

**LIT-ARS-2022-002**  
**BLACK HOLES OF POPULARITY**

**PI:**

**Alessandro B. Melchiorre**

**Co-PIs:**

**Oleg Lesota, Markus Schedl**

**Artistic Collaboration:**

**Franz Schubert (Angewandte Wien)**

# Concept

- Gamified art installation that exposes the issue and the consequences of **music popularity bias** in today's society.
- Employs the **metaphor of a music universe** comprised of tracks represented by cosmic bodies (planets, stars, ...).
- The **most popular tracks appear as black holes** that threaten to absorb all the other cosmic bodies and dominate the universe.
- Visitors impersonate **time/space adventurers** that can affect the universe with their own actions.

# Planned Experience

## Travel:

- Select favorite genre-galaxy

## Explore:

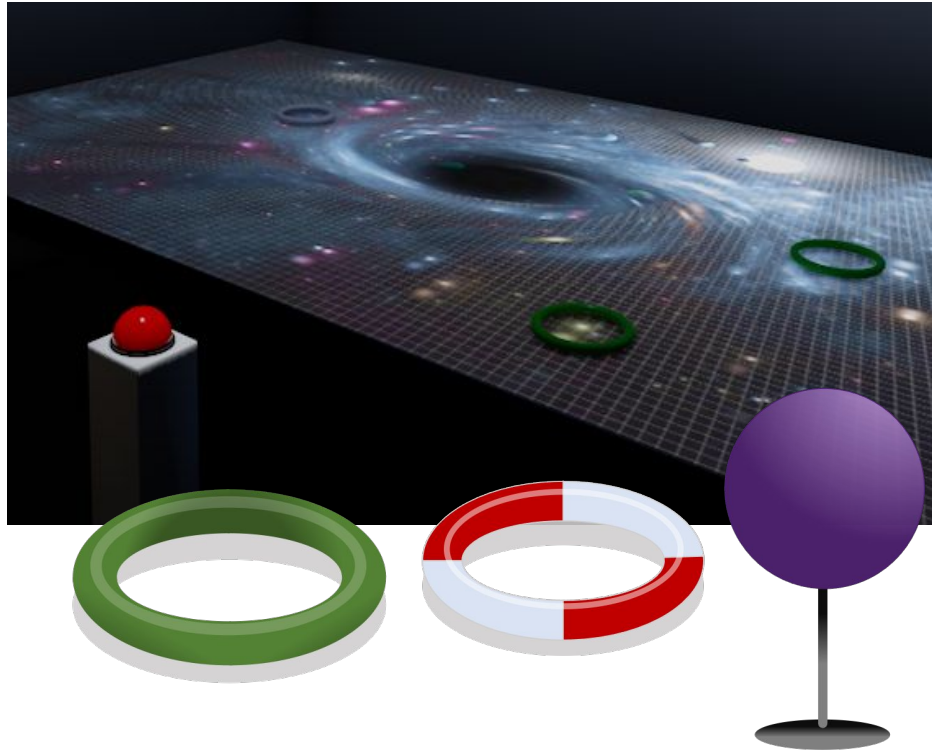
- **Listen** to the black holes and other cosmic bodies while time has stopped
- Use the **radio ring** to select music to play

## Influence:

- **Change** the balance of popularity
- **Save or sacrifice** music planets with **safety rings**
- Add **new space bodies** in the galaxy
- Unfreeze time with the **time-control button**

## Face consequences:

- Gravitational forces reshape the whole galaxy and universe
- Black holes swallow cosmic bodies or whole galaxies (tracks/genres are lost)



**Collaborative Universe Shaping**

# Objectives

- Expose the issue and consequences of **music popularity bias**.
- Provide the visitors with an enjoyable experience of **shaping and interacting with a music universe**.
- Encourage the visitors to go beyond popular tracks and discover 'hidden gems' of music.

