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The project has the status of a new media happening, consisting of three intermedia projects, all of them exploring new vision regime specifics, creating new perceptions about digital images and e-books, while acknowledging that this is the software platform on which to explore new relationships between those who view /the artist, the viewer – the mobile flâneur, and a computer interface/ with digital images, words and statements.

1st Location - Gallery Spomeniškovarstveni center, Trg francoske revolucije 3, Ljubljana.

a / Projects METAPHORIC EXPANSIONS, METAMORPHOSIS OF LANGUAGE and METAPHORIC FACSIMILES act as instruments of interactive installation in which visitors test their motor ability, and get acquainted with the development of the project and the new media art in general.

b / Project PERCEPTIONS METONYMY is an interactive intermedia installation that will be introduced for the first time after years of research and experimentation as a digital modular-performing-smart-serving table.

It is a performance where the viewer senses what is happening not only with vision but also the sense of taste and smell. An active viewer chooses a pair in the process of food tasting (e.g. sweet-salty, sour-salty, spicy-salty and bitter-salty). The flavour of each dish is subsequently described with two words. The project will lead the visitor to cognitive processing of personal tastes, while language interpretations enable him to enter a field of multi-layered experience. The project's "smart table" uses the latest invented computer vision interfaces.

2nd Location - Gallery and Info-columns, in conjunction with urban locations - streets and houses of the city of Ljubljana.

c / Project MOBILE E-BOOK FLÂNEUR is realized through the conceptualization, processuality and interactive mobile net telephony. As a flâneur walking around town, you can stop at certain points, in front of houses, where by taking a photo of a black code marking (QR code) with your mobile phone it takes you to the pages where you can read poems of the poet who has lived in the house. This protocol is called »take your phone, take a phototext«. You are than invited to choose a particular keyword, which is transferred into the project's database. The project includes a transfer of the words – via computer projection – of an active map of Ljubljana, showing the site in the gallery and specific info-centres.

MOBILE E-BOOK FLÂNEUR is an artistic research project with a complex connection of synchronous functions of information technology as the embodiment of technological paradigms. Its realization was facilitated by Computer Vision Laboratory at the Faculty of Computer and Information Science, University of Ljubljana. Moreover, it is not just a technological modular paradigm but also a performing paradigm – performance as the point of intersection of oblivion and memory brought to life by a keyword, which changes the static reading of the database to the digital reading as a dynamic social space sequence of events.

This project has opened a number of pertinent questions about art today. Among them about the meaning of the mobile phone development into an important tool for accessing the Internet? The new media art theorist Janez Strehovec responds:

"We are witnessing the transition period away from when it seemed fine to sit before a computer waiting for the information to flow to the computer. You need not go anywhere to be informed about anything. Now we enter the mobile culture of nomads crossing the paths and while doing so carry out many activities with mobile display units. The mobile phone is becoming more and more integrated with PDAs and laptops. It has a number of functions and activities, both in culture and entertainment and economic and political activities."

Finally, the project allows the mobile e-book flâneur to enter an open community of random players, which transgresses the dominant models of closed Internet communities, which already block the universal democratic connections.

As author of this project, I thought about the concept of walking through three places in Ljubljana. From the train station, the platform on which James Joyce spent the night in 1904, to the legendary Šumi building demolished some time ago. On an interior wall of this building there was a graffito that said »CHUBBY WAS HERE«¹ from the seventies, and on to the house of Volbenko Posch-Grm on the fish market where in 1562 lived Primož Trubar.

The project MOBILE E-BOOK FLÂNEUR foresees several possible future walks along the paths of various monuments supported by elaborated databases.

¹ Vojin Kovač – Chubby is a Slovene neo-avantgarde poet.



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Projekt ima status novomedijskega hapeninga, sestavljenega iz treh intermedijskih projektov, ki raziskujejo nove specifike vidnega režima, v katerem se določajo novi odnosi do digitalne podobe in e-knjige. Ob zavedanju, da se v tej programski platformi raziskujejo novi odnosi med tistimi, ki gledajo /umetnik, gledalec – mobilni flanker in računalniški vmesnik/ in digitalnimi podobami ali besedami ter izjavljanjem.

1. prizorišče - galerija Spomeniškovarstvenega centra, Trg francoske revolucije 3, Ljubljana.

a / Projekti METAFORIČNE RAZŠIRITVE, METAMORFOZA LINGVISTIKA in METAFORIČNE PRESLIKAVE, nastopajo kot dokumenti-interaktivne instalacije, v katerih obiskovalci preizkušajo svoje motorične sposobnosti ter se ob seznanjanju o razvoju projekta izobražujejo tudi o novomedijski umetnosti na sploh.

b / Projekt METONIMIJA ZAZNAVE je intermedijska interaktivna instalacija, ki bo prvič, po več letnem raziskovanju in eksperimentiranju predstavljena kot digitalna modularna-performativna-pametna-servirna miza.

