

WHAT: Semantic-mapping in a spatio-temporal context

WHY: Expressing a connection between our thoughts and ‘the sphere of human thought’ and visualizing the hidden structure of this hyper-reality by showing the connections and energy flows in the system(matrix)

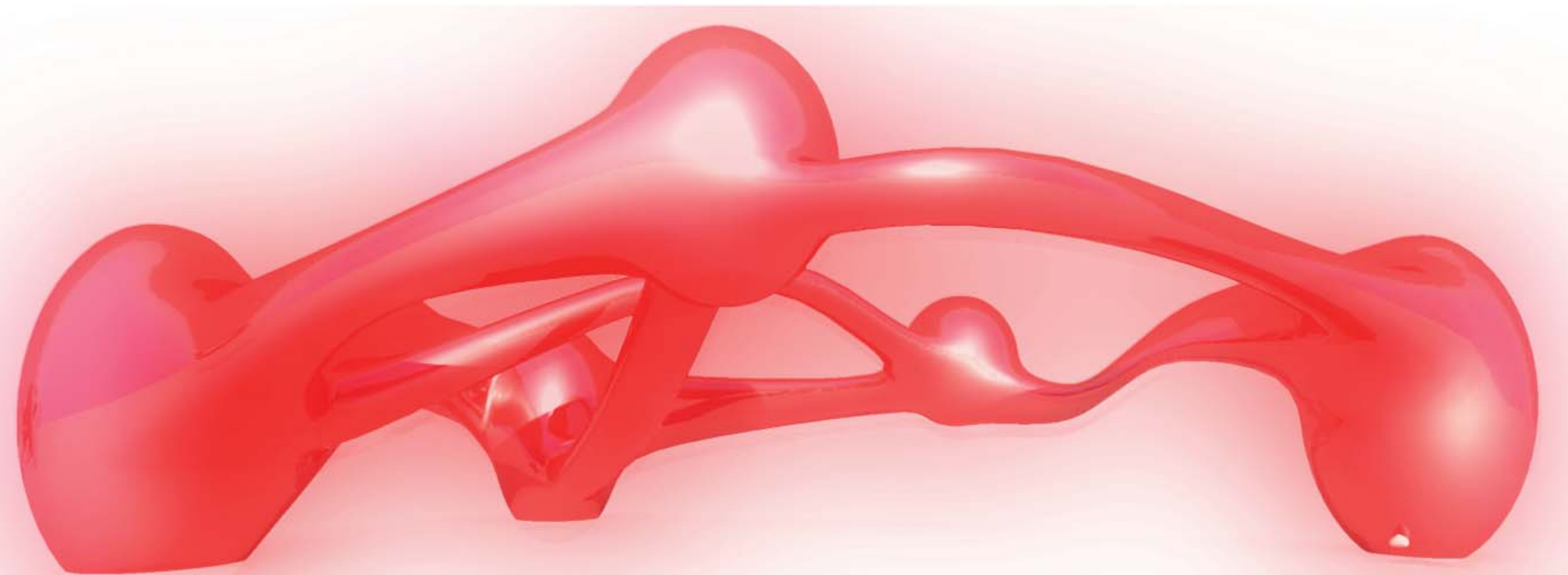
The agent lives in the virtual environment but is dependent on physical presence. It is created by the user but survives on the information that exists in the blogosphere on sites like wordpress, twitter, facebook etc.

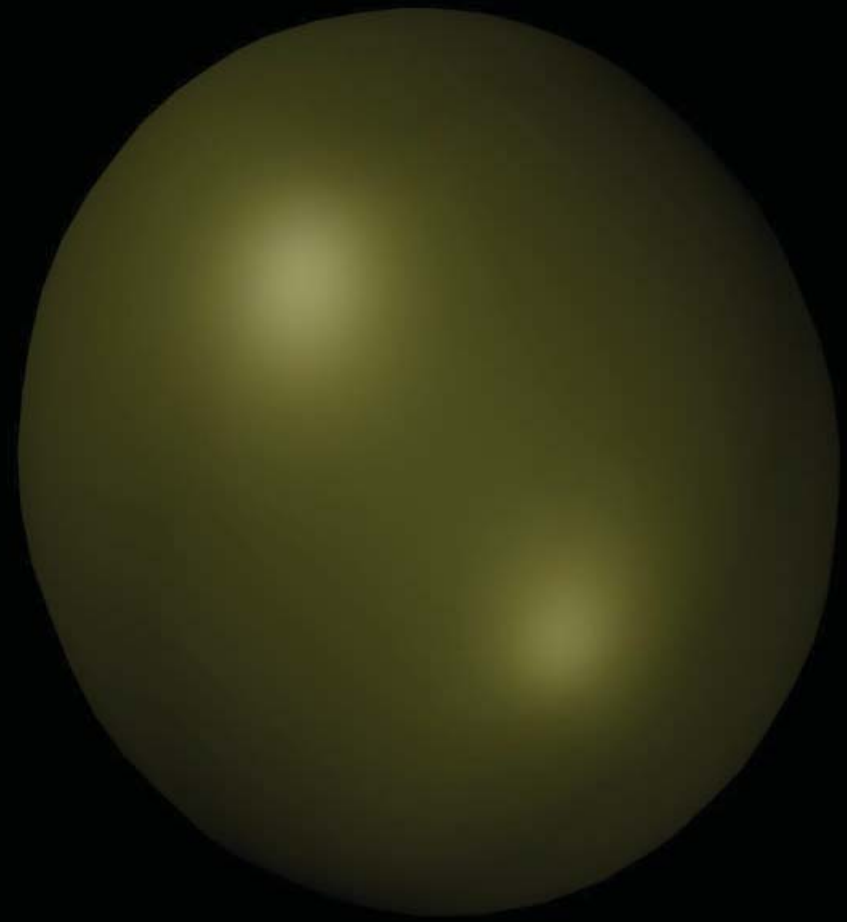
The Project looks the interrelated and intertwined connections of physical and virtual environments. It attempts to emphasize the fortified relationship human beings have with animated objects that exist between both environments.

