

{ infinite loop }

by BREAD

{ overview }

We're told we live in an infinite universe but often struggle to comprehend something which is just long, let alone unending.

Humankind has long been obsessed with marking the passage of time. The swinging pendulum is obvious representation of this.

We're always counting down to something, waiting and anticipating something which, when we finally get there may be joyous or a complete anticlimax depending on who we are.

We will use a number of pendulums to build a machine that will allow people who could be standing next to each other, or in separate cities, to acknowledge these moments and share their responses.

We are exploring 'pseudo infinity' (how we often perceive long periods of time or laborious tasks as endless, even if we know they're finite). We're interested in:

- people's responses to 'pseudo infinity'
- how people perceive the passage of time and how this changes during the course of our lives

{ proposal }

We anticipate building a number of machines to locate in different cities, each containing a number of pendulums. They will be linked so that something happens when all the pendulums swing together. Although this must happen, the audience won't know when. The uncertainty will challenge them to think about time and how we manage its passing.

We expect that some people will try and work out how long it will be until the event, others may wait and hope it will be soon. Some may only wait a few minutes, others hours. We expect that that some will enjoy the challenge and others it may be quite a negative experience but we consider all valid and worthwhile responses.

Development questions:

- what type of machine will audiences find engaging?
- what event will be worth waiting for and how do we communicate the purpose of the machines to the audience?
- scale – what physical size should the work be?

Similarities to existing work:

- working in a public or quasi public space
- connecting communities to one another
- use of technology for art
- encouraging individuals to stop and take time to consider themselves in their environment

Technologies to explore:

- crafts – woodwork, metal working etc – how do you produce something with aesthetic value as well as demonstrating process
- electro mechanical – pendulums, switches, sensors
- electronic – Arduino, Arduino shields, PureData
- communications – cellular, internet, video

{ project approach }**Background research**

We would like to inform our work using existing research from physics, philosophy and biology and consider:

- people who control their own time – i.e. the general public
- people who don't control their own time – e.g. prisoner groups
- people who control other people's time – e.g. magistrates

Technology and project management

- iterative project approach, project control mechanisms (PRINCE2)
- parallel testing / development of different solutions
- re-use of existing and open source technologies

Community involvement

- workshops
- dorkbot and PMS
- public trials for feedback
- incorporation of social networking technologies

{ contact }

David Boulton
dboulton@gmail.com - 0774 884 7029