



IN/VISIBLE CITIES: PROTOTYPING LAB

AN EXPERIMENT WITH NON-LINEARITY,
VISUALISING COMPLEX NETWORKS,
UNDERSTANDING COMPLEX SYSTEMS,
PARALLEL DOCUMENTING OF PROCESSES
AND MIRRORING THEORY—
COMPLEXITIES IN SIMPLE TEXT
STRUCTURES
edited by Sandra Moskova

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AN EXPERIMENT WITH NON-LINEARITY, VISUALISING COMPLEX NETWORKS, UNDERSTANDING COMPLEX SYSTEMS, PARALLEL DOCUMENTING OF PROCESSES AND MIRRORING THEORY-COMPLEXITIES IN SIMPLE TEXT STRUCTURES

This documentation considers itself as a work about the work, as a process about the process and generated itself – from the first idea until the final content and structure – during the Prototyping Lab on 26. and 27. January. It was layouted on 28. and 29. January and printed on the latter.

The main idea was to reflect the process in a theoretical approach, which was to be summed up in a curatorial and a theoretical text but what developed from that, was a far more complex structure and carries the idea of a representation of a network, showing the its complexity as it emerged in order of events and seeks to make the progress visible. Thus, it does not go after simplification and is against chierarchisation, which is why I picked up a simple method how to arrange the structure and

that is the order in the way processes developed.

To collect a mutual understanding of theory here, I do not explicitly name concepts and approaches, as well as visions and theories, on which everything is based, but much more see this documentation as an accumulation of all these fragments, and have made them visible in what I called a „Collective Geography“ and a „Collective Brain“ at the end of this booklet, which consists of inspirational fictional and non-fictional, which you (the participants) recommended and I hereby recommend you (you).

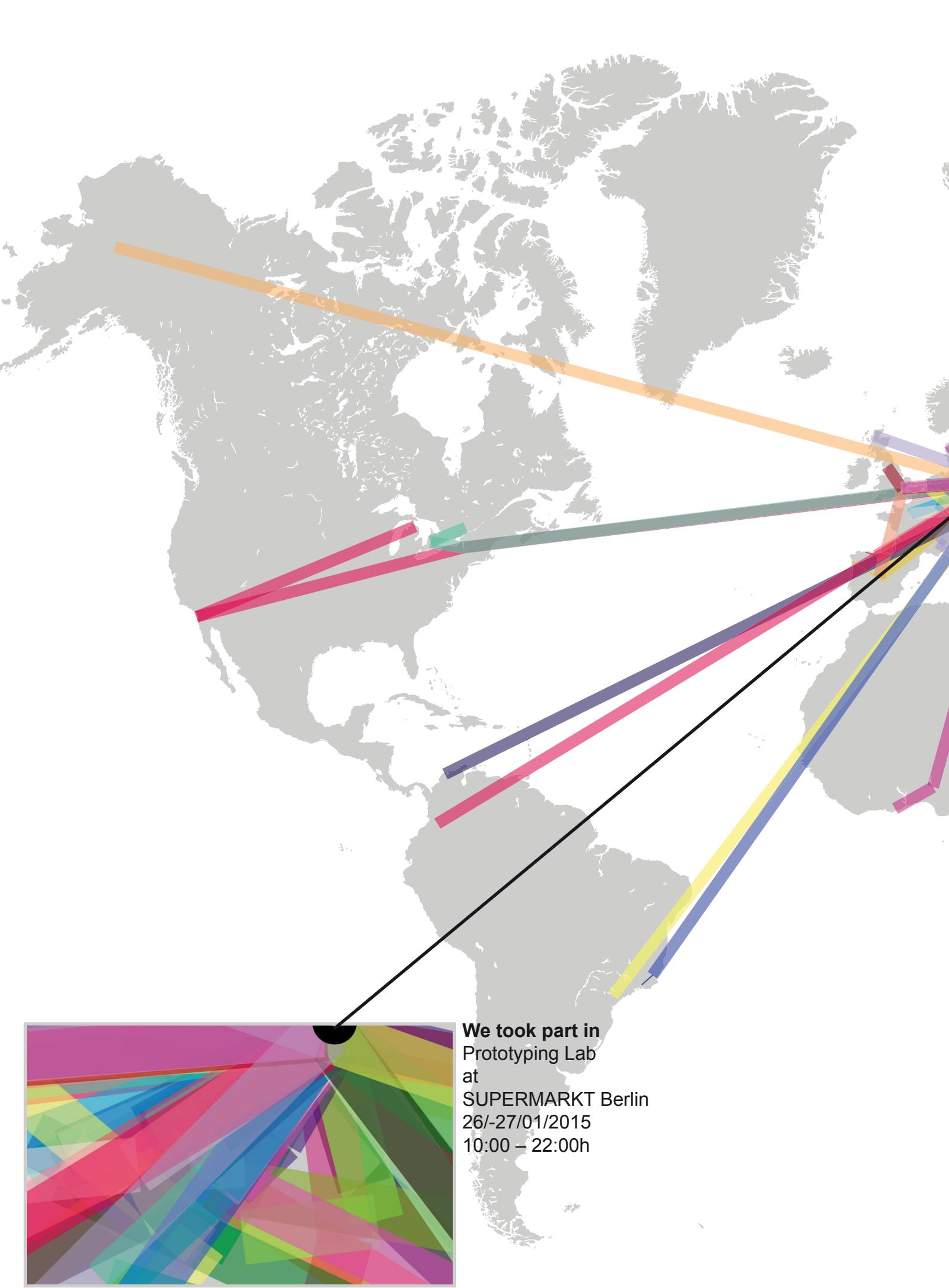
Also, as the 47 people I talked to came from all over the world and most of us had a long jurney behind us – being born in one city, grown up in another country, studied all abroad and now living somewhere else – it was essential to depict this complexity in a wild geographical mesh. It is quite hard to tell though, where is where as the anonymity of the map challenges even exceptional Geography knowledge.

