

ON DEMAND

CLASSIFIED RESEARCH

FINAL

ON DEMAND

Written by

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Based on BEING DIGITAL

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OUTLINE - ON DEMAND

PLEASE NOTE, THIS SCRIPT IS INTENDED TO BE READ ALOUD BETWEEN 4 ACTORS.

We HAVE PRODUCED a research document in the format of THIS script. The script is for a tv show in which four characters embark on the Across RCA module, it follows their progression within the module to the extent at which it catches up with the present day. It is a study of On Demand culture set within the framework of four students studying and researching what it is to be digital.

BEING DIGITAL - ACT 1SCENE 1 - THE PADLET - PRE CHRISTMAS.

Four actors are placed together under the premise of 'Being Digital'. Each come with their own qualities and equate to a binary of 1111. For simplicity, the actors are denoted throughout the script according to their binary order.

[Character 1 is called 1. They are a Product Design Masters student at Royal College of Art, London. They have specialities in modelling, Fusion 360, coding and an interest in video editing.]

Character 2 is called 11. They are an Architecture Masters student at Royal College of Art, London. They have an interest in 3D Modelling, Blender, Model Making, Graphic Design, Woodwork, Film editing, CAD drawing, and Microstation.

Character 3 is called 111. They are an Animation Masters student at Royal College of Art, London. They have an interest in video editing, motion graphics, script writing, casting, artist liaison, storyboarding, and press and marketing reach-out experience for the final project promotion.

Character 4 is called 1111. They are a Photography Masters student at Royal College of Art, London with an interest in studio set up, camera shooting, lighting, maybe some drum rolls sound recording and graphic things.]

There is a subtext to this scene. The characters are discussing references which are omitted for licencing issues. We were able to secure a loop hole (sub-section of digital law 6.456.89.4) where the references will follow from the end credits, spoken by AI robot, very fast.

ENT. THE ACTORS ENGAGED IN RESEARCH, POSITING DEEP QUESTIONS ABOUT THE SO-CALLED DIGITAL SPHERE.

111

What happens when technology fails?
What happens if the internet cuts
out?

1111

cooly
It's about the edge, performance
art, alter egos.
(MORE)

1111 (CONT'D)

Use of shock tactics that reveal
our more human emotional sides.

11

It's nature, meditative, spiritual,
mindful.

1

Interactive.... Sustainability

11

pregnant pause

Thoughts...

1111

Digital...VR...world creating

111

Analogue, 35mm, physical models

1

Relationship between physical and
digital

11

Week 1 idea: initial idea considers
use of VR to create an experience
surrounding sensory deprivation.
This is aimed to create a
heightened state in the user which
would be polarised between various
modes, see connecting.

1111

Different simulations of reality

111

sparkles
Sensory Deprivation

1

How do we perceive what we own and
don't own? How does what we desired
become unwanted?

111

It seems clear at this point to bring back some loose ends, some digital detritus as we might say now.

THE GAME **Nier:Automata** APPEARS, 1111 EXPLAINS

1111

The game mainly discusses meaning of life and death. It is a fictitious story with three artificial life forms

11

Some key words...

Processing - How much time we have to digest digital information.
Learning for ourselves

Excess - The vast amounts of information we wade through each day. Navigation of the E-waste which we leave behind us.

Authenticity - Linked with processing, how authentically can we live in the digital world?

111

Also that there are different ways in which to see nature...

Hierarchy of experience...

That there is no such hierarchy/everyone experiences differently.

ATMOSPHERIC
SYNTH MUSIC

END OF SCENE 1

SCENE 2 - 180 STRAND - UNIVERSAL EVERYTHING

UNIVERSAL EVERYTHING

1, 11, 111 and 1111 take a break from their virtual research to peruse the Universal Everything show at 180 Strand.

The AI reads: *Universal Everything is a media art and design collective established in 2004.*

Lifeforms at 180 Studios brings together 14 projects within a series of habitats designed by Ab Rogers Architects. Their largest show to date is constantly unique. An amalgam of unpredictable, generative pieces and installations that mirror and shift with time and the public's interactions. The works draw from the history of visual culture - from Futurist's attempt to depict the body in motion to Eadweard Muybridge's sequential 19th century film experiences. The lifeforms are often made with generative software. "It's compelling and surprising because it's always fresh. It's off doing its own thing and evolves beyond what we create in the studio." What's interesting is how we project meaning and personality onto Universal Everything's work. They design their own computational systems to grow characters, plants or abstract lifeforms - the personalities emerge by themselves.

1, 11, 111 and 1111 walk down the corridor of body-sensitive animations.

111

How do they do this?
It must be pre-programmed animation
on a loop that is initiated by the
light.