Gre za performans, kjer gledalec v dogajanju ne uporablja samo vida, ampak tudi čuta okusa in vonja. Aktivni obiskovalec namreč v procesu okušanja hrane izbira eno izmed dvojic: sladko-slano, kislo-slano, pekoče-slano in grenko-slano. Okus posamezne jedi nato poimenuje z dvema besedama. Projekt bo obiskovalcu omogočal, da prek kognitivne obdelave okusov in osebne jezikovne interpretacije vstopi v polje večplastnega doživetja. Pri projektu »pametne mize« so izumljeni najnovejši vmesniki računalniškega vida.

2. prizorišče - galerija in info stebri, v povezavi z prostori cest, ulic in hiš mesta Ljubljane.

c / Projekt MOBILNI E-KNJIŽNI FLANKER vključuje konceptualizacijo, procesualnost in interaktivno net mobilno telefonijo. Pohajkovelec, ki se sprehaja po mestu, se lahko zaustavi na določenih mestih pred hišami, kjer je opozorjen na črno kodo (QF kodo), ki jo z mobilnim telefonom fotografira v okvirih protokola »take your phone, take a phototext« (vzemi telefon, slikaj fototekst). Tako pridobljena fotografija avtomatično prikaže del pesmi pesnika, ki je v tej hiši živel. V nadaljevanju je uporabnik povabljen, naj izbere ključno besedo, ki se prenese v podatkovno zbirko ter se obenem prek računalniške projekcije besed na aktivnim zemljevidu Ljubljane prikazuje v galeriji in v izbranih mestnih informacijskih centrih.

MOBILNI E-KNJIŽNI FLANKER se vpisuje kot umetniško raziskovalni projekt z izjemno zahtevno povezavo sinhronega delovanja informacijskih tehnologij, ki jih raziskovalno razvija Laboratorij za Računalniški vid na Fakulteti za računalništvo in informatiko UL, kot utelešenjem tehnološke paradigme. Ni pa pomembna zgolj tehnološko modularna paradigma, ampak tudi paradigma uprizarjanja-performansa kot točke presečišča p o z a b e i n s p o m i n a , ki ga udejanja k l j u č n a b e s e d a , ki spreminja statično branje podatkovne baze v digitalno branje kot sekvenčno dinamični socializacijski prostor dogajanja.

S projektom odpiramo tudi številna relevantna vprašanja današnje umetnosti. Kaj pravzaprav pomeni razvoj mobilnega telefona kot osrednjega orodja za aktivnost na spletu? Teoretik novomedijske umetnosti Janez Strehovec odgovarja:

»Smo sodobniki prehoda iz obdobja, ko se ti je zdelo fino, da sediš pred računalnikom in ti vse informacije pritekajo na računalniški zaslon; in ti ni treba nikamor, pa si seznanjen o vsem. Zdaj pa stopamo v mobilno kulturo nomadov, ki prečkajo prostore in med samim gibanjem izvajajo številne aktivnosti z mobilnimi zaslonскими napravami. Mobilni telefon je čedalje bolj integriran z dlančnikom in prenosnim računalnikom; prevzema vrsto funkcij in aktivnosti, tako na področju kulture in zabave kot ekonomskih in političnih aktivnosti.«

In na koncu aktivnemu mobilnemu e-knjižnemu flankerju projekt omogoča povezovanje v odprto skupnost slučajnih udeležencev, kar presega prevladujoče zaprte internetne skupnosti, ki že blokirajo univerzalne demokratične povezave.

Avtor sem premislil koncept projekta med sprehajanjem skozi tri točke Ljubljane. Od železniške postaje – perona na katerega je stopil James Joyce leta 1904 – do legendarnega Šumija, ki so ga pred časom podrl in na katerega notranji steni je bil zapis iz sedemdesetih let prejšnjega stoletja »CHUBBY WAS HERE«, in do hiše Volbenka Poscha-Grma na Ribjem trgu, kjer je 1562 prebival Primož Trubar.

Projekt MOBILNI KNJIŽNI E-FLANKER predvideva v prihodnosti več možnih razširitev sprehodov po poteh različnih obeležij, ki bodo podprte z podatkovnimi bazami.