This map is not meant to be read, but to be sensed.

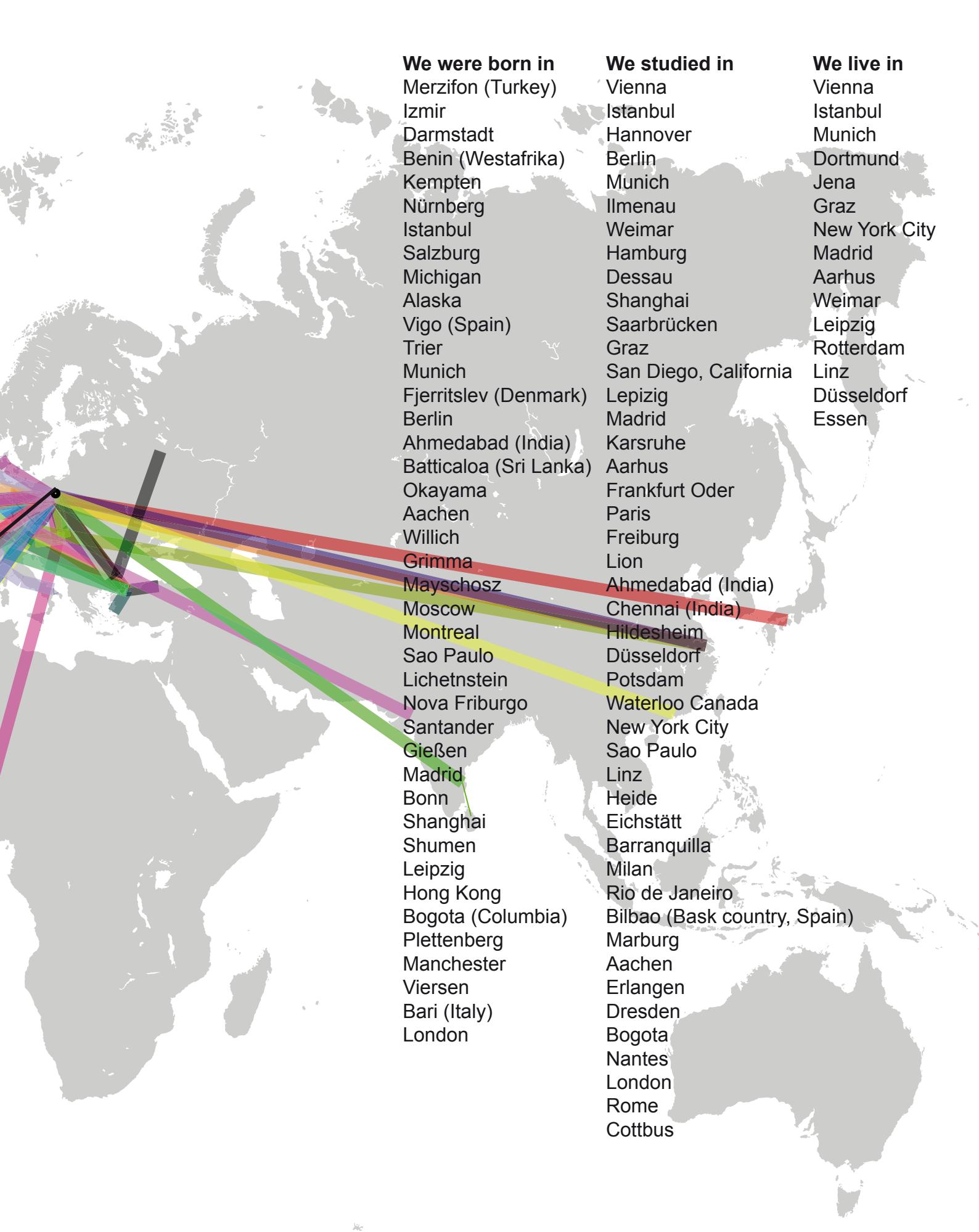
Working with 1pt-lines and different colours – as I have matched the single dots of born-in, studied-in and living-in parcours-lines – made everything overlap in even more non-understandability. That's why I decided to work this into a graphical element, so I thickened the lines to 3pt and made them transparent to 53%, so that you get a sense of what happened at the Lab: we gathered for 2 days and disperesed again. The „**Collective Geography**“ is a snap-shot.