1

Voice crackling
I ... h...a....before.

11

Are you OK 1?

1

It'..... Shhhhhh... Where is

Unfortunately, the rest of the data cannot be retrieved for this act. It appears there has been corruption. THE FOUR BINARIES FELT THAT THE SHOW WAS MORE A QUALIFIER OF THE ABILITIES OF VR AND AI THAN A PURE ART EXPERIENCE.

IT ALSO BECAME INCREASINGLY CLEAR THAT WORKING TOWARDS CREATING A VR EXPERIENCE WOULD REQUIRE A SIGNIFICANT AMOUNT OF RAM POWER THAN THE HORSE POWER THEY ALREADY HAD...

END OF SCENE 2

SCENE 3 - BACK IN THE PADLET

1, 11, 111 AND 1111 COMMUNE AROUND THE PADLET, VIRTUALLY.

11

We are generally interested in VR,
3D modelling, physical processes,
sound, performance

1

Yes, but since 180 strand, things
have changed.

'On Demand' - A 1 hour TV episode
where we explore the world of being
on demand. Set in an over-the-top
setting (amazon prime wallpaper).

Asking questions of demand culture,
critiquing how it impacts our
lives.

1 (CONT'D)

THEY ARE STARTING TO INVESTIGATE ON DEMAND CULTURE, EMERGING TECHNOLOGIES AND GAME SHOW CULTURE.

1111

*EYES ROLL BACK INTO HEAD AS THEY
BECOME VESSEL FOR INFORMATION*

How far are you willing to go to
self-sacrifice for sustainability /
the environment?

The pressure to update

Software... clothes ... phones...
your travel ... nights out ... Why?
Self-satisfaction?

(MORE)

1111

Don't say you're going to do
something before you go it anyway.

Hahahahahaha-ha!

1

LOOKING AROUND

As I said things have changed...

11

*EYES ROLL BACK INTO HEAD AS THEY TOO
BECOME VESSEL FOR INFORMATION.*

Disconnection between the waste of
the internet and the real world
waste. The material versus in-
material.

Heat from computers ... we don't
usually consider the real world
impacts of digital easte. Is there
a way in which the heat can be
reused ... Can it be useful?

ALL CHARACTERS AT ONCE

Who... What ... Where ... Why ...
When ...

111

*EYES ROLL BACK INTO HEAD AS THEY
BECOME VESSEL FOR INFORMATION.*

Potential outcomes, we make a film
for the game show, storyboards,
workshop, interviews... a script! A
tv show... a theatrical
performance!

1111

It seems like before Christmas we
can focus purely on the concept and
nail that down. Post Christmas is
production. We've got lots of ideas
that are really interesting. There
is a critical project within them I
feel.

1

Do you have feelings even when you act like an echo of Alexa?

1111

Yes.

11

Shall we start writing our concept? Or produce a research document as well?

111

Materialism, possessions, the ethics of things... put into a public forum by an artist as a performative act of self-destruction. How far would you be willing to go in your own self-sacrifice to engage in ethical questions over pollution, the environment, and digital waste? What would it mean to you to destroy everything you have?

1

There is a certain disconnection with the hidden material instruction which is the substructure to the immaterial on top - e.g. internet, social media, data, in general - exponential growth of data storage places - linking between the material and the immaterial.

1111

Digital detritus - the inbetweenness, the semi-intangible bits of stuff left over, Re-using the heat from servers - tension use it to heat their building. My dad makes wine in his office. There could be a global impact on climate if you take a holistic view from the effects of these servers.

11

Is this a conspiracy type film? We should produce a poster for the film for this first hand in. Storyboards, visualisations, what would it look like if it was in a space like 180 strand.

(MORE)

11 (CONT'D)

A detail of the mediums we want to use. It could also be a workshop or roundtable. - exploring litter from 4 different perspectives. [I know someone who works with XR and big art events to reduce waste, could be a really interesting person to talk to.] Could also make a google form and collect information.

ALL CHARACTERS AT ONCE
CHANTING

On Demand.... On Demand ... On
Demand ... On Demand ... On Demand

1111

AFTER A LONG PREGNANT PAUSE

I mean, the title reminds me of people's needs, on all levels, emotional, material, spiritual, which is a theme related to desire, and then linked to digital, which for me is more like a link between technological theories (e.g. industrialization, commercialization) and human desire.

ACT 1 FINISHES.

ACT 2 - CONCEPTUAL GAMESHOW, DIGITAL REALM

A Game Show Script has been created for the game: On Demand.

[The characters include:

Contestant A : A always manages to be the top student no matter in study or workplace.

Contestant B: B is a tech enthusiast. He/she obtained a bachelor degree in Philosophy, and now he/she is an electrical engineer in a company. He/she enjoys product teardown and believes in fortune-telling.

