

# Sensory Threads

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# Overview

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- Community art
- Participatory sensing
- Progress so far
- Current work on Sensory Threads
- Next steps

# Community art

- Is rooted in a shared sense of place, tradition or spirit
- Is as much about the process of involving people in the making of the work as the finished object itself
- Is situated in more public, accessible and resonant places, geared to a specific audience and a specific time



## The Art of Weaving Faiths

*Great Leap, LA*

# Participatory sensing

- People as a system resource
  - mobility
  - social network
  - community
  - meaning
- Urban environments
  - higher people density
  - patterns
  - ownership

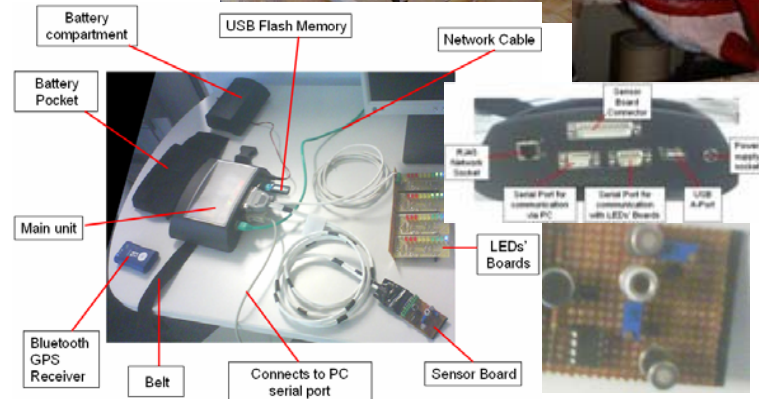
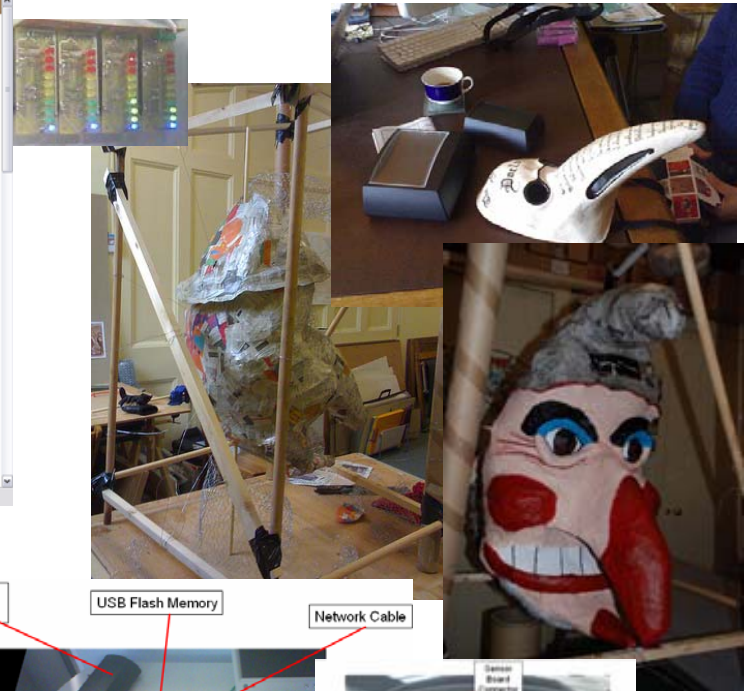
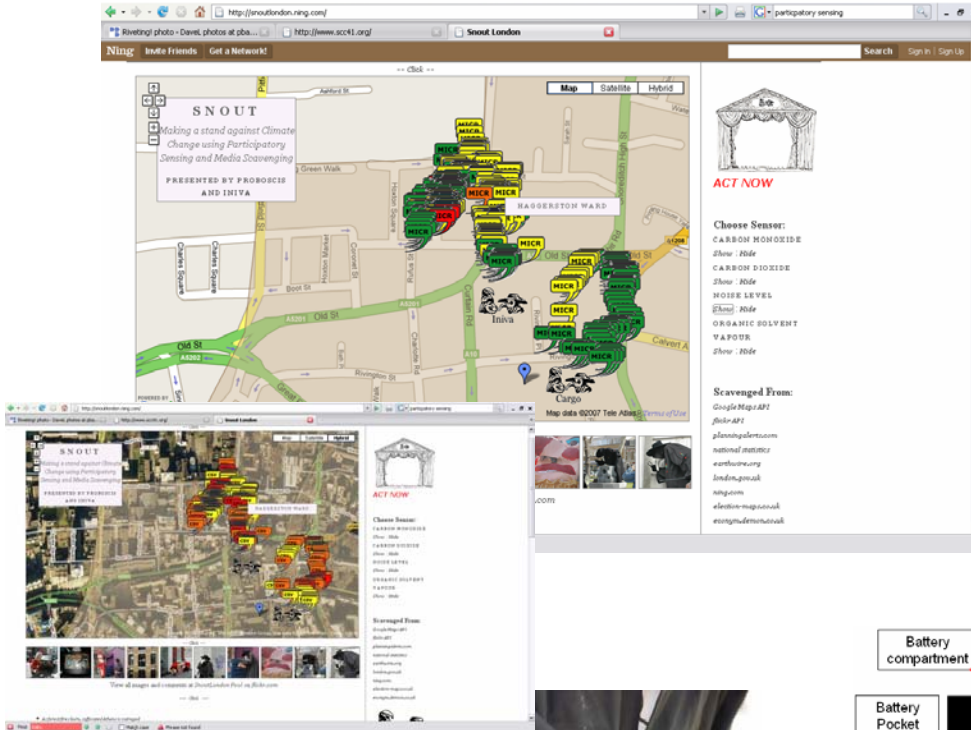