Also, the „**Collective Brain**“ is perceived as a mutual neuro-network, as it is essential to make visible which ideas have inspired us and shape our current approaches. No matter if you are a computer engineer, a media artist, a theorist, a curator, an urban planer, a technician or a marketing director, mutual fiction and theory has shaped your perception of the world – different people, different experts repeatedly named similar or same titles.

And also, you named several fiction books, where I think that above all it is fiction, that helps us make sense of reality.



We took part in
Prototyping Lab
at
SUPERMARKT Berlin
26-27/01/2015
10:00 – 22:00h



THE LAB IDEA

The participants' proposals were based on open applications and the project theme was related to the topic of Visible/Invisible Cities:

Within the topic of IN/VISIBLE Cities the Prototyping Lab was initiated together with Fraunhofer FOKUS and SUPERMARKT Berlin and supported by the RWE Foundation. Joined by artists from the Connecting-Cities-Network, creative developers, IT experts, urban planners and future visionaries gathered together and used sensor measurement technologies to create DIY and crowdsourcing strategies dealing with the visualization of invisible technologies and data collection in cities.

Three topics: Safety (digital citizens), Climate Change and Energy (hybrid city) and Translocality were the participants' starting point for creating use of data and sensors.

The group **Digital Citizens** was moderated by Gabi Sobliye and Rafael Polo (Tactical Technology Collective).

The group **Hybrid City** was moderated by Sebas-

tian Meier (Interaction Design Lab/Potsdam University of Applied Science)

The group **Translocality** was moderated by Julian Adenauer (retune Conference/Sonice Development).

After the Prototyping Lab, three best ideas were chosen by the jury board (Julia Kloiber from the Open Knowledge Foundation, Charlotte Knips from Fraunhofer UMSICHT, Robert Kleinfeld from Fraunhofer FOKUS and Susa Pop from Connecting Cities) and will be developed and presented as light installations in Dortmund and Jena.

THE PROJECT SCHEDULE

// A first get together on 25/01/2015 from 18.00 till 22.00h

started with a warm welcome by the host and project facilitator of SUPER-MARKT, Ela Kagel and Susa Pop from Public Art Lab/Connecting Cities and Daniela Berglehn from the RWE Foundation.

After the framework was presented, each partner introduced him/herself in 5 minutes, Robert Kleinfeld from Fraunhofer FOKUS, Bernd Vorjans from JenaKultur, Charlotte Knips from Fraunhofer UMSICHT Dr. Reinhold Pabst from Fraunhofer IOF,

followed by the group moderators: Gabi, Rafael, Sebastian and Julian.

Inspirational talks by Julia Kloiber, Mark Shepard (on a project called „Sentient City Survival Kit“) and Aaron Krach (on the project and initiative „Ghana Think Tank“) followed.

Finally, all participants introduced themselves to the audience. That's when everyone met for the first time.

// Prototyping Lab
Day 1
26/01/2015
at SUPERMARKT Berlin

10.00 getting started with project agenda, presentation of the context and some inspirational inputs by the moderators.

After introducing the curatorial concept and technologies (Susa Pop), the cities Jena (Bernd Vorjans) and Dortmund (Charlotte nips and Daniela Berglehn) and the group themes in inspirational inputs, the grouping process started. Then, I started to interview everyone.

After lunch, the groups started to condensate first ideas – the beginning of a 2-day-marathon.

By dinner time, 14 small-group-ideas were developed and presented in front of everyone. The project names in order of presentations were:

1
Power dynamics (Digital Fortune Teller)

2
Meaningful lights with world saving impact algea:

- 3 Questionning data, Un-collections
 - 4 Footprints
 - 5 Blackout
 - 6 Visualizing lost energy spots
 - 7 Digital shadow
 - 8 Light catchers
 - 9 Wasteometer
 - 10 Traces of memory
 - 11 Activation of forgotten spaces
 - 12 Light trails
 - 13 Privacy collider
 - 14 Flow
- Around 22.00h day one ended.

