symposium
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Audio Connect ?
LOCUS SONUS audio in art
http://locusonus.org/

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École Supérieure d'Art d'Aix en Provence
http://www.ecole-art-aix.fr/
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SCOTT FITZGERALD

When working in a collaboration, with a group, we have the potential to harness the collective intelligence of the group. This is best exemplified through the internet and its sprawling, node-based connections, where everyone is a specialist on at least one thing. Technology allows us to leverage these connections for realtime information exchange. With an increase in affordable portable computing technology (smart phones, embedded devices, etc.), we can become aware of our environments, and broadcast information about our location, in an immediate and real way. These devices also generate information and data that we never consciously use, but are still a valid set of data points. Through identifying and interpreting patterns in data streams obtained from a number of localized devices, we can construct a detail-rich portrait of an environment that we can examine from a number of different perspectives.

Projects such as the OpenStreetMap.org, sensorbase.org, and pachube.com enable access to existing data feeds from sensors around the world. Wether the data is static (as is the case with the Open Street Map GPS information) or dynamic (pachube and sensorbase), we can use these networks of information to create a richer portrait of trends happening on a macro and micro scale in each area. The data is available for analysis and interpretation for all types of applications.

With digital devices like the iPhone, people are becoming more comfortable with the idea of having an "always-on" electronic device that will send and receive data. There is a multitude of information that can be gleaned from devices like this. Recording parallel information streams, and providing data distribution is no longer a burden for end users. These are tasks that can be offloaded to software written for each platform. GPS data, images, sound, proximity and orientation are base level information offered by these tools. The user is rarely aware of this excess information, yet it can allow us to form a detailed view of their activities.

Using this information, we can start to create a multitude of aural interventions: sonic maps of cities that can be navigated in different forms; time shifted sounds playing back at particular locations; resonant structures that reflect certain environmental variables in different locations.

When we leverage the collective intelligence, we are looking for people who are reflecting knowledge to a specific source. When we use specific, real-world data to inform us of a location, we no longer are reflecting to the source, we can turn our attention to reflection on the source. This has the potential to help us create a new way of examining the world around us, connecting us in a deeper fashion than before.

Scott Fitzgerald is an artist, educator and technologist, currently member of the Locus Sonus Lab. He builds tools for himself and others to express themselves in unique and idiosyncratic fashions. He holds a Masters degree from New York University's Interactive Telecommunications Program (NYU ITP), and has a variety of previous experiences as a social worker, documentary filmmaker, and radio DJ. At NYU, Scott has taught Physical Computing, Video for New Media, and Expanding Interactive Video for the last several years, working with students to expand their interactions with machines, and explore the boundaries of video installation and performance.

Scott Fitzgerald est artiste, enseignant et chercheur américain, actuellement membre du laboratoire Locus Sonus. Il invente et fabrique des outils technologiques, des programmes, des logiciels et des circuits électroniques dédiés et sur mesure pour ses propres projets et pour ceux qu'il développe avec d'autres artistes et collaborateurs. Il est diplômé du Département ITP, (InteractiveTelecommunications Program) de l'Université de New York NYU, il a aussi une expérience de travailleur social, de réalisateur de documentaires et de DJ pour la radio. Il a dispensé des cours de robotique et de

programmation dans des Écoles Supérieures et il enseigne depuis plusieurs années les sciences physiques, la vidéo et les nouveaux média à la NYU .
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