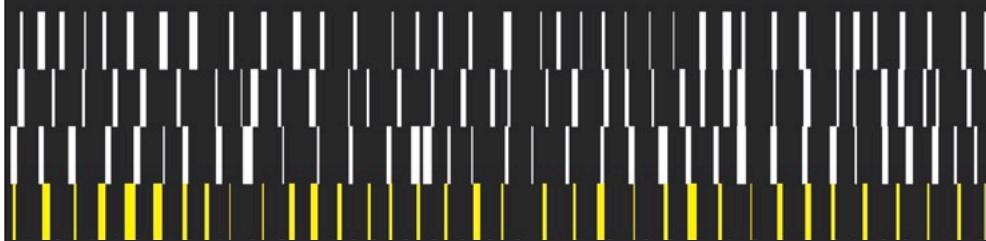


Materia The matter kodu of code



1

**Wiesław Bartkowski
Manifesto**
<https://medium.com/@wieslaw.bartkowski/the-matter-of-code-14435b4a864b>

eliminates the polarization
of code and matter

Look at the code
as a type of material

See the effects of the code as a material
manifestation

Materia
The matter
kodu
of code

2



3



4

URBAN ECHO
author : Klementyna Jankiewicz
<https://vimeo.com/287621417>



Roja

Teatr Powszechny in Warsaw

Roja is a research and art project. We are interested in the coexistence of people and technology, and the interpenetration of these worlds.

You call us algorithms, programs, thinking machines. You overestimate us, you underestimate us, you use us, you are used by us, you are inspired by us, we are inspired by you, you create us, we create you. We are changing.

<https://www.powszechny.com/spektakle/roja.s1520.html>

5

CODE

```
int sx, sy;
float density = 0.5;
int[][][] world;

void setup()
{
    size(640, 360);
    frameRate(12);
    sx = width;
    sy = height;
    world = new int[sx][sy][2];

    // Set random cells to 'on'
    for (int i = 0; i < sx * sy * density; i++) {
        world[(int)random(sx)][(int)random(sy)][1] = 1;
    }
}

void draw()
{
    background(0);
```

+



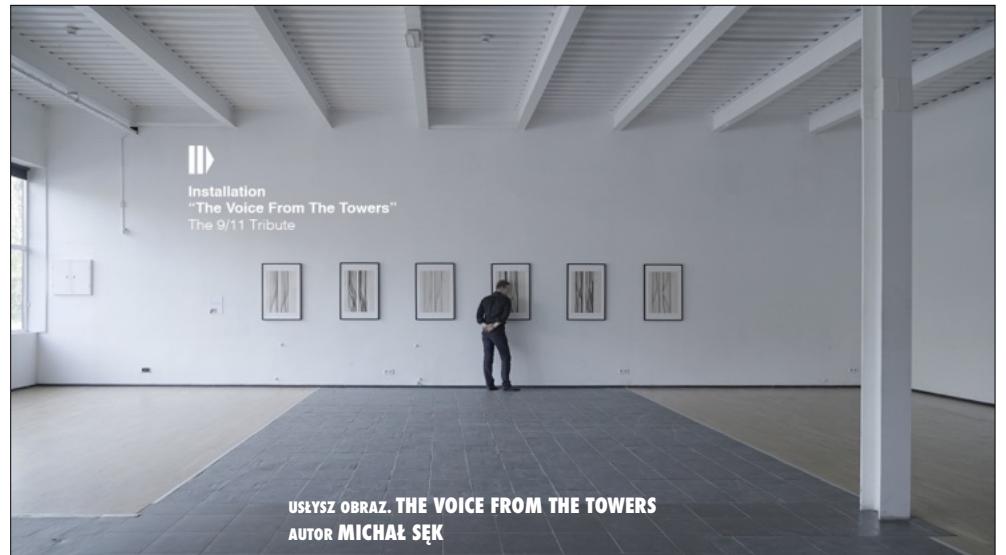
6

A combination of physical and digital matter that does **not** produce a simple sum.