// Prototyping Lab
Day 2
27/01/2015
at SUPERMARKT Berlin

from 10.00 until 18.30h it was all about developing the ideas further, preparing for the final presentation and eventually re-grouping.-

At 18.30h the final presentations of all together 15 projects started and every team had 5 minutes to present their project and additional 2 for questions from the audience. In order of presentation came:

- 1 Digital Fortune Teller by Marc Kloubert, Diana Arce
- 2 Wikipedia Made of Citizens by Lydia Zechelius (who was not attending and showed a video instead)
- 3 Flow by Carla Chan
- 4 Privacy Collider by team Panopticum (Birk Schmithüsen, Andreas Förster, Zhipeng Liang)

5

Enlightening Urban Energy
by
team Energy (Lena Flamm,
Felix Richter)

6

Save-O-Meter
by

team Happy (Ricardo
O’Nascimento, Melanie
Nobis, Achim Friedland)

7

Dark Steps
by
team Footsteps (Akitoshi
Honda, Tamer Aslan)

8

Raillumination
by
team Translocality (Mert
Akbal, Julian Perez, Shubra
Bhatt, Tristan Biere, Duygu
Kaban, Ilaria Di Benedetto,
Jeremy Pine)

9

Traces of Memory
by
team Translocality (Mert
Akbal, Julian Perez, Shubra
Bhatt, Tristan Biere, Duygu
Kaban, Ilaria Di Benedetto,
Jeremy Pine)

10

Vitalight Space
by
team Translocality (Mert
Akbal, Julian Perez, Shubra
Bhatt, Tristan Biere, Duygu
Kaban, Ilaria Di Benedetto,
Jeremy Pine)

11

Light Catchers
by
team Polygon (Michael
Ang, Alberto Gómez Saiz,
Iago Romero)

12

Digital Shadow Race
by
Birk Schmithüsen

13

Algae’s Time to Shine
by
team two (Petja Ivanova,
Michael Ang)

14

Blackout
by
team Blackhole (Rodrigo
Delso Gutierrez, Victor Ma-
zon Gardoqui)

15

Stories About Data (Sha-
ring The Un-Library)
by
UnCollection League (Si-
mon Worthington, Elli Ku-
rus)

After a jury session on
28/01 at Public Art Lab,
three winner projects were
chosen.

// Prototyping Lab
Presentation of Results Pa-
nel at transmediale festival
2015 Capture All

16.00–17.30h

After the presentation of all
projects, the winners and
the artists, I hope to get
2 minutes to present this
publication and tell you to
take one with you home.

This documentation features all participants – workshop participants, moderators, project facilitators, curators, interns, theoreticians, technicians – who took part in the **Prototyping Lab** at Supermarkt on 26/ and 27/01/2015.

In the course of these 2 days, I talked to all 47 people involved and made short portraits of them, which here appear in the order of conversations (and not according to hierarchy, alphabetical order, team-grouping or any other order). Beside to contribute to the a „Collective Geography“ by naming place of birth, of study and where he/she is living today, I separately asked everyone „Why are you here?“ aiming at the initial topic of interest, and finally about a book everyone must read, which flowed into a „Collective Brain“. The reason for that, is to represent the processes in their nature as a complex network, thus they formed a diagram. The structure of this publication was also developed during the working process at the Prototyping Lab on 26/ and 27/01/2015, from 10.00 till 22.00h at Supermarkt, Berlin, and understands itself as a work about the work.

The structure is as follows:

of conversation

Name and Surname

What do you do?

Why are you here?/What is your topic of interest?

If we don't have a social component, technology could become a dystopia, thus how do media facades become a social tool in the sense of „power to the people“ and DIY-technology.

4

Jasmin Grimm

creative planner, project coordinator of the Connecting Cities project

What does „making something visible“ mean and what remains „invisible“ in the context of tabus – what is not yet being talked about and how is this being articulated?

2

Fatih Aydoğdu

visual artist, designer, curator (a. o. Amber Platform Istanbul) and sound artist

The term „translocality“ reminds of the 90s term „glocality“; interest in this classification; how can the term be defined in the prototyping process.

5

Nadege Fundschler

Assistant at Public Art Lab

How does the project topic relate to social scenarios, by producing artistic reactions to urban challenges? What remains for the people beyond that?

3

Ekmel Ertan

communication engineer, curator (a. o. Amber Platform Istanbul), works with interactive media and visual communication