Contestant C: C is working for a big company. He/she is a shopping enthusiast. He/ she thinks the greatest invention in the world is the 'return request service'.

Host: An Ai Steve Jobs, who is coincidentally also an Ai Robot

AI Robot: Who has been sourced to play the game show against the contestants]

LOCATION: Anywhere in the world, they can gather on zoom.

CAST LIST: HOST, CONTESTANT A, CONTESTANT B, CONTESTANT C, AI ROBOT.

HOST

Are you lonely and cold? Are you longing to be touched? Are you waiting for that reply? Welcome to On Demand. The most sought-after game show on Zoom, or the internet, ever.

Our specially selected players are up for the chance to win A LIFETIME SUBSCRIPTION TO AMAZON PRIME and they endure three rounds in order to prove who is the most, on demand. Welcome our contestants!

[applause]

[Contestants turn on their videos]

HOST (CONT'D)

The first game show is ... The Most Available!

[Background music]

[Applause]

HOST (CONT'D)

In the first round, Each of our contestants will have 2 minutes to introduce themselves and then have a conversation with our AI robot. After that, our AI robot will select the one he/she wants to date with.

CONTESTANT C

Hi! I am cute enough to take your breath away, but smart enough to bring it back. *Wink*

Just looking for a good time to date someone. *with a bow*

AI ROBOT

SAID IN AN AI SYNTHETIC WAY

Nice to meet you.

CONTESTANT B

Hi! The best way to sum me up is good job, good life, good me.

AI ROBOT

Nice to meet you. *Synthetically*

CONTESTANT A

Hi! I am a magician.

AI ROBOT

Nice to meet you. The profession on your profile is not magician. Do you have 2 professions?

CONTESTANT A

No. I am a magician because I can turn your heart into mine.

AI ROBOT

Hmm... I don't have an answer for that. Is there something else I can help with?

CONTESTANT A

Yes. Could I know your age, if you don't mind?

AI ROBOT

Well, I guess you could say my birthday was 4th Oct. 2000.

CONTESTANT A

Really? But you got a baby face. You are just like a baby. I mean...my baby.

AI ROBOT

Hmm... I don't have an answer for that. Is there something else I can help with?

HOST

Excellent! Now welcome to our second round - Knowledge on Demand!

[Background music]

[Applause]

HOST (CONT'D)

The game show where we find out how on demand our contestants truly are. Without delay, let us play.

DRAMATIC MUSIC.
SCENE FOCUSES ON
THE CONTESTANT'S
PROFILE. WHO
WANTS TO BE A
MILLIONAIRE
GRAPHICS
OVERLAID

HOST (CONT'D)

Contestant B, In 2021, Facebook rebranded to which new company name? Is it, A Google?

(MORE)

HOST (CONT'D)

B Prime?
C Meta, or...
D Verse?

CONTESTANT B

Hmmm that is a tough question. May
I phone a friend?

HOST

Of course, who would you like to
call?

CONTESTANT B

Alexa... In 2021...

CUTS TO NEXT
GAME SHOW ROUND.

HOST

Welcome everyone, are you guys
ready to rob our online
supermarket?

CONTESTANT A

Yep. We are professional at doing
storage.

CONTESTANT B

Ew, the only thing you need to know
is that we are perfect. Thanks to
technology, we don't have to push a
shopping cart around like a savage.

CONTESTANT C

Oh you do? We almost never go out
of our house. We have the greatest
spiritual food in the world, and of
course, we're even better at
ordering food.

HOST

Alright, alright. No time to waste.
I know you all want to get our
final prize: the amazon prime
membership for your entire life!!

Now, who will be the winner
tonight? We will invite our cutest
AI robot to announce it.

(MORE)

HOST (CONT'D)

[Applause]

AI ROBOT

Good evening, ladies and gentlemen.
We've been awake all night getting
ready for this moment. I know all
of you are very excited. The final
prize goes to...

[Dramatic Music. Scene focuses on the contestant's profile]

AI ROBOT (CONT'D)

Contestant A. Congratulations!

[Applause]

ZOOM CALL ENDS
WITH A THANK YOU
MESSAGE
DISPLAYED FOR
ALL CONTESTANTS
AND VIEWERS

END OF ACT 2

ACT 3 - THE GREAT SCALING DOWN - POST CHRISTMAS

1,11,111 and 1111 had several meetings to talk about how to make on demand game show perfectly. All of them gave many brilliant ideas while when it came to reality, however, they found it too challenging to finish all these ideas in several months.

ACT 3, SCENE 1

(1,11 AND 1111, 1,111 AND 1111, 11, 111)

One windy afternoon, the four get together in a gallery and view a digital art exhibition.

