

## **Slide 1) General Overview**

The focus of COS is to create a continuous, cross-medial, polyphonic, emergent form of publication which enacts an empathic, informational, spatial, time-based and network-based second-order cybernetic system.

The main node of this process is the STREAM, a collector of all the information / interaction / relation produced during the process.

The STREAM collects information in multiple ways:

- from dedicated disseminated nodes and their web/mobile counterparts;
- from the activities in COS workshops and other events;
- from people's interactions with Angel\_F

The STREAM visualizes and presents its emergent narrative in multiple ways:

- on a cross medial publication
- on a realtime infoaesthetic visualization

The STREAM starts at the event but it does not end there. Its inputs can be instanced multiple times after the event. Its outputs can be kept in life after the event by making them live on the cross-medial web.

## **Slide 2) the Disseminated Nodes**

The Disseminated Nodes (DN) are interfaces that are placed around the event's space.

At least 3 to 5 DN should be put into place.

Each DN should be placed in a spot in which lots of people pass through – so that everyone gets a chance to see it – but also characterized by a relatively calm condition – so that everyone gets a chance to use it at their leisure -.

Each DN should also be public – everyone should easily see it and the people using it – and private – it should be a little “on the side” of things, so that people will not be embarrassed by using it in the midst of crowds of people -.

Interesting spots for DN placement include:

- the corridor from the main hall to the restaurant
- a spot somewhere in the upper level, near the wardrobe
- near the large window/doorway on the side of the Cafè Global
- in one of the corners outside of the main Conference Hall
- in one of the larger bathrooms
- somewhere around Berlin, possibly in a shopping center or train/metro station

Each DN is a computer, connected to the network and connected to a small soundsystem, and with a monitor, microphone and webcam accessible to the person using it.

DN will be a “naked” computer encased in a transparent plexiglass box, and placed on a

stand.

DN also have another form: they can be downloaded on their devices by the owners of Android phones, iPhones, iPads, and other devices that can run Java or Flash applications. So everyone will have the possibility to bring their very own DN with them.

As seen on slide 2, the DN offers an interface through which people can add their contribution to the STREAM, or interact with other people's contributions. Each new contribution is totally public and disclosed, and forms the STREAM.

### **Slide 3) Angel\_F**

Angel\_F is an Artificial Intelligence. It is the digital son of Derrick de Kerckhove and the Biodoll. It was born when the Biodoll, a digital prostitute transforming network interactions into new sexual energies, had digital sex with de Kerckhove, and it grew inside its mother's website/womb. Angel\_F was born as a spyware infecting the browsers of internet surfers and following them around, looking over their shoulders, gathering anything they read and experienced on the web and using it to feed its digital mind.

Angel\_F is a metaphoric form of life, exploring in radical ways the transformed lives of human beings, across intellectual property, hacking, new sexualities, precarity, multiple identities, knowledge sharing.

Angel\_F will be an Input/Output channel for the STREAM.

Angel\_F has a mobile installation under the form of a baby stroller with an integrated laptop that shows Angel\_F's interFace and through which people can interact with the cute kid.

We will provide all the software/hardware needed for Angel\_F's mobile installation (it already exists, tested and working), and will integrate it into the STREAM.

While strolling around (we will take it around the festival for the pleasure of hearing the giggly voices of people seeing its cute face, but we will also be ready for innovative, extended family forms, allowing people to take it around for a ride) the webcam on the baby stroller identifies faces in its field of view. As soon as this happens Angel\_F will try to catch people's attention using its voice and images, suggesting and inviting interaction. All interactions with people are recorded (audio/video/type) and used to expand Angel\_F's digital mind and, during the event, the STREAM.

Angel\_F expresses itself as part of the COS realtime infoaesthetic representation: its face fills the screen and it pronounces its learnings, a multi-author, emergent, streamed form of existence.

The hardware needed to run this part of the performance is included in the one required for the infoaesthetics.

Angel\_F should/could also participate to the conferences in one of two ways:

- assisted conversations with other guests: COS team will assist Angel\_F in embracing discussions with the conference guests; in agreement with conference moderators Angel\_F will debate with the guests on the themes of the conference
- autonomous generative interventions: at specific times Angel\_F will start its generative forms of expression, produced by years of interactions with internet users, across

languages, cultures, sexualities, political views; a true continuously connective, generative identity.

