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Posted: Thu Feb 16, 2006 5:01 pm Post subject: commentary

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Art Studio 22
17 February 2006

Locative.net Community

I think Locative.net Community, which was founded in Latvia, is one of the founding groups of people who have taken an initiative to introduce the "notions of geography". This particular online community is really inspiring and giving abstract examples of what can be learned and established in the Locative Media Territories course because all aspects to be discovered in Art Studio 22 class are exactly the main objectives of Locative.net Community. I also feel that their use of different artists who work for the community from various locations, or countries are contributing thoughts, creativity, different levels of professionalism, knowledge, and also new resources that yet to be investigated geographically. Locative.net Community has similar works as what the Center for Land Use Interpretation (CLUI) has been doing, yet CLUI seems to be more specific in their goals, showing that Locative.net Community has more goals and resources in their works. Their online features such as, blog and events, help the people are involved to understand about the current and upcoming ideas; this helps the community to function effectively. However, I feel the community is lacking examples of works their artists have done; these examples can make the community interactive and more interesting to the public. Nonetheless, conclusively, the community is very enriching and adds to the knowledge of the use of locative media in our general society.

UCOG-144

The Urban Colonization and Orientation Gear, what UCOG-144 stands for, is Professor Marko Peljan's project back in 1996 that is currently defunct

of its use. The objective of this project, as stated on the website, exhibits the concrete knowledge of the practice of derive, and then, further development of this practice to incorporate the use of computer and the digital media to create a cyber world. Although it seems very difficult and scientific, this project, when projected on the cyber space of computer, can be interesting because it creates a whole new world of the virtual, as opposed to the reality. I am really surprised how the use of derive practice can create a new world of colonization in the cyber virtual space, specifically copying the real urban environment into the computer. If Professor Peljhan has continued this project, he may be able to make a type of video game online that can interest more people. In my opinion, although the project is now defunct, the website should show examples of the works that had been done, so that people may get at least an idea of that kind of works that could have been established by this project. As can be observed from the website, it only gives a general objective of what the project was trying to achieve, but it does not give people a lot of options on other information. I think options such as, people who were involved in this project and a map of the city, may make this website more informative and intriguing. Looking at the whole project, it seems that I would be a great project to do and it is worth of investing. Albeit the project is defunct—for unknown reason, I think if Professor Peljhan has the passion to do it again, he should pursue this project and further develop it so, people can understand exactly what the Situationists International group tried to accomplish through the practice of derive and how the practice itself works.

Biomapping

Biomapping.net has the objective to use the information or data we know about our own bodies, combine them with geography, and observe the relationships between the two studies. Again, the practice of derive is incorporated in this project; in the practice, people's emotions and thoughts are used to see their reactions in different places of urban environment, closely similar to what Biomapping attempts to achieve. Using more sophisticated and advanced tools such as, Global Positioning System (GPS) and Galvanic Skin Response (GSR) which is an indicative tool of emotional responses to different environments and time, Biomapping shows a further development of what the practice of derive incorporates. At the same time, Biomapping also makes it interesting by including many interactive features in their website. The maps and videos, exemplified in the Siena map, definitely are very interactive and available to the public. What makes Biomapping different from the other projects so far is the many examples of the works and features it provides to the curious public. Still images, video clips, maps, and the tracks corresponding to the emotional data are made very aesthetically pleasing, exhibiting the use of both art and the modern advances. The sky view and three dimensional image entitled "Bio Mapping walk near the Royal College of Art in London" on the home page of Biomapping is very engaging because it provides indications on the map and it integrates the use of the new Google Earth program. Overall, the project is a great start to

introduce Locative Media Territories studies that intersects post-modern art with the modern advances we have; however, most of the maps need some more explanations of what are the findings and what is interesting about the findings.

