discern the narrative(s) of the mutation of human beings in the age of ubiquitous information.

The practice and performance sessions aim at constructing a small – yet meaningful - artistic and creative production inspired by those instances discussed within the previous phases and highlighting one or more elements of the human mutation brought by the continuous emergence of *Ubiquitous Infoscapas*. In this phase we will create, and express ourselves, through texts, images, software, installation, movement, gestures and curious rituals.

Previous technical knowledge is not required. The artists will provide extensive support (even for writing small pieces of software) across all activities, ensuring active participation of all throughout all sessions. At the end of each day, an “ubiquitous ritual” will allow all participants to express themselves in meaningful ways.

## **SCHEDULE**

May 4<sup>th</sup>

*morning*

Guided tour to Cittadellarte, including the Pistoletto, Arte Povera collections and temporary exhibitions (curated by Luca Furlan)

Group presentations

Methodologies and technical set-up

*afternoon*

The artists present themselves and their philosophy

Experience Session I (examples and interactive experiences, discussion)

Ubiquitous Ritual I

May 5<sup>th</sup>

*morning*

Experience Session II (examples and interactive experiences, discussion)

Theoretical Session I (short readings, screenings and discussing theoretical approaches)

*afternoon*

Theoretical Session II (short readings, screenings and discussing theoretical approaches)

Practice & Performance Phase I (brainstorming to define the concept of the production, and its iterative redefinition)

Ubiquitous Ritual II

May 6<sup>th</sup>

*morning*

Theoretical Session III (short readings, screenings and discussing theoretical approaches)

Practice & Performance Session II (introduction to the tools we will use for the

creation of the artistic production, and set-up of the projects)

*afternoon*

Practice & Performance Session III (project development and collaboration)

Ubiquitous Ritual III

May 7<sup>th</sup>

*morning*

Documentation (all participants work on assembling the documentation so far)

Practice & Performance Session IV (project development and collaboration)

*afternoon*

Practice & Performance Session V (project development and collaboration)

Ubiquitous Ritual IV

May 8<sup>th</sup>

*morning*

Documentation (gathering of all the materials generated in the last P&P sessions for inclusion in the documentation, including video, software, images, concepts etc.)

Presentation

*afternoon*

Performance

Ubiquitous Ritual with all the guests coming to the presentation

## **REFERENCES**

*The mentor will prepare a reader for participants with key texts, some of which will be discussed during the week.*

*Web Articles*

The Third Infoscape:  
<http://www.artisopensource.net/network/artisopensource/2013/11/20/third-infoscape-de-certeau-clement-casagrande-smart-cities/>

P2P Ethnography:  
<http://www.artisopensource.net/network/artisopensource/2014/07/30/communication-knowledge-and-information-in-the-human-ecosystem-p2p-ethnography/>

Cultures, communities, roles and emergence: <http://human-ecosystems.com/home/relations-in-the-human-ecosystems-cultures-communities-roles-and-emergence/>

Transmedia Design:  
<http://www.artisopensource.net/network/artisopensource/2014/04/30/transmedia-design/>

Anthropological

Innovation:

<http://www.artisopensource.net/network/artisopensource/2013/07/28/anthropological-innovation-observing-and-understanding-the-mutation-of-human-life/>

## **MENTOR**

### **BIOGRAPHY AND STATEMENT**

Created by Salvatore Iaconesi and Oriana Persico, AOS - Art is Open Source is an international informal network exploring the mutation of human beings and their society with the wide and ubiquitous accessibility of digital technologies and networks.

*"We move across arts and sciences, using technology, communication, performance, art and design, to instantiate emotional actions and processes able to expose the dynamics of our contemporary world. We are interested in cities (and in how they have become infrastructures for ubiquitous flows of data, information, knowledge), bodies (and the ways in which they are being extended with technologies and network connectivity), economies and education (and the ways in which they are being redefined through peer-to-peer models and ubiquitous practices of many different kinds). We turn these observations into designs, artworks, scientific research and innovative business models."*

Salvatore is Designer, Artist, Robotic Engineer and Philosopher, TED Fellow 2012, Eisenhower Fellow 2013 and Yale World Fellow 2014; Oriana is Communication Scientist, Artist, Writer and Cyber-Ecologist.

### **PROJECTS (selection)**

Nefula (2014-ongoing)

A distributed international research laboratory on Near Future Design.

More info on: <http://www.artisopensource.net/projects/near-future-design.html>

Website: <http://www.nefula.com>

HE - Human Ecosystems (2013-ongoing)

A family of real-time city-based projects capturing information from social networks to visualize the human geography of cities, across space, time and relations.

