Kristine Gøtje, Emma Pilkington, Emma Ottilie & Maria Berthel

Synopsis on the final project in Aesthetic Programming by group four

Title: Real-time data stream visualisation.

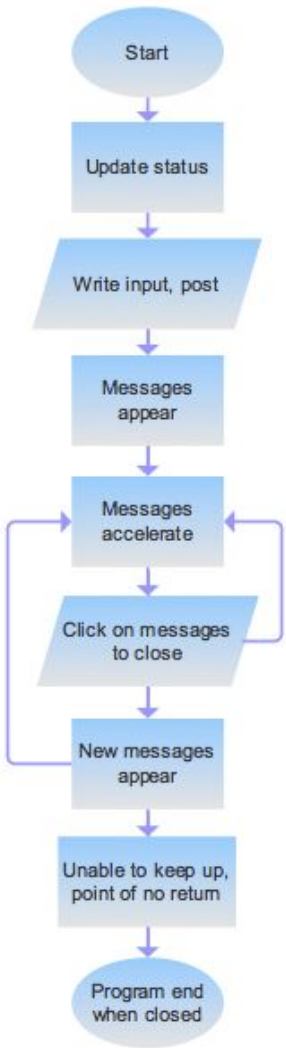
Material and theory

Our programme is mainly based on the text *Real-Time Streams* by Daniel M. Berry while it additionally includes arguments from Benjamin Grosser. The programme uses theories from fun in software, more specifically gamification, and temporalities due to the emphasis on real-time streams.

Methods

Usage of the knowledge and skills obtained during this course through p5.js and the related libraries, and the usage of flowchart in order to visualise the structure of the programme.

Flowchart:



Composition

The idea is that at the beginning of the programme the user is faced with a status update area with the opportunity to write something within that area. If the user decides to write something and then press "post" the programme will start displaying all sorts of posts from all sorts of news feeds. The user is able to get rid of the posts by clicking on them with the mouse, which will make them disappear. At first the acceleration of the displaying of the posts is slow, but then speed increases until finally the user is unable to keep up.

References

Berry, D. *Real-Time Streams* (2011) in The Philosophy of Software: Code and Mediation in the Digital Age, Palgrave, 2011, pp. 142-171.

Goffey, A. *Technology, Logistics and Logic: Rethinking the Problem of Fun in Software* (2014) in Olga Goriunova, ed. Fun and Software, London: Bloomsbury, pp. 21-40.

Grosser, B. *What do Metrics Want? How Quantification Prescribes Social Interaction on Facebook* (2014) in Computational Culture no. 4.