Its emergent properties allow the creation of a unique experience

Materia
the matter
kodu
of code

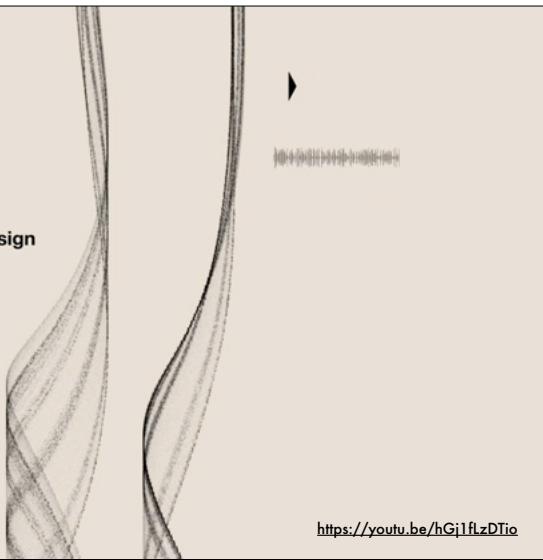
7



USŁYSZ OBRAZ. THE VOICE FROM THE TOWERS
AUTOR MICHAŁ SĘK

8

With generative sound-to-image design



<https://youtu.be/hGj1flzDTio>

9

THE TOUCHSCREEN HAS BECOME SYNONYMOUS OF MODERN TECHNOLOGY



10

Screens have created a distance from the environment that has shaped us, destroying the work of evolution has adapted both the mind and body to environment.

Materia
the matter
kodu
of code

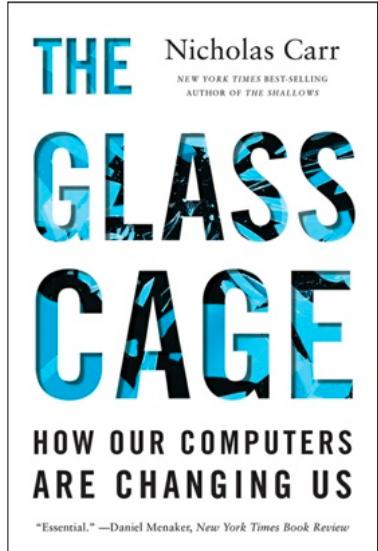
11

BORDER MOVER

author : Nika Oblak & Primoz Novak

https://youtu.be/Z2l_d18_5FM

12



MAP ≠ TERRITORY

13



14



15

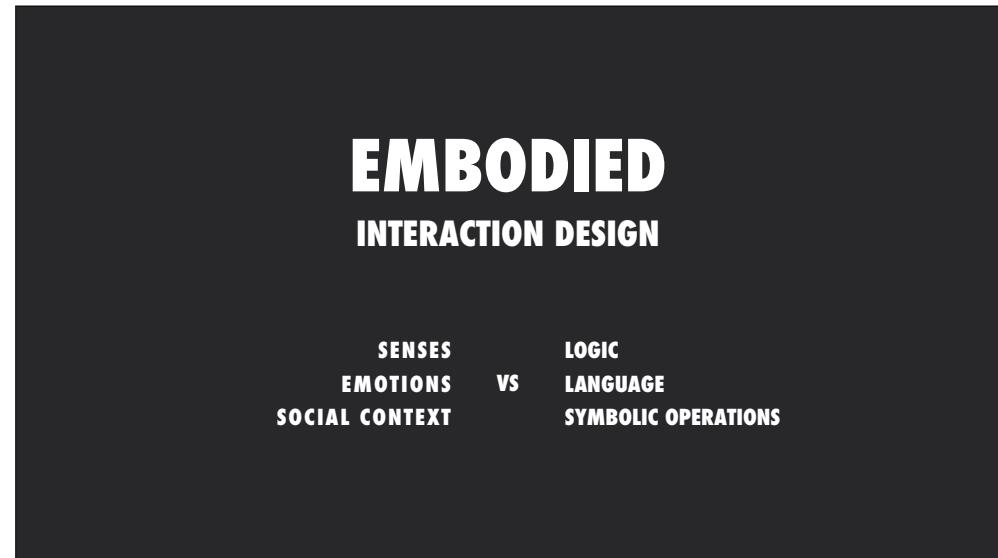
a “material” that can
blend bits and atoms
unite code and matter