HE is currently taking place in different cities worldwide. Among them: S. Paulo (Brazil), in collaboration with Universidade Metodista; New Haven, in collaboration with Yale University; Montreal (Canada), in collaboration with McGill University; Toronto, in collaboration with York University; Rome (Italy), in collaboration with LUISS University/LabGov.

More info on: <http://www.artisopensource.net/projects/human-ecosystems.html>

Website: <http://human-ecosystems.com/>

La Cura (2012-ongoing)

A global biopolitical performance to reclaim our bodies and identities by creating a participatory open source cure for cancer.

Presented among the others at: Ted Global (Edinburgh, UK), TedMed (Washington DC, USA), Google Cultural Institute (Paris, France).

More info on: <http://www.artisopensource.net/projects/la-cura.html>

Website: <http://opensourcecureforcancer.com/>

Ubiquitous Pompeii (2011-2012)

The future of the city designed by high school students by using the *ubiquitous infoscape*.

Presented at iPompeii, it is recognized as Best Practice for smart community by the Italian Digital Agenda (MIUR).

More info on:

["http://www.artisopensource.net/network/artisopensource/s=pompeii&submit=Search"&HYPERLINK"http://www.artisopensource.net/network/artisopensource/?s=pompeii&submit=Search"submit=Search](http://www.artisopensource.net/network/artisopensource/s=pompeii&submit=Search)

Enlarge Your Consciousness 4 days 4 free (2012)

Internet profiles on sale become personal tamagochies for their buyers.

Exhibited among the others at Arte Fiera (Bologna, Italy), JustMad (Madrid, Spain)

More information on: [http://www.artisopensource.net/get\\_project.php?id=973](http://www.artisopensource.net/get_project.php?id=973)

Website: <http://artisopensource.net/eyci4d4f/>

CoS, Consciousness of Streams (2011)

An ubiquitous publication with more than 60000 authors (estimate on April 2011), producing a realtime global emotional map of the world.

Featured at Transmedial Festival (Berlin, Germany)

More info on: [http://www.artisopensource.net/get\\_project.php?id=854](http://www.artisopensource.net/get_project.php?id=854)

Versus (2011)

The real-time lives of cities using data captured from major social networks and analyzing it through natural language analysis and artificial intelligence. Exhibited among the others at Piemonte Share Festival, Museum of Science (Torino, Italy), Ljubljana Biennial.

More info on: <http://www.artisopensource.net/projects/versus-the-realtime-lives-of-cities.html>

The Electronic Man (2011)

A global, connective performance in which participants create an ubiquitous emotional body through their interaction.

Created for McLuhan's Centennial Celebration, it was exhibited among the others at: MACRO Museum (Rome, Italy), Robots & Avatars Festival (FACT, Liverpool - UK; Kibla, Maribor - Slovenia; London - UK; Altart Cluj Napoca - Romania), Arteractive (Torino, Italy).

More info on: <http://artisopensource.net/projects/the-electronic-man.html>

Site: <http://electronicman.artisopensource.net/>

Atlas of Rome/ConnectiCity (2010)

A 35 meters interactive urban screen living across the digital and physical dimension, transforming urban surfaces into a space for people's expression.

Part of the ConnectiCity project, it was commissioned by Festa dell'Architettura and exhibited at the MACRO Museum (Rome, Italy).

More info on the Atlas of Rome at:

<http://www.artisopensource.net/search/atlas+of+rome>

More info on the ConnectiCity project at: <http://www.connecticity.net/>

Squatting Supermarkets (2010)

An Augmented Reality platform which transforms product logos into space for emergent, multi-authors complex narratives and expression.

Special Artwork of Piedmont Share Festival 2010, it was exhibited among the others at the Science Museum of Turin (Torino, Italy).

More info on: [http://www.artisopensource.net/get\\_project.php?id=856](http://www.artisopensource.net/get_project.php?id=856)

FakePress Publishing (2009-20011)

An Ubiquitous Publishing House and an international think tank performing the transformation of the contemporary reading/writing practices and processes.

More info on: [http://www.artisopensource.net/get\\_project.php?id=878](http://www.artisopensource.net/get_project.php?id=878)

Website: <http://www.fakepress.it/>

REFF - RomaEuropa FakeFactory (2008/2009-ongoing):

A fake cultural institution whose objective is to create real global cultural policies and to provide tools for the methodological reinvention of reality.

Presented among the other at: Furtherfield Gallery (London, UK), Cultural Commission of the Italian Senate (Rome, Italy), MFRU Festival, (Maribor, Slovenia); selected as one of the official event of the Year of Creativity by the European Commission.