111

This exhibition is about digital and fashion things and that may inspire us with our project. It was created by a Korean artist.

1,11,111 and 1111 start to play with the interactive artwork. The four stand in front of an interactive screen and swing their bodies, and the trees grow with their body movements.

111 (CONT'D)

Maybe we can design a room and let the audience come in and participate in our game show. You know, just get a big screen and play our online zoom game show in a room, and the audience can walk in and watch it.

1,11 AND 1111

Cool.

11

We can meet on campus next week and do it.

1,111 AND 1111

Okay.

They come out, 111 and 1111 light up their cigarettes, smoking in the wind.

ACT 3, SCENE 2

Next week, one sunny afternoon

At the canteen of Royal College of Art Kensington campus, they four sit around a table, having some lunches together and talking.

111

You gotta try the food here.

1 and 11 go to order something for lunch.

1111

I don't eat lunch for years. Maybe
I will just get something to drink.

1111 orders a coffee and goes back to the table.

111

We don't have to make a real game.
We can just create an online game
show and create 4 participants and
one AI host. What do you think,
1111?

1111

Cool. That's much easier I guess.
Like an anime and what all the
audience needs to do is just to
watch.

11

Who can be the host?

1111

Steve Jobs?

111

Oh that will be so funny.

Then they found a website which can create a talking AI, though the quality is not so good. Anyway they start to focus on the format of the whole game show. And each one of them finishes their own part.

[CAMERA ROLLING
INTO THE TALKING
AI]

TALKING AI WOMAN

Hello everyone! Welcome to the
online game show, On Demand. Are
you cold? Are you lonely? Are you
hungry?

ACT 3, SCENE 3,

After the Christmas holiday, 1,11,111 and 1111 come back and gather around again at Kensington.

The four sit around while it seems like everyone doesn't know how to make this project going on.

111
How's your holiday?

1
I went to Paris and had fun.

11
Wow, great. I went to see my family.

1111
It's okay. Just take a good rest at home.

111
We don't have much time left.

11
Yeah. When do we need to submit the whole thing?

1
2nd of March.

1111
We only have one month left. If we want to make a game show, we need to make anime, 3D modelling and also create the characters and record it. Also, the sound in the background is a big problem...

[No one speaks, 1,11,111 and 1111 are thinking]

111
What about making a script? I know there's a course in Letterpress and I can do some physical things.

1111
You mean like a whole document thing?

111
Yeah.

11

Good idea. We can just document our progress and make a script. It is still a full artwork.

111

Yep. And if we can do something like a vintage script in 90s that will be interesting!

1

I like it. Let's do this.

[Camera rolling into everyone's face, everyone seems getting a relief]

End notes:

As artists, 1,11,111 and 1111 always have so many good ideas about making artworks.

While this time they realise that a lot of work does need to be done and it is definitely not suitable for a 3 month group work. Anyway the whole process goes well and they pick up something reliable and make efforts to make it.

Now the only thing they need to think about is how to present it and make a short end of this game show project in this period.

END OF ACT 3

ACT 4 - PRESENT DAY

The present day dawns upon the actors. The era of post-realisation begins. No longer is wild ambition driving the project; instead, a cautious approach, one that is conscious of the finite time available to meet the deadline.

ACT 4, SCENE 1.

(1, 11, 111, 1111)

1, 11, 111, and 1111 all question what is to be done. How will the project be guided to success? What is the core concept of our work, and how is this to be shown? Only by working together can this be achieved. To be "on demand" with one another is thus required to complete the project.

Set:

The frame opens with the characters in their bedrooms sitting at the edge of their bed. All characters are on their phones, looking like they are mindlessly scrolling through online content. (Wes Anderson esque)

All bedrooms can be seen in a single frame. It is a Sunday evening; the lighting indicates the sun has set, a warm glow lights each bedroom. Suddenly a message is sent into the group chat:

11

Hi guys, when are you available next week? Shall we meet up and finish Across RCA?

111

Yes! I am free all of next week; anytime works.

1111

Same here, except for Tuesday morning, I have tutorials.

SUDDENLY THE
LIGHTING FOCUSES
ON 1'S BEDROOM;
THE OUTSIDE
LIGHTING CARRIES
A HINT OF RED AS
THE NEXT MESSAGE
ENTERS THE CHAT.

1

Hi, a bit of bad news... I have
tested positive for covid... I wont
be able to come in next week...

The lighting brightens, camera zooms onto the look of shock
on the rest of the characters faces. However, this expression
only lasts for a while.

This group has survived the COVID-19 pandemic. Working from
home is no problem; in fact it means you get a bit of a sleep
in.