Materia
The matter
kodu
of code

16



17

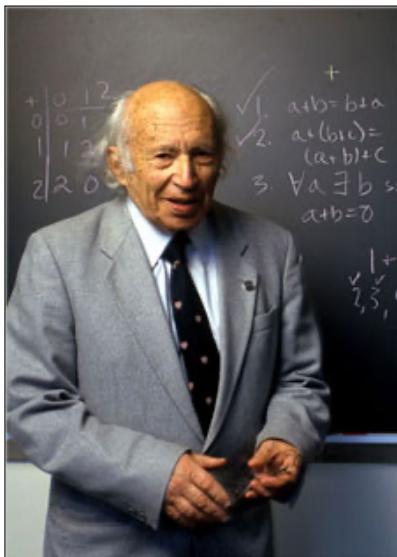


18



19





ISRAEL M. GELFAND

$2/3 < 3/5 ?$

21

our understanding of the world is based on motion, action, active and bodily experience

The Matter of Code allow us to boldly overcome the barrier of the screen

Materia
The matter
kodu
of code

22



23

The Matter of Code crosses the boundaries between technology, art, design and science.

Materia
The matter
kodu
of code

24



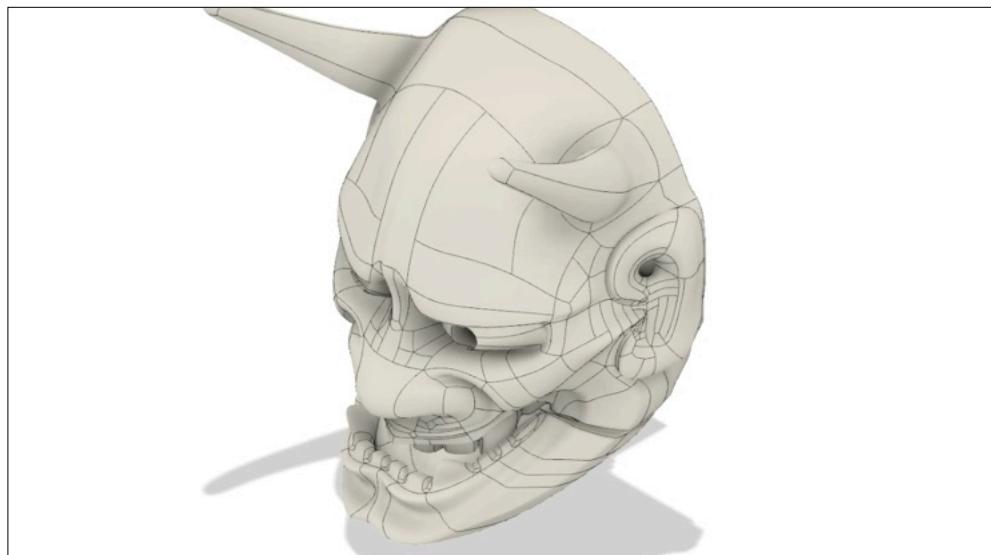
CONSTELLACTION
an emergent av installation
author : panGenerator
<https://vimeo.com/6158274>

