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Station "Name to be Chosen With the Local Population" Multi-User Platform

« State/Of/Emegency/   *Statuevision: A participatory, collaborative,... »*

Symposium:

ISEA2008: 14th International Symposium on Electronic Art

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Session Title:

Contested Space, Contested Media

Presentation Title:

Station "Name to be Chosen With the Local Population" Multi-User Platform

Presenter(s):

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Abstract:

This paper describes a mixed reality participative game that uses the physical space with an embedded system and the virtual space of the Internet with a multi-user platform and a database. The game – Station "name to be chosen with the local population" Multi-user Platform – uses an embedded system in the physical space of a mangrove with nineteen RFID identifiable tags encapsulated as letters and three sensor points as microstations; and a multi-user platform with a database in the virtual space of the Internet. Each one of the microstations comprises in a GPRS (General Packet Radio Service) serial terminal; a long-distance tag reader; a multiple-parameter underwater probe; and a photovoltaic cell battery. The game has a permanent character as a multi-user platform and a temporary one as an art event. Its aims are: to locate nineteen RFID identifiable tags encapsulated as letters that form the phrase Mar Memorial Dinâmico (Dynamic Memorial Sea), dispersed in a mangrove; to supply the database with images, sound and videos collected by participants in the physical space using cell phones; and to map the mangrove area that will be chosen together with the local population and research institutes, where the embedded system will be implanted. The game aims at promoting environmental education, raising ecological awareness and showing the need to preserve the ecosystem. Besides environmental education, the game enables network collaboration; knowledge construction through participation and exploration of the concrete environment in the physical area; and the organization of the data, making them available to the community and collaborating with environmental programs for the mangrove.The participants are represented in the multi-user platform by avatars of the local fauna.

Venue(s):

Singapore Management University, Seminar Room, Singapore, Singapore

Category:

Paper