The red lighting disappears, as does the worried faces of the
characters, the calm ambient lighting returns.

111

Hope you are all okay! Also, no
problem at all; I'll set up a zoom
link... how does 10pm tomorrow work
with you?

1

10pm works great; see you guys
tomorrow!

THE SCENE
CHANGES, NOW
FOLLOWING EACH
CHARACTER ON
THEIR MORNING
ROUTINE - EACH
CHARACTER
SHOWING A
DIFFERENT LEVEL
OF BEING ON
DEMAND.

1 wakes up and looks at the alarm clock. They realise that no
longer is the commute into university required due to a
positive covid test. 1 peacefully falls asleep.

11 is in the kitchen, buttering the pre-toasted toast and
making a cup of pre-boiled boiling water, both now cold... but
alas, both very on demand.

111 is on the phone scrolling through Instagram reels.

1111 is on the way out of the apartment.

1111

Alexa off!!!!!!....

Scene cuts to 111 sitting in a generic study space located within the Darwin Building, Kensington, Royal College of Art. The lighting is harsh, the bright LED lights shining down on the over lit space. 111 is on the phone. A phone pops up on the screen showing the messages.

111
Hey guys, just in the study room.

11
Cool, I'll be there in five

1
Could you make a zoom and send in the link?

111
Sure

111 (CONT'D)
Wait, my zoom isn't working... I need to update the software; could someone else do it?

11
Yep, just arriving; I will do it soon.

11 and 1111 arrive at the study room; both greet 111 and sit at the table. The messaging thread continues with the zoom link sent.

1
What's the password?

11
Hq18Dcb

1
Yes thank you, joining now!

THE CAMERA ZOOMS TO THE TABLE SHOWING 11, 111, AND 1111 SITTING AT THE TABLE. HALF THE SCREEN POPS UP WITH 1.

111
1, your muted.

1
...

111
...

Silence dawns across the room as the muted microphone is sorted.

1

Sorry, my microphone wasn't working for a second.

111

That's okay, so how shall we progress with the project? The deadline is on Thursday..

1111

Well, we've done alot of good work already. We have our research document, all our references we looked at, the rough plan of what our TV game show would be, and two posters which look into game show aesthetics and the history of the game show juxtaposed against key technological advances in the last 100years.

11

I agree, we have alot here, but how do we combine it into one project..

1

Well, i guess we need to make it into one thread..

111

I like our idea to produce a script; perhaps this script we write could reflect our research?

1111

A script about us researching what it is to be ondemand?

1

It is ironic no? A script is something to be rehearsed, planned, practiced; isn't that against on demand culture?

111

Well, yes, but I like that. We all agree that on demand culture can be excessive at times, although there are benefits, it isn't all positive.

11

True, I for one feel like on demand culture can lead to a detachment from reality.

1111

Sometimes, it is nice for life to slow down and have a chance to think.

111

Isn't that why a script would work so well?

11

Agreed, us producing this script reflects our attitude to on demand culture and how we actually try to avoid it at times actively.

1

Great, lets continue with this idea then.

11

Yep lets do it.

The camera shot changes to the three present actors (11, 111, and 1111) high-fiving in the middle of the table. 1 uses the zoom thumbs-up emoji on the chat.

ACT 4, SCENE 2.

Scene changes to a montage of the characters working together on the project, 1111 is seen typing into Chat GPT "write a script about on demand culture". 11 and 111 both furiously typing away on their computers. Shots of stereotypical scripts in a classic typeface fade across the screen, indicating the mountains of work being done. 1 is working at home, still in bed with a laptop resting across their lap.

At the end of the montage, the scene fades to black. As the screen lightens, it shows a completed manuscript placed on a wooden table. The shot begins being zoomed into the centre of the booklet, slowly, the shot zooms out, eventually showing the whole document. Written on the front of the manuscript is 'On Demand: Classified Research. Final'. The final scene slowly fades to black once the whole manuscript is in view.

End Credits begin.

End Notes: Though this is the ending of this script as it is, the show could be extended depending on the progression of the project. If the project was to be researched further, so would the script need to be extended. Though as the script has currently caught up with the present, the next steps of the project would see the writing of the script directing the research.

END OF ACT 4

END CREDITS TO ROLL

I

II

III

IIII

GARETH POLMEER

AI STEVE JOBS

AI ROBOT

TALKING AI WOMAN

Written by

CHRISTY

ED

KATIE

NANA

END OF CREDITS

FINAL SCENE - REFERENCES

FINAL SCENE

An AI BOT QUICKLY READS THE LANGUAGE OF THE TECHNICAL REFERENCES, VERY FAST AND VERY TECHNICALLY.

CAMERA FOCUSES ON NAM JUNE PAIK'S WORK, TV BUDDHA.