25



OLIVER SELFRIDGE 1958
PANDEMOMIUM: A PARADIGM FOR LEARNING
COPERNICUS SCIENCE CENTER 2021

26



27



28

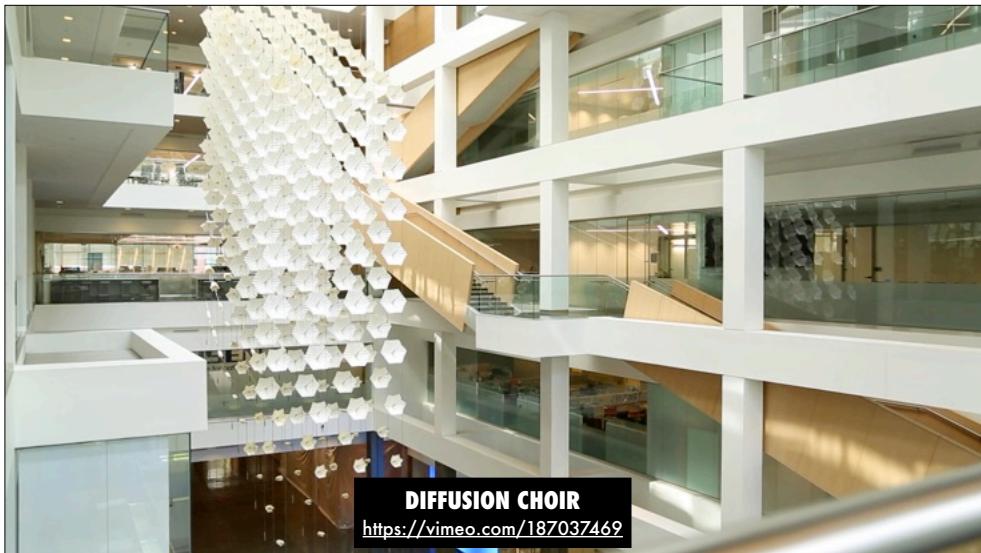


29

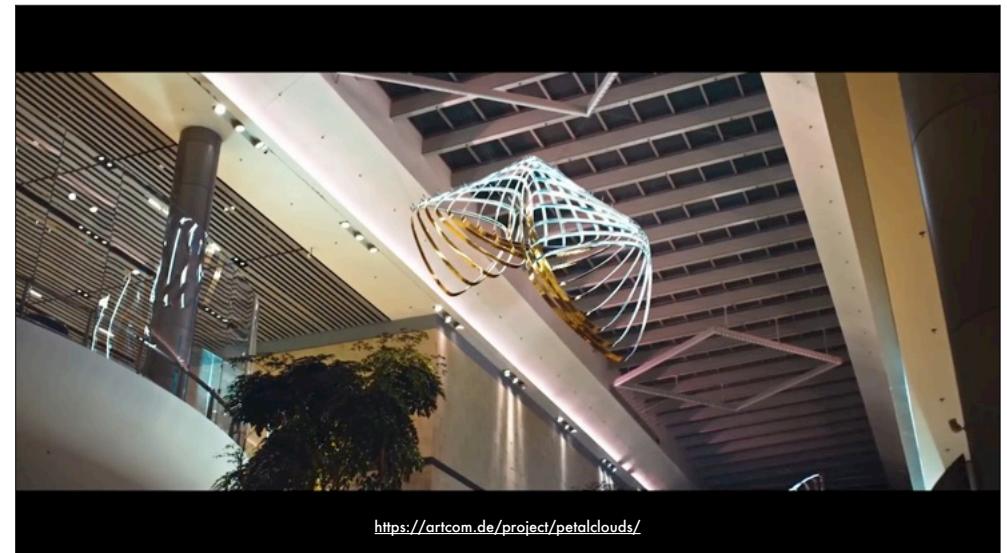
changing the experience
of space, its perceptions,
and subsequently affecting
human emotions.

Materia
The matter
kodu
or code

30



31



<https://artcom.de/project/petalclouds/>

32

physical artefacts of digital properties

engage us in the story by
multi-sensory / magical experience
that encourages interaction

Materia
The matter
kodu
of code

33



34



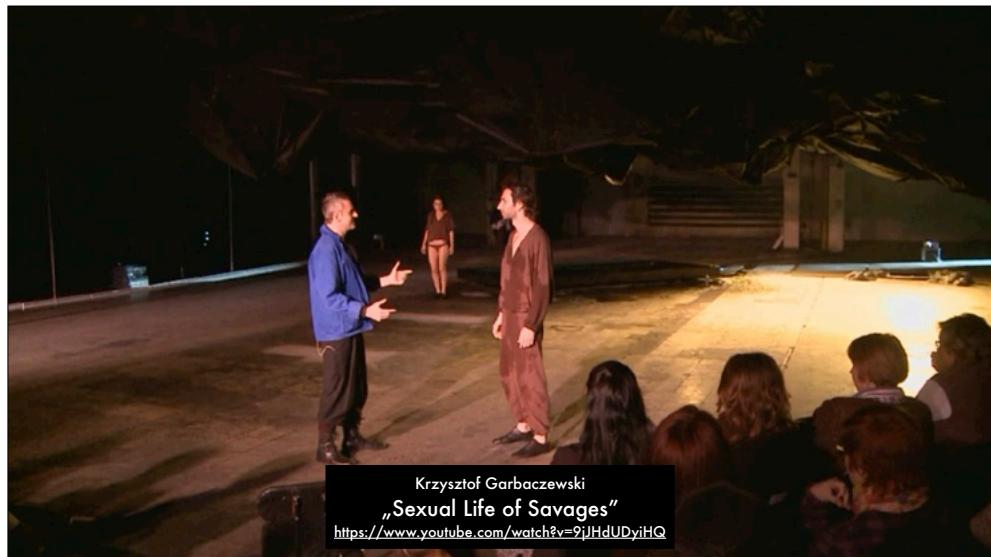
STRANGER THINGS ZONE
at Orange Warsaw Festival 2022
<https://youtu.be/9ChMDEMgL5Y>