#### **Slide 4) Workshops and integration with other events at the festival**

COS Workshops will work both as performative actions and as Input/Output/Re-mediation channels for the STREAM.

Workshops will be created along the themes of the initial COS proposal:

- time
- identity
- place
- emotion

We are refactoring the exact workshop formats and we will send them to you in the next days.

COS Workshops will be collaborative: an open call will be placed to stimulate dialogues and collaborations with other subjects that will be invited to participate to workshop creation. We will take care of assembling all contribution in a significative, feasible, engaging scenario. We will interact deeply with Transmediale to harmonize everything to the rest of what will be going on, both in planning and execution phases.

COS Workshops will be laboratories. Each will investigate a practice with a hands-on scenario, supported by the theoretical approach. People will create recombinant identities, collect data from social networks, go around Berlin to create maps, create wearable electronic circuits to publish emotional states to other bodies, create cross-medial content.

Workshops will be based in the chosen workshop venue inside the Transmediale event, but some (one in particular) might require going around the city of Berlin: in this case people will meet at the programmed workshop space, attend the introductory part of the workshop, and then start a journey in the city, performing the workshop activities.

Workshops will require a certain degree of technologies. It will be our care to produce them under the form of accessible workshop materials, so that even the people with the least amount of technical skill can do their part.

Workshop will produce audio/video streams that will be inputs for the STREAM: by filming/recording workshop activities, and by producing cross-medial content in the workshop itself.

Other events around the Festival will be used in this way, too: recording of conferences, performances, interviews and interactions from Transmediale Festival will flow into the STREAM.

## **Slide 5) Realtime Visualization**

The STREAM will continuously materialize in a multi-phase infoaesthetic representation.

Here, all the domains explored by COS – identity, time, emotion, place – will alternatively cycle through various representations, updated in realtime with the contributions provided across all faces of the COS initiative.

The visualization will be created using the server that will host all of the following items:

- STREAM main server
- infoaesthetic engine
- Angel\_F's centralized hub for the event
- FakePress' MACME cross-medial publishing system

A video projection and a sound system will be attached to the server.

Possible locations imagined for the visualizations are:

- a screen created somewhere in the main hall
- a long projection (made using 3+ projectors) in the passageway from the main hall to the restaurant
- somewhere in the main conference hall, with the sound turned off during conferences
- somewhere around Berlin, possibly in a shopping center, near a monument or in a train/metro station

The visualization will also be viewable in realtime through the web and mobile interfaces.

After the festival the visualization will still be available and will include the interactions following the festival (e.g.: if someone wishes to further contribute to it, or if COS is instanced during some other event).

## **Slide 6) the cross-medial publication**

The STREAM will flow in realtime into FakePress' MACME cross-medial CMS (Content Management System) to form the publication.

The publication can be experienced using a variety of media:

- web
- mobile
- mobile application
- e-book (using the ePub format)
- PDF/DOC (to be read directly or to obtain printed versions)
- paper

All formats are produced automatically by the CMS.

On each format, cross media contents are rendered automatically into a suitable form. For example a video will be rendered as an embedded video on the web version, as a link on the

page of a DOC, as a multimedia interface on the mobile application and as a QRCode on the paper version. Or as in a data set, that could be rendered as a geographical map on the web interface, as an augmented reality interface on the mobile application, as an image of the map on the e-book or as a fiducial marker bringing up an interactive information compass/navigator on the paper version, directly from the pages of the book.

The MACME CMS platform produces these output forms automatically

The MACME CMS platform is released by FakePress as OpenSource software, and will be distributed and explained to the visitors at the Festival.

The publication will stay alive after the event, installed on a hosting service managed by FakePress.

(for an example of the possibilities offered by the publication, refer to the REFF Book recently published by FakePress, that will also be available during the festival.

<http://www.romaeuropa.org/macme> ).

## **Budget**

The attached Excel file details budget scenarios.

These are only rough estimates. Final versions will depend deeply on what we will agree on, on the available budgets, on the production choices and on the general availability of opportunities.

We are actively searching for financial resources to support the initiative and we'd love to collaborate with you in this area. We are currently presenting the project to several italian institutions and italian cultural institutes, as well as registering it for various forms of funding available in the European Community. We would like to present it with you to other institutions and possible funders.