The MILK Project

Albeit the website does not literary state the objective of the participants, it is obvious that the MILK project attempts to track down the journey of milk in time and space, specifically in Europe. Since milk is one of the essentials that people use, despite of their locations, and it is an international food trade, the map does not include any kind of boundaries. Unlike UCOG-144 and Biomapping, the MILK project does not incorporate the practice of derive, nor does it introduce the practice. However, the MILK project further explores of the use of some of the technological advances used in both, UCOG-144 and Biomapping, and arrives with a more specific project than what CLUI tries to discover. It is very interesting on how the project is able to include the political, economic, and social aspects of the topic. As far as the website, I think it is very highly interactive because of the use of the flash version. Although it is clear that the website merely informs about the project and its installations depict information in depth, it seems that the website is showing more aesthetic elements in figures than text. Therefore, it makes the project a little confusing. For example, the first page of the website only shows a map and a track of milk route. This creates some confusion for me because I do not know whether the milk moves from the northeast, Limbazi and Riga, to the southwest, Amsterdam and other Dutch dwellings, or vice versa. The website needs a legend that actually provides indications of the significant points in the map. Complementing the map, maybe an introduction on the objective and procedures may help people to understand better about the project. Nonetheless, despite its lacking of text-based information, the website is nice and it definitely reaches a level of technological sophistication, especially with the still images that are made interactive.

Amsterdam Real Time

First impression on the project's website: not a single word can be understood, it is in Dutch. However, from looking at the description given on the Art Studio 22 class website and the images on the website of the project, it seems that the project is on the use of geospatial literacy and its use of this literacy and intersects it with art. Similar to all other projects, it definitely involves the use of a GPS and computer databases to interpret the data and generate a map that can be understood easily. The practice of derive is in use again, assuming that Amsterdam being the urban environment that the participant dives in depth into. It can also be interpreted as if the participant attempts to make a creative track. Either of the possibilities would be an interesting enough project. Investigating the website, it looks like that it has information, in text, about its objective, participant, technological advances in use and procedures, and current

news on the project. I think although the project is a local project, based in the Netherlands, it should also provide a version in English if it wants to introduce the ideas to the international community. Also, it might help draw more attentions if the website uses interactive media, like what the MILK project does to its maps. There is not much can be said about the website because it is not written in English and it is difficult to interpret the real objective of the project itself. However, overall, the website definitely shows a lot of level of sophistication on thorough explanations, use of interactive video clips, and technologies in use. A map would not hurt to add in conjunction with the tracks, but again the objective cannot really be understood.

GPSTER.net


GPSTER.net has the objective of collecting small, insignificant, and inaccessible points in map and turning them into interesting and accessible data that can be addressed in various ways. It is very similar to what the CLUI has been doing for years, but it does not try to address the general ideas of what the data look like once interpreted. Sophisticated technologies are definitely in use because of the myriad data they need to have, add to, and address them in a way that most people understand. The project is very inspiring for a Locative Media Territories student because it depicts the many possibilities of how geospatial literacy can be combined with still images, video clips, and text; in a way it combines geospatial knowledge with art. I think the project also develops into an established art-based research that can be very resourceful for the near future. It shows a lot of investment by going to different locations on earth to explore and discover original ideas and concepts. The website is very informative and there is a lot of text and yet, it also balances it out with maps and some interactive media. The blog really helps to create intricate network of people around the world and connects them to easily communicate. On the other hand, the news archives inform people about the current news on the project. I really like this project because of its level of completeness, compared to the other ones I have just seen, by providing the public with tons of information and, at the same time, making it really fun by creatively discovering new projects and making it interactive. Overall, GPSTER.net is a perfect project that, if I have the money and time, I would invest into. It is truly a project that is full of surprises.

[Back to top](#)

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 Posted: Thu Feb 16, 2006 8:23 pm Post subject: UCOG-144 and AMSTERDAM REALTIME...

 [quote](#)

dear agga,
thanks for your observations. the UCOG-144 was created in 1995/1996 at the start of the wide spread use of www and it was unfortunately hacked by brazilian hackers and the contents of the project were erased from the server where it resided.

so that is why i included only a description of the project as it is available on the media arts encyclopedia, since it was one of the first GPS related artworks. when we come to that, i will show you a booklet that we have created with the project in class that somehow also is the start of all the research and work that you all are involved in now.

as for amsterdam realtime, you have a very inviting link to switch to english on the first page, so you must have switched it on and off very quickly...

marko peljshan

[Back to top](#)



profile



pm



www

Display posts from previous:

All Posts

Oldest First

Go



[LSIT Forum Index](#) -> [LOCATIVE TERRITORIES](#)

All times are GMT - 8 Hours

Page 1 of 1

Jump to:

LOCATIVE TERRITORIES

Go

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