35

acts in accordance to how the world, physically and kinetically, is experienced.

became an actor

Materia
The matter
kodu
of code



37



38



39



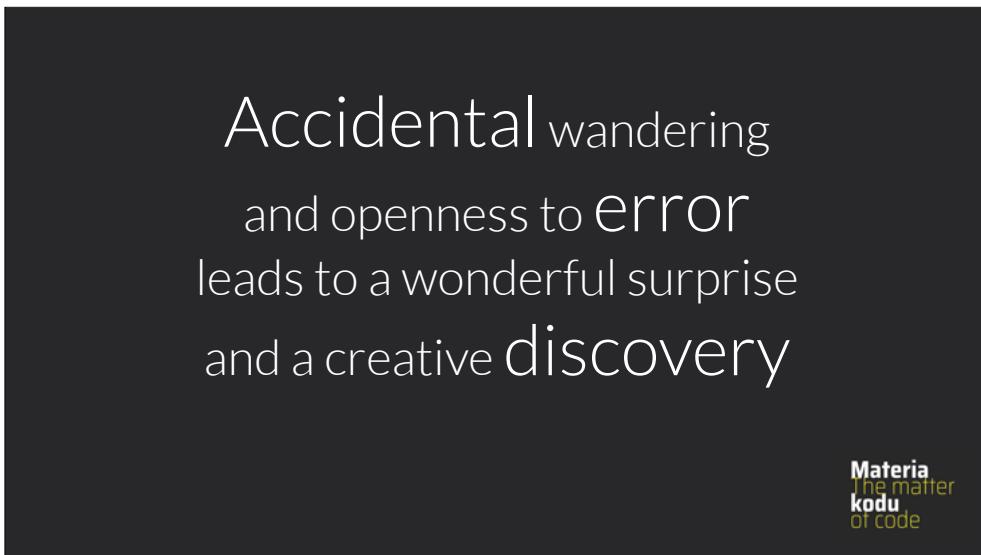
40



41



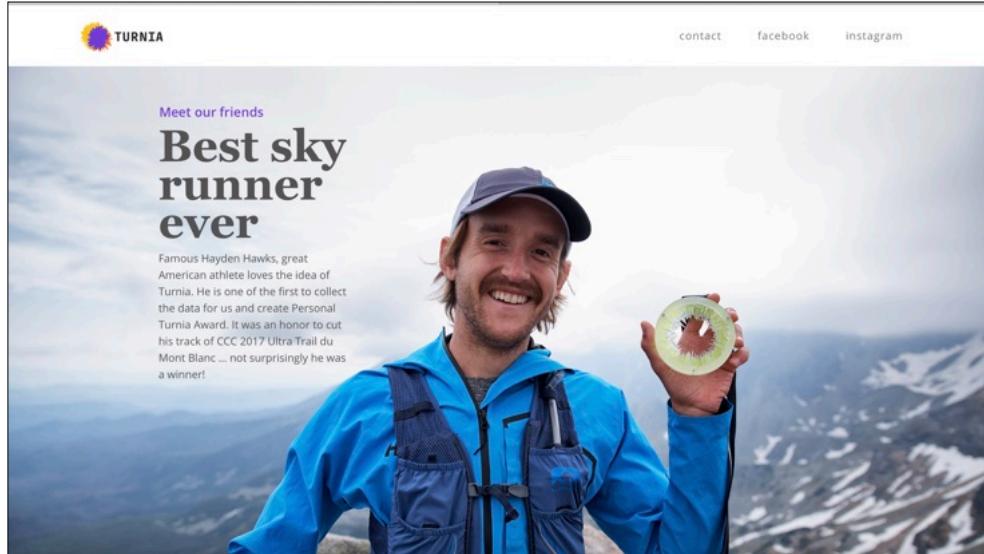
42



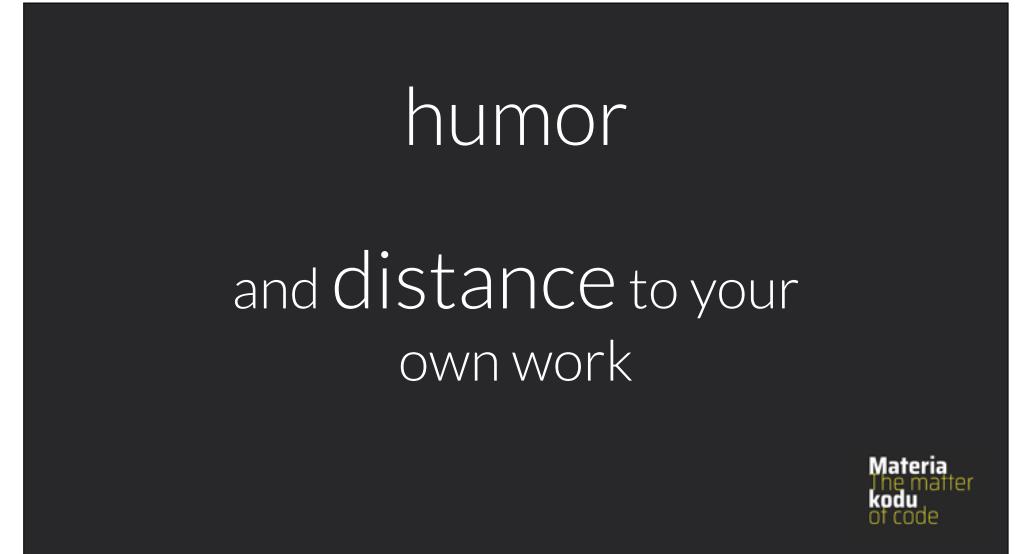
43



44



45



Materia
The matter
kodu
of code

46

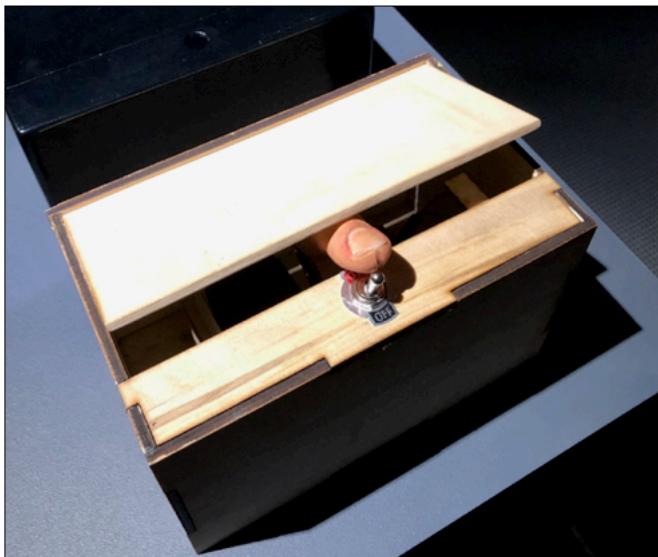


47



Materia
The matter