6

Susa Pop

curator of Public Art Lab and Connecting Cities

What does the term „digital citizen“ mean in the context of artistic scenarios in the urban sphere?; Light as an

information and communication medium, related to artistic scenarios, where the subject complexity gains scientific relevance.	Control in public space; how do movements, such as the Anonymous Movement, affect processes in public space? What's the symbolism behind these activities?	12 Aaron Krach artist, Ghana Think Tank project
7 Jasmin Vogel marketing director at Dortmunder U	10 Mert Akbal visual artist	What's the problem with corporations? How to initiate effective social exchange through exchanging problems; How to underline the social component of technology, which goes beyond corporation logics?
The DIY-mentality of participation approaches in the sense of „innovative cizitens“; Interest in transdisciplinary projects with social relevance, where art leaves its ivory tower and urban space is being re-claimed. It's not about just putting something on the walls of Dortmund U, but using the space as a platform.	Visualizing dream spaces and mental imagery; Dreams are huge invisible data: out of 8-9 hours of sleep, every night at least 1 hour of image production (a game, a movie, a couple of short films) are being „Produced“; narrative data.	13 Diana Arce citizen privacy group artist, cultural scientist, activist
8 Achim Friedland developer	11 Andreas Förster designer with computer-science-background (developer)	How to bring projects to the public to cross the topics of private and public personas online; a 1 on 1 experience as a work where a person can be confronted with his/her data and to be reflected publicly and „asses“ their own shadow in a digital sphere.
Generating excess value through multiperspectivity. Problem: Where does the whole data come from and how to adequately work with it when it's being centrally collected?	The idea of networkness influences everything from Politics to Design and Art, thus there is the need to make these interrelations visible through urban interactions, which would also influence future visions. In the sense of major consensus narratives, there are too many dystopian scenarios related to surveillance, etc., but no positive visions.	14 Tristan Biere urbanist
9 Duygu Kaban urban curator and facilitator of „Interact Istanbul“		Interacting with the city in its nature as a complex system. Who defines the city narratives? How do we interact with urban futures?

15	Iago Romero engineer changed to architect	and interaction designer Interested in critical/speculative aspects of Design in the context of visible/invisible cities.	22 Akitoshi Honda artist
	Interested in how to apply digital parametric tools for architects for the management of data in the urban environment.		A footprint made visible with black light.
16	Julian Adenauer moderator of team Translocality, organizer of retune festival	19 Sarah Langnese Assistant at Public Art Lab	23 Birk Schmithüsen media artist
	Transdisiplinarity as a norm instead of an exception and how does that change our understanding and our cities; How do we leave traces in the world?	Interested in participitory art approaches as an antipole of galery art. How to interact with data in the sense of democracy and urban activism.	Networking and transdisciplinarity; How to develop the cityscap through technology?
17	Ilana Weinreich Curatorial assistant at Public Art Lab	20 Shubhra Bhatt Media-Architecture student	24 Sebastian Meier designer, PhD student, moderator of the Hybrid City group
	I like the idea that artistic projects in urban space can change how we perceive our cities and interact with fellow citizens. In the best case, we rethink our daily habits and become better humans.	Applying various new media technologies in built spaces and Architecture. Also how these technologies changes our culturally inherited interactions.	Visualizing urban data and making complex systems visible in a way that they remain complex but become accessible.
18	Nanna Jansen Assistent at Public Art Lab	21 Aravindh Panchadcharam new media artist and electronics engineer	25 Felix Richter media artist
		Human-machine interaction; artistic representation of interaction (between hardware an software), which has more value than conventional interfaces.	Opportunities to generate alternative energy in the urban space through light and projection.

Lena Flamm

landscape architect, urban designer

The materials/matter hidden in city infrastructures; How to externalize these in the sense of „urban metabolism“

30

Tamer Aslan

creative technologist

Democratization of power structures through technology; how can new systems be designed to enable participation/collaboration; „active citizens“.

Coproduction as means of expression, as a political language of half-formal codes such as law; theoretical interest interdisciplinary communication, medium/form; „loose/strict hypernation“ (acc to N. Luhmann)

and its implementation in digital forms; algorithm as form.

27

Michael Ang

media artist and computer engineer

31

Rafael Polo

computer scientist/software engineer

activist, moderator of the group Safety

34

Rodrigo Delso Gutierrez

Architect, PhD student in Architecture

28

Ricardo O'Nascimento

media artist

Engaging awareness, building systems and tools; the power of algorithms as decentralized systems to question hierarchy.

Why are cities always the same and don't have the ability to change? Whenever you plan/build a neighborhood or a building you have to build it for at least 100 years. Cities only reproduce and repeat themselves.

Connection/interrelations of body and fashion as an expression gesture, Architecture.

32

Victor Mazón Gardoqui

electronic and product designer

100 years. Cities only reproduce and repeat themselves.

29

Melanie Nobis

tourist assistnt

The trestle of perception, vulnerability and imposition of power through art/technology; translation/modulation of hidden signals

35

Marc Klobert

web and interface designer

Sustainable urban development; raise awareness through artistic practice about what people do in the cities, as the cities are the future of our world because population is growing (waste production, consumption).

to make them „visible“, not through data visualization, but by sensing in order to modulate the invisible.

