



**unplace**

networked art: places-between-places

## Credits

## AOS - Art is Open Source Real Time in Cairo · 2013

Interactive website

## Biography

## AOS – Art is Open Source · Salvatore Laconesi and Oriana Persico

AOS - Art is Open Source is an international informal network exploring the mutation of human beings with the wide and ubiquitous accessibility and availability of digital technologies and networks.

## Salvatore Laconesi

Born in 1973 in Livorno, Italy. He lives and works in Rome, Italy.

Salvatore laconesi is an interaction designer, robotics engineer, artist and *hacker*. TED Fellow 2012, Eisenhower Fellow since 2013 and Yale World Fellow 2014. He currently teaches Interaction Design and *cross-media* practices at the Faculty of Architecture of the “La Sapienza” University of Rome, at ISIA Design in Florence, at the Rome University of Fine Arts and at the IED Design institute.

## Oriana Persico

aka “Penelope di Pixel”. She lives and works in Rome, Italy.

Oriana Persico has a degree in Communication Sciences, is an expert in participatory policies and digital inclusion. She is an artist and writer. She has worked with national governments and the European Union on the creation of best practices, standards and research in the areas of digital rights, social and technological innovation, Digital Business Ecosystems (DBE), practices for participation and knowledge sharing.

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## Description

**Real Time Cairo is the digital life of the city of Cairo, Egypt, live streamed and visualised on a map, in a tag cloud, statistical data and a timeline.**

Each day we use social networks such as Facebook, Twitter, Instagram and Foursquare as public spaces in which we express ourselves. Or, as in Cairo right now, to express our dissent, to demand our freedoms, and to inform people of the difficult situations in which we find ourselves. Social networks are not public spaces, even though everything is designed to make us think they are. They are privately owned digital spaces whose strategies and interests have nothing to share with the public space. A simple and unilateral change in the terms of service of any of these networks/spaces can radically change the ownership and the modalities according to which the information that we publish and share is used and disseminated, possibly giving rise to its exploitation, censorship and use for business purposes. The aim of this work is to create and provide tools that we can use to reappropriate the information published on what we perceive to be our digital public spaces: to establish a novel source of Open Data in our cities by gathering together all the conversations that take place in our digital public spaces.