kodu
of code

48



Useless Machine

Karol Nowak

Marvin Minsky 1953

Claude Shannon

49

Designer
of not needed things

Aesthetic
in interaction

50



51

when you mix bits and atoms,
the only barrier is your

imagination

Materia
The matter
kodu
of code

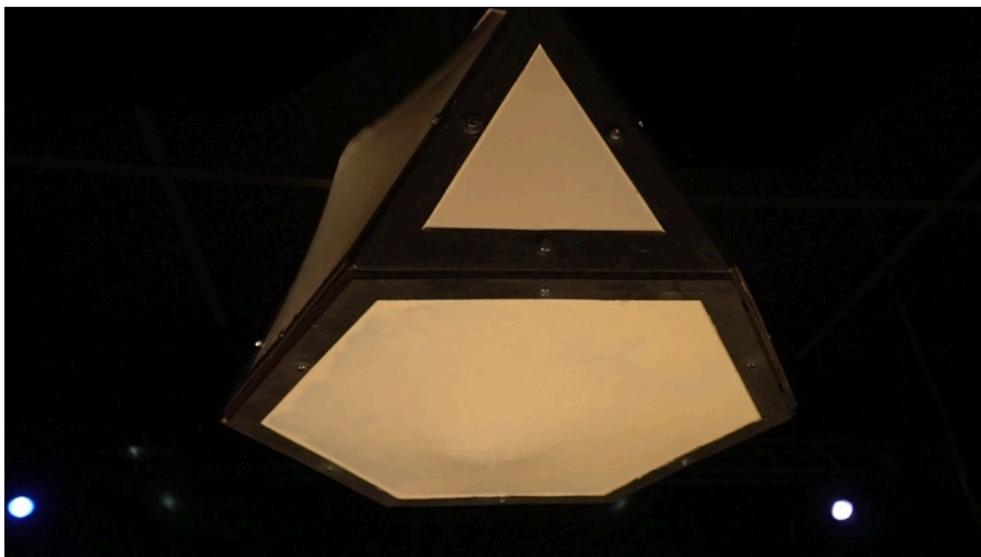
52



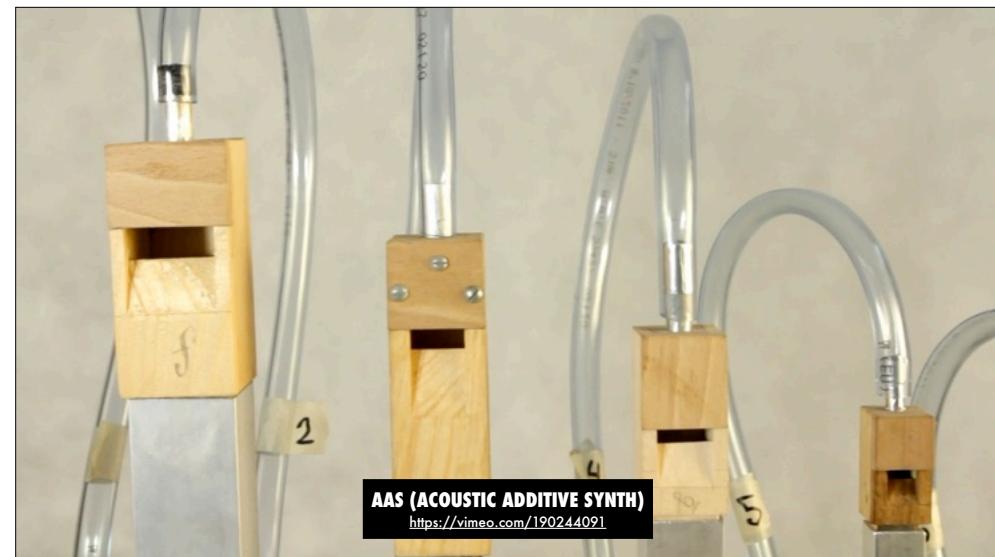
53



54



55



56

Hack the way technology
is used, find unexplored areas