# Sensing and learning

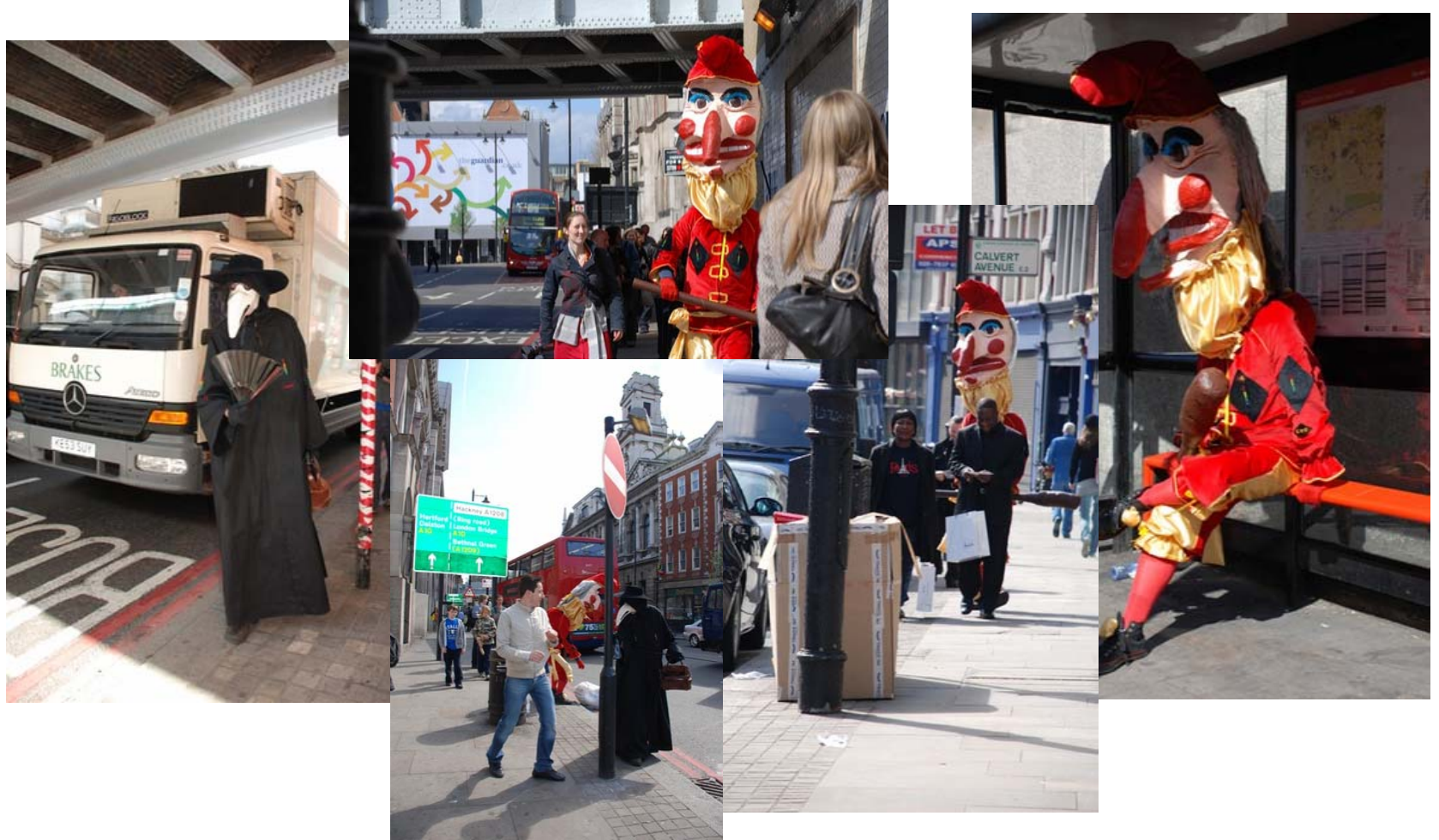
- Feral Robots project:
  - Toy robotics + urban tapestries + wireless sensing
  - Open source designs
- Explore further:
  - explore relationships between the body, community and the environment
  - scavenge
  - performance



# Snout Project



# Snout Performance



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# New questions

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- How to move beyond technologies designed for individuals
- How to create tools of ‘collective sensing’
- How to foster emergent behaviors in groups rather than offer pre-defined choices determined in advance
- How to represent such collective experiences
- How to make such representations persistent



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# Sensory Threads Tech

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- Four party exploration of the urban
- Each group member is collecting data via a different sensor and receives audio stream generated on the fly
- *Wearables*: new update of our participatory sensing platform
- Audioscapes generated by the co-ordinator unit which receives all data and feeds into generative audio
- Audio transmitted back to the Explorers via Bluetooth earpieces
- Also takes into account shifting proximities of the Explorers to each other

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# Resonator Installation

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- Recorded sensor streams/audioscapes captured through actual experiences
- The Resonator translates the data from the Explorers' sensors into a tactile 'landscape' which can be felt by touching it
- Embedded display and audio
- Participants can navigate through the timeline of each 'Exploration' by tilting the Resonator box
- Parabolic Cones suspended around the Resonator create localised zones where the audio heard by the Explorers as they moved through the environment is played back.

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## Next steps

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- Public performances in Feb-Mar
- Resonator installation (spring 2009)
- More work on collective representation

Sensory Threads is a practice project supported by  
Creator: Creative Organisations Research  
<http://www.creatorproject.org/>