CAMERA FOLLOWS THE THOUGHT TO THE WEBSITE DREAMMACHINE.WORLD. THE CURSOR ACTIVATES THE PAGE SPLODGING THE COLOUR AROUND, VISIBLE ON THE COMPUTER SCREEN. A MOBILE PHONE IS NOT PRESENT.

A YOUTUBE PAGE POPS UP, WEB LINKED TO
[HTTPS://WWW.YOUTUBE.COM/WATCH?V=XCVUX5ZOICO](https://www.youtube.com/watch?v=xcvux5zoico).

TITLE: NEW INTERACTIONS AT EXHIBITS
AND MUSEUMS - JOSUE IBAÑEZ.

SUBJECT:

Talk: New Interactions at
Exhibitions and Museums

In this talk Cocolab will present their creative process and will describe their approach for using different technologies and new interactions for producing experiences for larger audiences in exhibitions and museums.

Cocolab uses art as a medium to experiment with and develop new technologies. The technical discoveries they make through artistic experimentation in turn become part of the core software and hardware they use in their exhibitions and installations. In this talk they will present a new interactive and immersive experience created in collaboration with Vincent Houzé, with technical help from Elburz. Houzé and Elburz are two very active collaborators in the TouchDesigner community.

Presenter: Josue Ibañez

Cocolab is a Mexico City-based studio consisting of artists in the various fields of digital art.

(MORE)

END OF CREDITS (CONT'D)

Their work is a collaboration of creators that build unique audiovisual experiences for large audiences. Members of Cocolab develop their own tools in TouchDesigner in order to enrich their audiovisual projects with the purpose of expanding the possibilities of creation. For the past ten years the studio has been exploring the limits between the possible and the impossible with technology. This experimentation results in powerful installations that engage with audiences through sound and movement.

AI COMPUTER NARRATION OVER BLANK SCREEN

Cocolab has worked on projects that include the Disarm installation by Pedro Reyes, an automatized musical band made out of weapons that once belonged to the drug cartels of Northern Mexico and White Canvas, a room filled with hundreds of light beams that explores the relation between space and light. Their work has been showcased internationally in locations that include Brazil, Japan, Spain, Italy, UK, USA, and the Netherlands. Cocolab believes that inspiration is the engine of any form of creation, so their purpose is to inspire people and inspire themselves. To inspire and create is a virtuous cycle of which they want to be an active part.
34,010 views Sep 10, 2019.

A WEBSITE APPEARS, <https://www.openideo.com/content/beyond-the-bag-challenge-winners>.

TITLE: Announcing the Beyond the Bag Challenge Winners
SUBJECT:
(MORE)

END OF CREDITS (CONT'D)

Celebrating
 9 ideas that are pushing the
 boundaries of material innovation
 and systems
 design as they reinvent getting
 goods from retailer to home.

A SECOND WEBSITE APPEARS,

https://www.youtube.com/watch?v=lnKaGLMIm_Q&list=PL67rblVcTu7pUFxZjqmUwppBAnV2K4uLm&index=2.

TITLE: Smart green world? Making
 digitalization work for
 sustainability | Tilmann Santarius
 | TEDxTUBerlin

SUBJECT:

The digital revolution is currently
 changing the daily lives of
 billions of people worldwide and is
 disrupting much of the global
 economy. Many sustainability
 researchers and representatives of
 civil society have been insisting
 for years that our economic model
 and consumerist lifestyle need to
 change to overcome the challenges
 facing the 21st-century world. Can
 the much-discussed disruption
 potential of digitalization be
 harnessed for this purpose?"

In his talk, Tilmann Santarius
 shows how the digital revolution
 transforms consumption patterns,
 mobility habits and industry
 structures - and analyses to what
 extent this generates new
 opportunities, but also creates new
 challenges. Tilmann provides
 guiding principles for a
 sustainable digitalization and
 develops hands-on proposals that
 show how politicians, individuals,
 businesses and civil society actors
 can help achieve it. Tilmann
 Santarius is a scientific author
 and writes on topics such as
 digital transformation, global
 justice, climate policy, world
 trade, and sustainable economics.
 He studied sociology, anthropology
 and economics and accomplished a
 PhD in social science. Apart from
 numerous articles, Tilmann co-
 authored the books: "Fair Future.

(MORE)

END OF CREDITS (CONT'D)

Limited Resources, Security, and Global Justice" (zed books, 2007); "Slow Trade - Sound Farming. A Multilateral Framework for Sustainable Markets in Agriculture" (www.ecofair-trade.org, 2007); and "Rethinking Climate and Energy Policies" (Springer, 2016). In 2020, his latest book "Smart Green World? Making Digitalization Work for Sustainability" has been published with Routledge. This talk was given at a TEDx event using the TED conference format but independently organized by a local community. Learn more at <https://www.ted.com/tedx> 8,585 views Dec 6, 2021.