The transdisciplinarity of the lab approach

36

Angelica D. Schmitt

media art theory, cognitive science

33

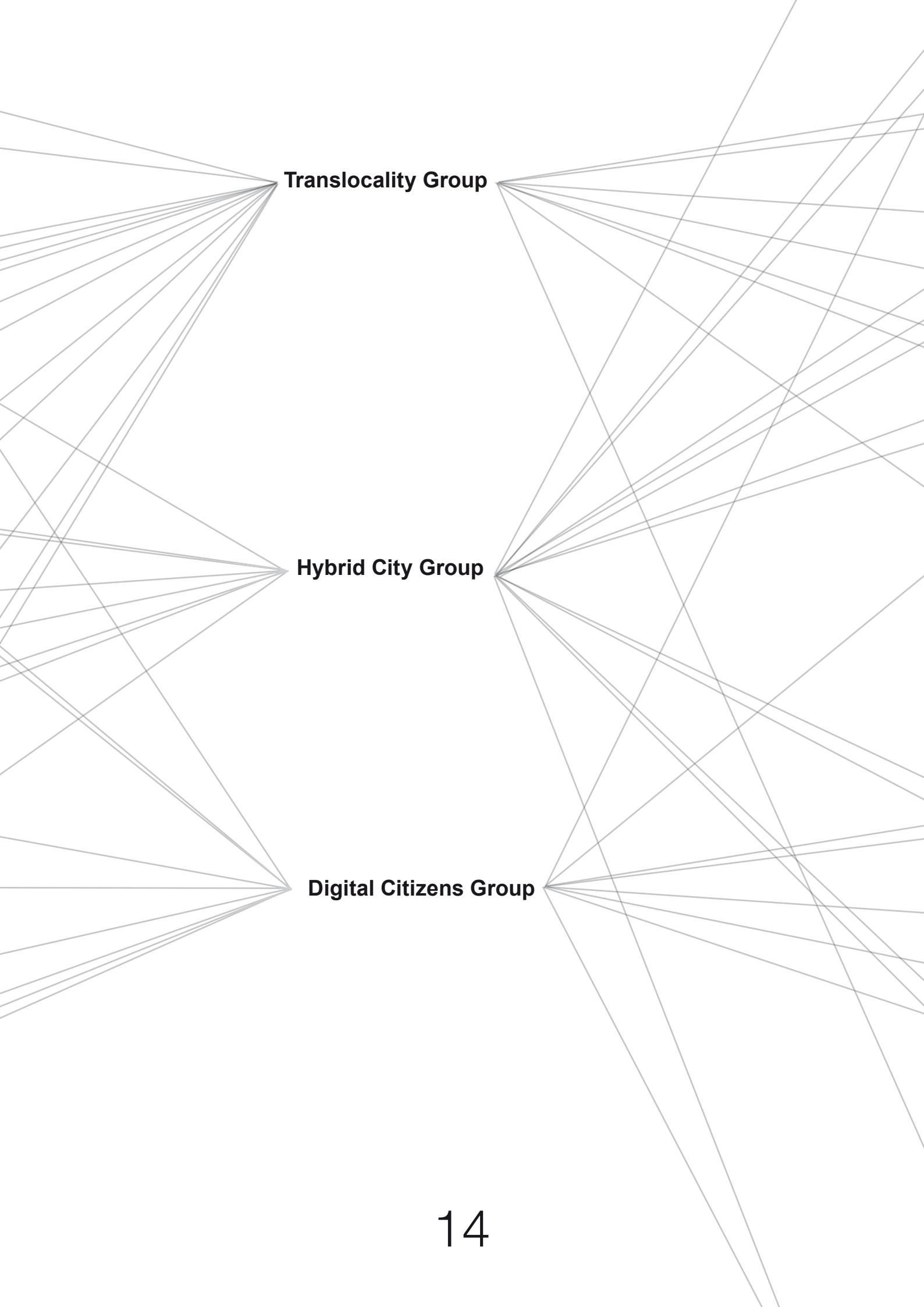
Michael Heidt

PhD student, computer

The medium „urban

screen“; what possibilities does the medium provide; what would happen if you give the medium in the hand of single citizens, as he/she is losing more and more autonomy? A shift of digital structures takes place, which leads to the defragmentation of structures (family, law, etc.), to be replaced by networks, such as cities.	can be developed through technology? The term „smart cities“ is being instrumentalized as a buzz word but it's really very hard to find effective innovative solutions.	us relates to space.
37	40	43 Charlotte Knips Philosopher
Zhipeng Liang media artist, researcher	Ferit Topcu computer engineer, project manager	44 Simon Worthington publishing research
Transdisciplinarity; experience of different collective work.	The transdisciplinarity of ideas, which come from a completely different perspective; transportations as an industrial outcome and the need to optimize dynamics in public transportation; autonomous functioning in the city.	Liberate the book; books should be made „workable“; a mixture of policy and technology.
38	41	45 Elli Kurus collective artist
Petja Ivanova researcher, artist	Carla Chan media artist	Democracy and Internet; how they interrelate with each other; how society is shaped by technology.
The topic of the city; focus on designing geopolitics; prototype an idea which would add more benefits to design.	Light/space as an immersive experience; „full dome“; explore the people's intimacy in public space; create situations as experience.	46 Ilaria Di Benedetto Architect, urban planer
39	42	Julian Perez media art and design student
Robert Kleinfeld product developer, project manager	Invisible cities/prototyping to get an input from different perspectives; urban development; how each of	Interactive urban planning; sociological/anthropological aspects of city development; How to make choices when you plan the city (put your architectural competences together with real people; real life vs. project)
The Internet of things; externalizing the machine through sensor technology; What creative practices		