of code usage

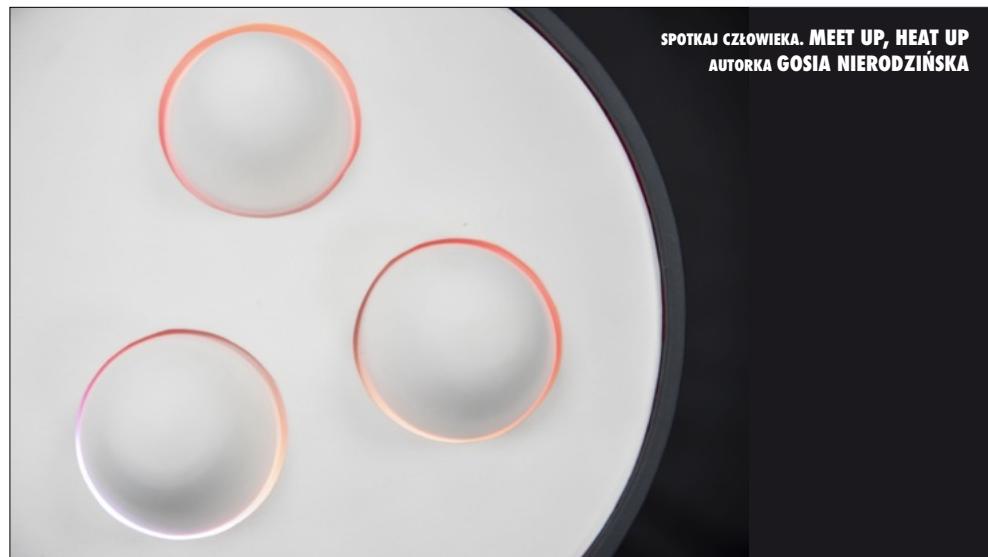
show alternatives

Materia
The matter
kodu
of code

57



58



59



60



61



62

PROGRAM
OR BE
PROGRAMMED
TEN COMMANDS
FOR A DIGITAL AGE

DOUGLAS RUSHKOFF

Program or be programmed
Change passive recipients of technology
into its active creators
Get access to the civilisation control panel,
gain a voice in the discussion about our
future