'A Rubbish Forest' - Creation of a 'beautiful' forest in which you have two characters. A litterer, or a tydier. Based off a questionnaire you are allocated a character in the VR game. As the litterer, you have the ability to pollute and litter in the forest. The tydier has the power to clean up the rubbish. Social experiment to see how people behave in a non-accountable world.

THE CAMERA LOOKS AT Pierre Sernet, 'One' or otherwise known as Guerilla Tea series, FROM 2002. THE MOBILE CUBE IS PLACED BY A MOUNTAIN WHERE 1 MAN IS TURNED AWAY AND ANOTHER IN CAMERA DIRECTION DRINKING TEA. A BULL OR LARGE ANIMAL OF SOME KIND OF LARGE STATURE IS EATING GRASS. THE FOUR ACTORS CONTEMPLATE.

AN EXHIBITION IS FLAGGED, <https://cphdox.dk/interactive-en/>.

ANOTHER EXHIBITION IS FLAGGED, <https://tickets.meowwolf.com/denver/>.

111 HEARTS 11'S THOUGHTS.

A PDF DOCUMENT IS FLAGGED FOR VIEWING: Hito Steyerl - In Defence of the Poor Image.

A YOUTUBE LINK IS SHARED:
https://www.youtube.com/watch?v=z2Xgj19_JVQ

TITLE: In the Black Fantastic |
 Epistrophy by Cauleen Smith
 SUBJECT: Cauleen Smith's work is featured in the exhibition 'In the Black Fantastic' at Hayward Gallery, UK. Epistrophy, Smith's 2018 work, incorporates a wide range of media, including CCTV cameras, four monitors, projection, custom wood table, taxidermied raven, wood figures, bronze figures, plastic figures, books, seashells, minerals, jar of starfish, Magic 8-Ball, maneki-neko, mirror, metal trays, plaster objects, wood objects, wire object, fabric, glass vase, plants, and plants. The immersive installation's pieces are "an archive of connections, journeys, loves, wishes, questions, and longings."
 99 views Sep 13, 2022

A FILM IS REFERENCED, Sound of Metal, directed by Darius Marder, starring Riz Ahmed who dazzles.

A SHORT FILM IS REFERENCED VIA A YOUTUBE LINK:
https://www.youtube.com/watch?v=_kzLL9tRWlw

TITLE: Short film on depression |
 "Rain" - by Johannes Stjärne Nilsson
 SUBJECT:
 A woman wakes up from rain on her pillow. When she gets out of bed the rain follows her. She carries the rain with her through the day. Intelligent expression of a feeling to which the band Travis once dedicated a pop song.
 222,040 views May 4, 2019
 A BOOK IS REFERENCED,
 Responsibility for Health. Sven Ove Hansson. 2022.
 SYNOPSIS:
 Responsibility to our health asks the bigger question of the responsibility of our society, our duty within can and must still be addressed.

(MORE)

END OF CREDITS (CONT'D)

The need for unlearning,
 conversation with different
 cultures and people to be critical
 of our way of life.
 On a personal level the question of
 self and genetics is one that helps
 negotiate responsibility and
 address stigma attached to health
 issues.
 Obesity | Depression |
 Schizophrenia
 Social Cognition - the psychology
 showing that human behaviour is
 largely determined by the behaviour
 patterns we experience around us.
 Questioning responsibility.

AND THEN THE FIRST GAME SHOW APPEARS: SUPERMARKET SWEEP.

A REFERENCE TO Breaking Down by Michael Landy IS BROUGHT TO THE
 FORE VIA GARETH POLMEER. WEBSITE IS LINKED TO:
<https://www.artangel.org.uk/project/break-down/>

[GARETH POLMEER BA(HONS), MA, PHD
 PGCERT(HE), FHEA IS A GARETH POLMEER
 IS A WRITER, ARTIST AND LECTURER. HE
 HAS BROWN HAIR.]

Digital Detritus ...