Surveillance and data collection; presumably the „wild wild west“; in the future things will be much more regulated/constrained, but by that a lot will develop; there are opportunities to use the collected data for good; digital traces; surveillance/ data world does not really match the art world, interest in bringing those two worlds together.



Power dynamics (Digital Fortune Teller)

1 person at a time can step in a fortune teller machine → will feed data to the fortune teller robot → robot will try to show digital footprint by light reflections

Meaningful lights with world saving impact algea

Light with algae; one can grow it at home; algae combines light and resource questions; program the algeas with what you feed them; algeas are react on environment

Questionning Data, Un-collections

What data IS and what data ISN'T collected and why?

Questionnaire online: 10 questions about what they know about the collections and what they want to be collected; a longterm process; projections/representation of data

Footprints

Making footprints visible; blacklight-ink (make traces visible); What do people try to reach, which kind of forms are formed by their traces? make technology visible; mattress with ink -> after walking and switching on backlight, one can see the traces.

Blackout

Turn off public lighting temporary; need no high budget; fears of darkness in cities? Generating emptiness.

Visualizing lost energy spots

Show spots where energy is lost; small light sculptures LEDs on facades, all around the city -> one general station where people can come and see how much energy all around the city could have been saved or is lost.

Digital shadow

Unknown tracking via ID-card-chips or via signal from mobile; visitors can try not being tracked (let digital stuff at home); parcour in Jena where visitors are getting digitally tracked; show tracking path and recognize data.

Light catchers

Crowd source data-collection of people; subjective appreciation of life; people to come together to create a light-sculpture together; group experience, see each others light experience

Wasteometer

What are we consuming everyday and in a year?; energy, waste, water (most important resources that we have); lighting the part of energy (it grows during one month).

Traces of memory

Memory; Jena = student-city; combine memory of city with memory of students from abroad in dreams; visualizing dreams via optical fiber cables; projection.

Activation of forgotten spaces

Delivering messages/migration of different things (people, messages, things, data etc.); using optical fiber technologies; fiber cables = synapses; transform non-spaces into deeper meaning/activate them (anthropological context: airports, hotels)

Light trails

Inspired by migration project (night trains); collect data of train circulation (e.g. in Dortmunder U = close to Hbf); how is movement of the trains? – a small color light installation.

Privacy collider

Using directional microphone and speakers which can limit sound pickup to a sound space -> connect two people on microphone speakers who don't know that they're communicating; one is talking to SOME ONE, but doesn't know to who; one part of idea: make them feel uncomfortable

Flow

Light installation: how laser moves is directed by how people move or speak; when laser is moving, one can create a plate/spatial installation/sculpture; the converting of audience data doesn't have to be realtime.

Digital Fortune Teller

Marc Kloubert, Diana Arce

People enter into booth, machine tells you how much it found out about you, you can select if this is you or not and if you want to show the findings to other participants, also the machine tells you how you can protect yourself more on the Internet (e.g. me and my shadow)

Wikipedia Made of Citizens

Lydia Zechelius

Collect qualitative data of citizens' wishes and choices; building a data collecting system/data containing as a public dialogue.

Flow

Carla Chan

Laser walls creating fictional spaces in real spaces; Walls move according to your movements; people can be "cut" through the walls.

Privacy Collider

Birk Schmithüsen, Andreas Förster, Zhipeng Liang

Forcing people to connect via spotlight (directional mic, speaker, spotlights) which is projected on their figure on a public space, a camera searches and chases people, then they can hear other people and talk to them even if in different cities.

Enlightening Urban Energy

Lena Flamm, Felix Richter

Movement, wind, energy – making use of lost energy like ventilation from shopping malls; Light sculptures enlightening invisible energy spots.

Save-O-Meter

Ricardo O'Nascimento, Melanie Nobis, Achim Friedland

Make people lower their consumption of water or energy; Collect data of waste in Jena and Dortmund; data will be visualized on one building.

Dark Steps

Akitoshi Honda, Tamer Aslan

Site specific installation that makes people aware of the traces they leave behind, e.g. lay out fluorescent color in public space and make footprints visible only in the dark.

