prototype 1

digital evolution

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artist's statement

1) To understand how a purely computation based organism could evolve. To discover when we begin to talk about life and if the notion of life still relevant to describe this new species.

2) Explore this notion of evolution through the key concepts of object-oriented programming.

3) Study how connectivity, as a main characteristic of computational media, can influence the growth of the species.

design research questions

1) What does mean a purely computation based organism? Programming (evolutionary process) and connectivity (goal).
2) What is the purpose of the organism? To connect.
3) How does the organism replicate? DNA sharing between parents.
4) How does it die? Die from loneliness.
5) How to make the coding principles visible for a user?
6) How to illustrate inheritance, encapsulation, etc?
- Inheritance: represented visually by the multiple level of class all in the same screen. Or one level after the other.
- Encapsulation: see the DNA transfer necessary to create new organisms from connected parents.

decisions and new questions

1) How to **make the code apparent** for non-programmer viewer?
   - Add a debugger to follow the evolution of the organism.
   - Add the possibility for the viewer to modify parameters.

2) What would be the **best medium to present** the piece?
   - Projection.
   - Personal computer.

3) How would it be possible to **integrate the concept of polymorphism**?