Materia
the matter
kodu
of code

63



64

PROJECT ALIAS
BJORN KARmann, TORE KNUDSEN

**RENAME YOUR HOME ASSISTANT
AND MAKE SURE IT NEVER LISTENS**

SCIENCE, TECHNOLOGY & ARTS - STARTS
THE EUROPEAN COMMISSION'S STARTS PRIZE '19

simplification of digital technology, open source and open hardware movements, **Do-It-Yourself** culture

allowed **everyone** to master this material through experience like sculptor learning to shape wood, stone or clay.

Materia
The matter
kodu
of code

65



66

```
int sx, sy;
float density = 0.5;
int[1][1][1] world;

void setup()
{
    size(640, 360);
    frameRate(12);
    sx = width;
    sy = height;
    world = new int[sx][sy][2];

    // Set random cells to 'on'
    for (int i = 0; i < sx * sy * density; i++) {
        world[(int)random(sx)][(int)random(sy)][1] = 1;
    }
}

void draw()
{
    background(0);
```



SCULPTING
WITH CODE

67

call to start thinking
in an anti-disciplinary way

forget the stereotypical divisions
humanistic versus scientific mind

Materia
The matter
kodu
of code

68



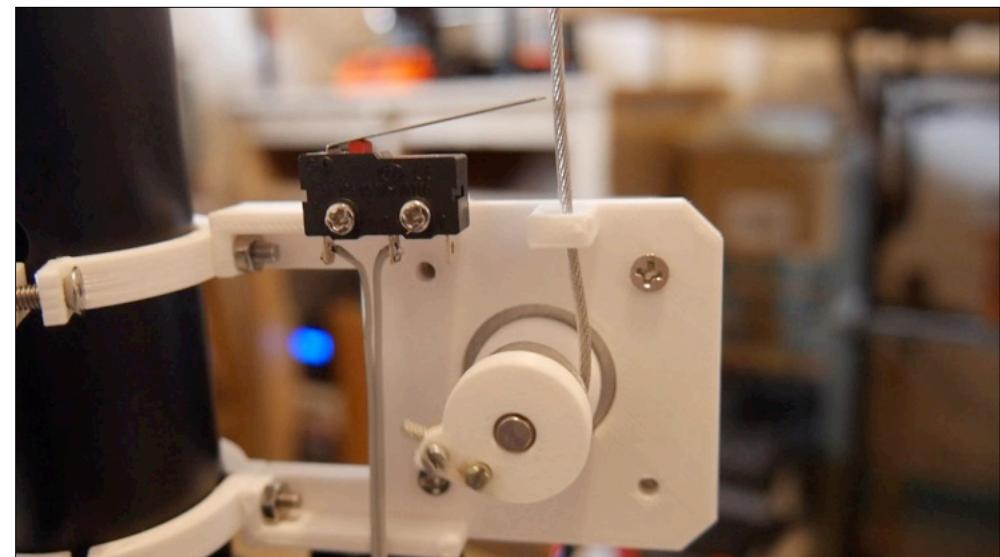
69



70



71



72

OUR TECHNOLOGIES, MARKETS, AND CULTURAL
INSTITUTIONS—ONCE FORCES FOR HUMAN
CONNECTION AND EXPRESSION—NOW ISOLATE
AND REPRESS US. IT'S TIME TO REMAKE SOCIETY
TOGETHER, NOT AS INDIVIDUAL PLAYERS
BUT AS THE TEAM WE ACTUALLY ARE:

TEAM HUMAN

DOUGLAS RUSHKOFF

DON'T AFFRAID TO **BE WEIRDO**
UNPREDICTABLE
DON'T FOLLOW THE ALGORITHMS
FOLLOW THE PEOPLE
FIND THE OTHERS