The Translocality group proposed 3 projects in different team constellation

Mert Akbal, Julian Perez, Shubra Bhatt, Tristan Biere, Duygu Kaban, Ilaria Di Benedetto, Jeremy Pine

Raillumination

Take “Skeleton” of railways in Dortmund; Illuminate the transit movements on another building in real time; a real time visualization of who is coming in and out of town via train.

Light catchers

Michael Ang, Alberto Gómez Saiz, Iago Romero

Collect different experiences and light histories of different people through wearable sensors. Light installation in public space: people can come and save their personal light history inside a light sculpture.

Digital Shadow Race

Birk Schmithüsen

Unfree participatory city game; Chips track your movements by collecting cell-phone-data; there is one entrance and one exit with wireless networks at both ends; The process is shown as a floor projection on shopping mall.

Algae's Time to Shine

Petja Ivanova, Michael Ang

Interactive emission mapping via bioluminescent algae

Algae have positive impact on environment; Implementing algae into a screen (algea is bioluminescent). Moving through the city or standing at a point your emission is calculated and the height of algea needed to equalize

Blackout

Rodrigo Delso Gutierrez, Victor Mazon Gardoqui

Reflecting the presence and absence of electricity in a ritual gesture; Underlining the importance of electric supply when the cities become dark.

Stories About Data (Sharing The Un-Library)

Simon Worthington, Elli Kurus

Liberating the book in a virtual library where people create data sets: playlists/book-stacks create a complex fractile everyone has access to.

Traces of Memory

Integrative theory; Two memories merge; Participants get EEG on; Machine encrypts the imaginary of the brain to a building “dream” is projected by fiber optics

Vitalight Space Marc

Augé: we are spending time in non-spaces such as supermarkets, airports...; Activate non-spaces by light; projections in space, people activate the space by stepping in; Tic tac toe game.

The three winning projects are

PRIVACY COLLIDER

by

Birk Schmithüsen, Andreas Förster and Zhipeng Liang

LIGHT CATCHERS

by

Michael Ang, Alberto Gómez Saiz and Iago Romero

SAVE-O-METER

by

Ricardo O'Nascimento, Melanie Nobis and Achim Friedland

Honorary Mention

BLACKOUT

by

Rodrigo Delso Gutierrez and Victor Mazon Gardoqui

COLLECTIVE BRAIN

- Agre Phil - The Dynamic Structure of Everyday Life (critical technical practice)
- Alexander Galloway - Interface Effect
- Alexander Galloway/Eugene Thacker - Ex-Communication
- Andreas Ziemann - Medienkultur und Gesellschaftsstruktur: Soziologische Analysen (Wissen, Kommunikation und Gesellschaft)
- Andy Weir - The Martien (Roman)
- Ash Maurya - Running Lean. Iterate from Plan A to a Plan That Works
- Benjamin Bratton - Speed and Politics
- Benjamin D.R. Bogart/Phillipe Pasquier, An Integrative Theory of Visual Mentation and Spontaneous Creativity
- Bruno Latour - „Hotelschlüssel“/programs and anti-programs; Technology is Society Made Durable (beständig)
- Bruno Latour - Das Parlament deer Dinge
- Bruno Munari - Da cosa nasce coos
- Buckminster Fuller (Author), Building stuctures and utopian ideas of society
- Byung Chul Han - Der Duft der Zeit
- C. E. Shannon - Mathematical Theory of Communication
- Carville Earle/Kent Mathewson/Martin S. Kenzer – Concepts in Human Geography
- Christoffer Alexander - Notes on the Synthesis of Form
- Daniel Kahneman - Thinking Fast and Slow
- Donna Hathaway - The Companions Species Manifesto
- Esther Duflo/Abhijit Banerjee - Poor Economics
- Florian Cramer - Exe.cut[up]able statements. Poetische Kalküle und Phantasmen des selbstausführenden Texts
- Florian Cramer - Words Made Flesh
- Fritz Heider - Ding und Medium
- Furensis - Forensic Architecture
- Gilbert Simondon - Being and Technology
- Gilbert Simondon: Von der Existenzweise technischer Objekte (Du mode d'existence des objets techniques)

Gilles Deuze - Postrscript to a Society of Control
Institute of Network Cultures (Hg.): Unlike us Reader - Social Media Mo-
nopolies and their alternatives
Italo Calvino - Invisible Cities
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Edited by
Sandra Moskova

Idea, Text, Layout/
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Sandra Moskova

Public Art Lab Team
Susa Pop
Jasmin Grimm
Ilana Weinreich
Nanna Jansen
Sarah Langnese
Nadege Fundschler

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Group moderators:
Gabi Sobliye, Rafael
Polo, Sebastian
Meier, Julian Adenauer

Jury Board:
Julia Kloiber (Open
Knowledge Foundation),
Charlotte Knips (Fraun-
hofer UMSICHT), Robert
Kleinfeld (Fraunhofer
FOKUS), Susa Pop (Con-
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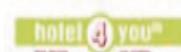
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