More info on: [http://www.artisopensource.net/get\\_project.php?id=852](http://www.artisopensource.net/get_project.php?id=852)

Website: <http://romaeuropa.org/>

OneAvatar (2008):

A technological suit that physically connects the avatar to its body. Presented among the other at Milano in Digitale Festival, Fabbrica del Vapore (Milan, Italy).

More info on: <http://www.artisopensource.net/2008/08/28/oneavatar/>

Angel\_F, Autonomous Non Generative Life\_Form (2007 - ongoing):

A global ongoing performance on identity, Angel\_F is digital child of Derrick de Kerckhove and the Biodoll, the digital prostitute imagined by artist Franca Formenti. Presented among the others at: Transmediale Festival (Berlin, Germany), Festival della Creatività (Firenze, Italy); IGF - Internet Governance Forum of United Nation (Rio de Janeiro, Brazil, 2007).

more info on: [http://www.artisopensource.net/get\\_project.php?id=858](http://www.artisopensource.net/get_project.php?id=858)

Website: <http://www.angel-f.it/>

## PUBLICATIONS (selection)

### *Books*

S. Iaconesi. *Fluffy Chaos: chaos and software code*, 2014

S. Bettega, S. Iaconesi, O. Persico, *Near Future Design Vol. 1-Nanotechnologies*, with the preface of Bruce Sterling, 2013

S. Iaconesi, O. Persico, C. Cecchini, C. Finucci, *Simulacra for the Garbage Patch State: Transmedia Storytelling and the arts*, edited by S. Iaconesi, O. Persico, C. Cecchini, 2013  
[http://issuu.com/salvatoreiaconesi/docs/un\\_simulacro\\_per\\_il\\_gps](http://issuu.com/salvatoreiaconesi/docs/un_simulacro_per_il_gps)

S. Iaconesi, O. Persico, *Read/Write Reality*, FakePress Publishing, 2011

C. Hendrickson, S. Iaconesi, O. Persico, F. Ruberti, L. Simeone, preface by B. Sterling, *REFF, RomaEuropa FakeFactory. La reinvenzione del reale attraverso pratiche di remix, mashup, reenactment*, DeriveApprodi/FakePress, 2009

S. Iaconesi, O. Persico, Derrick de Kerckhove, M. Canevacci, A. Caronia, C. Formenti, L. Pagliarini, *Angel\_F: diary of an artificial intelligence*, Castelvevchi, 2008

### *Book Chapters*

S. Iaconesi, O. Persico, *An Emotional Compass: Emotions on Social Networks and a new Experience of Cities*, on G. Vladimirov, *Augmented Reality Art: From an Emerging Technology to a Novel Creative Medium*, part of the Springer Series in Cultural Computing, New York: Springer, 2014

S. Iaconesi, *Remixing the Dots: Disegno Memetico ed Evoluzione Culturale*, on V. Bruni, S. Succi, F. Speroni (eds.), *Il Disegno dopo il Disegno: le molte vite di un medium antico*, Pisa, Italy: Pisa University Press, 2013

S. Iaconesi, O. Persico, *Societing and the Co-Creation of the City*, on A. Giordano, A. Arvidsson (eds.), *Societing Reloaded*, Italy: Egea, Milan, 2013

S. Iaconesi, O. Persico, *The Co-Creation of the City*, on N. Sappleton (ed.), *Advancing*

*Research Methods with New Technologies*, Hershey, PA: Information Science Reference, 2013, pp. 12-33

S. Iaconesi, L. Simeone, *Toys++*, in *Museums at Play: Games, Interactions and Learning*, *MuseumsEtc*, Katy Beale, 2012

S. Iaconesi, O. Persico, *Extended Autopoietic Cities: the experience of place, the open, real-time city, second-order cybernetic systems and their implications for Urban Planning, Design and Community Involvement*, on A. de Campo, M. D. Hosale, S. Murrani (eds.), *Worldmaking as Technè*, 2012

S. Iaconesi, O. Persico, *REFF, RomaEuropa FakeFactory*, on *Roma Creativa*, Assessorato alla Cultura della Provincia di Roma, Rome, 2011

S. Iaconesi, L. Simeone, C. Hendrickson, O. Persico, *Connective environmental education: augmented-reality enhanced landscapes as distributed learning ecosystems*, on S. Sonvilla-Weiss & O. Kelly (eds.), *Future Learning Spaces, Designs on e-learning conference proceedings*, Aalto University publication series, Helsinki, 2011, pp. 312-321

S. Iaconesi, O. Persico, *Angel\_F in Computer Art Congress 2*, Europa