A LINK TO MICHAEL LANDY'S WORK IS LINKED ONCE MORE.
<https://www.southlondongallery.org/exhibitions/michael-landy-art-bin/>

A SHORT ANIMATED FILM ABOUT LITTERING IS REFERENCED. LINK:
<https://www.youtube.com/watch?v=gNfXONlKgec>

TITLE: Litter buggin'
 SUBJECT: an animated film about
 litter. Written, narrated, drawn,
 and animated by me
 (thejohnrowley.com). Animated in
 TVPaint. Some elements
 drawn/animated in Procreate.
 Composited in After Effects, Sound
 design in Premiere Pro. Narration
 and some sound effects recorded in
 Adobe Audition. Thank you to
 everyone who posts creative commons
 sound effects at freesound.org
 "Space X-plorers" Kevin MacLeod
 (incompetech.com)
 (MORE)

[GARETH POLMEER BA(HONS), MA, PHD
 Licensed under Creative Commons: By
 Attribution 4.0 License
 4,022 views Premiered May 6, 2022
 GARETH POLMEER POSITS A REFERENCE
 TO Digital Debris of Internet
 Art_Nils Jean_2016. A PDF IS
 UPLADED TO THE DIGITAL PADLET
 SPACE. THE PADLET SPACE IS BECOMING
 POPULATED.

THE FOUR ACTORS CONTEMPLATE WHETHER THEIR DROPPING OF DIGITAL ARTEFACTS INTO THE PADLETS MORE LIKE A LITTERING, A DIGITAL DEBRIS, A DETRITUS OF ORGANISATION. THE FOUR ACTORS BEGIN TO WONDER WHETHER THE REPURPOSING OF THIS DIGITAL DEBRIS INTO THIS SCRIPT IS A FURTHER ACT OF POPULATING THIS WORLD (PHYSICAL, DIGITAL, EXISTENTIAL) WITH MORE DEBRIS.

A FILM IS OFFERED, REQUIEM FOR A DREAM, DIRECTED BY Darren Aronofsky, 2001. STARRING JARED LETO AND JENNIFER CONNELLY.

ANOTHER FILM IS OFFERED, THE SCIENCE OF SLEEP BY MICHEL GONDRY, 2007. STARRING Gael García Bernal.

A HYBRID INTERACTIVE VR FILM IS ADDED, BY WAY OF WEBSITE, LINKED AT <https://www.nfb.ca/interactive/roxham>.

TITLE: Roxham.

SUBJECT:

In early 2017, the number of asylum seekers arriving at Roxham Road sharply increased. This quiet and practically unknown road between the United States and Canada became the location with the largest number of irregular border crossings in the country.

The Roxham experience takes us to the moments when Royal Canadian Mounted Police (RCMP) officers intercept these individuals in exchanges that are as regulated as they are tense.

Documenting 180 border-crossing attempts over a period of 16 days between February and August 2017, Michel Huneault captured the stories of these individuals in images and sound, and now he is sharing them through a virtual reality project created in collaboration with interactive designer Maude Thibodeau (Dpt.) and sound designer Chantal Dumas.

(MORE)

[GARETH POLMEER BA(HONS), MA, PHD

In the photographs, the asylum seekers are shown in silhouette. Composite images of various fabrics shield their identity, preserving their anonymity. These textures come from another photo series Huneault made during the 2015 European migrant crisis. Alluding to both protection and comfort, these textiles serve as a reminder that the two situations are part of the same larger story.

At Roxham Road—just like in the immersive experience—the border is invisible, and the confusion is palpable. The language barrier is magnified; emotions run high. Migration, an exceedingly personal decision, has been thrust to the forefront of public and political debates. Roxham Road is quickly becoming symbolic: it embodies the tensions between the international responsibility to welcome others and the duty to protect a national territory.

In this seven-part experience, the 10-metre-wide Roxham Road becomes a microcosm of the world's crises, offering a personal glimpse into the confusing quest for a safe place.

AN ARTICLE ON JUNE NAM PAIK FLASHES BEFORE THE PADLET'S INTERFACE. New Media Precursor: Nam June Paik BY Marie Chatel. VIA THE WEBPAGE: <https://medium.com/danae/new-media-precursor-nam-june-paik-4db09d7a7c10>.

COMPLETELY UNRELATEDLY, THIS WEBPAGE APPEARED:
http://artjournal.collegeart.org/?page_id=11098.

TITLE: Photochemical Alchemy in Sub-Arctic Finland
SUBJECT: EXPERIMENTING WITH THE IMAGE-MAKING CAPACITY OF PLANTS—PHOTOGRAPHY WITHOUT LIGHT.

PERFECTLY TIMED, ANOTHER WEBPAGE LINKED:
<https://www.vilinawoodprogram.com/>

TITLE: VILINÄ

SUBJECT: VILINÄ is a design and construction project realized by the Wood Program at Aalto University School of Arts, Design and Architecture in 2021-2022.

This project consists of a locomotive shelter for the city of Kouvola in eastern Finland, to exhibit historical locomotive "Ruhveltti" in part of new park planning beside the railway. Situated in Pilkepuisto park next to Kouvola station, the shelter is based on our horizontal architectural language which express locomotive's bustle (VILINÄ in Finnish).