The connections are indisputable yet sometimes imperceptible. This project attempts to enlighten these connections and emphasize that in order to our understanding of technological progress in our time, these connections have to be embraced and scrutinized.

Our immediate environment is no longer the reality in the natural sense we imagine, but a hyper-mixture of data, signs and artificial or natural phenomenon. We merged in this environment so deeply but we don't have any control on it, it is controlled by pervasive but invisible force like consumerism, ideology, social or culture inertias. First we have to visualize the hidden structure of this hyper-reality by showing the connections and energy flows in the system(matrix). Then we will want to explore ways for help individuals to make decisions about the situation and create tools to empower people who want freedom.

NOOSPHERE, According to the thought of Vladimir Vernadsky and Teilhard de Chardin, denotes the “sphere of human thought”. The point at which humans develop a new consciousness in which we are completely connected to each other is called the ‘omega point’ and it isn’t too far away.





Once participant enters room, presence is detected.

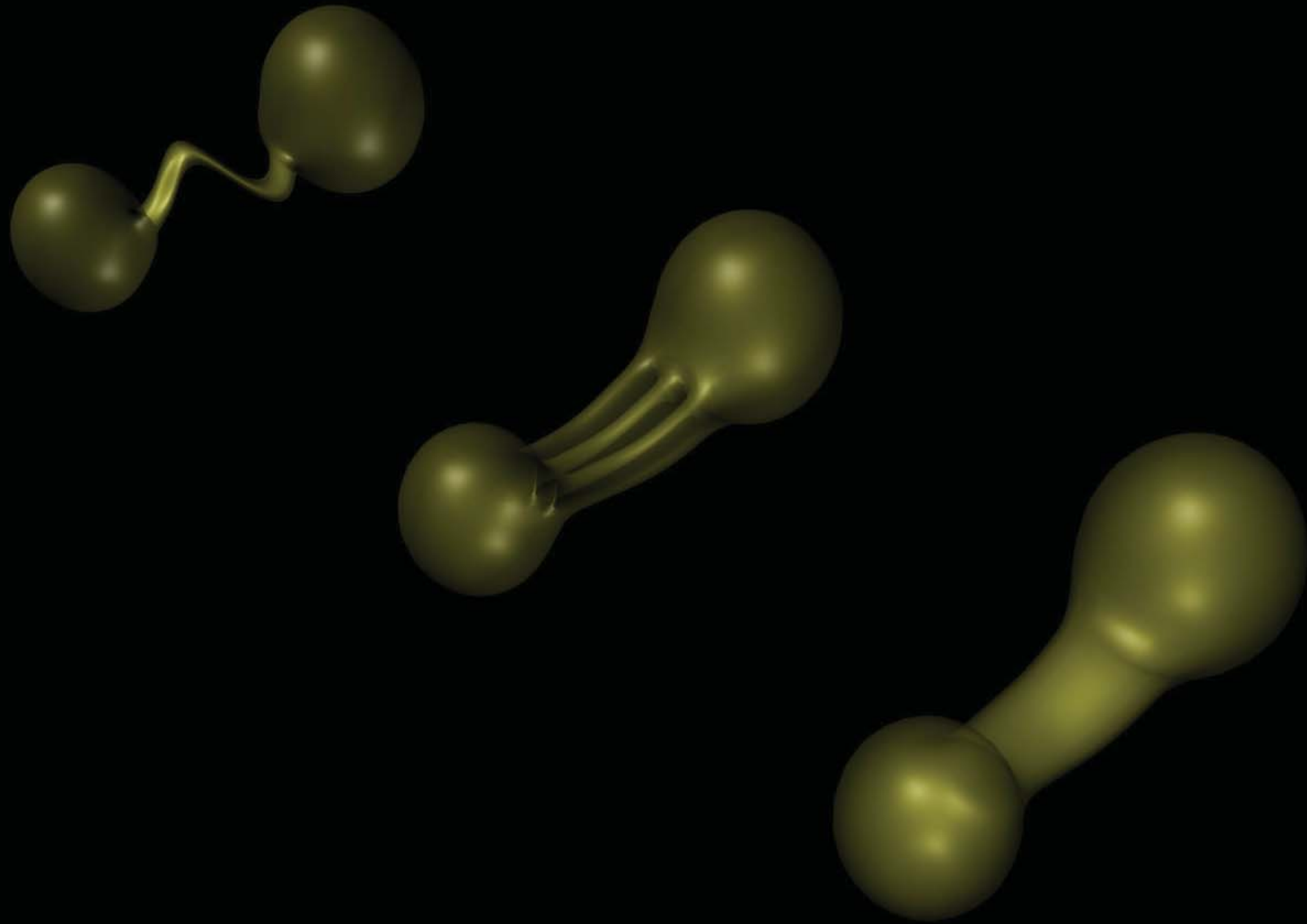
Representation of presence is created in simulated environment in the form of an Agent.

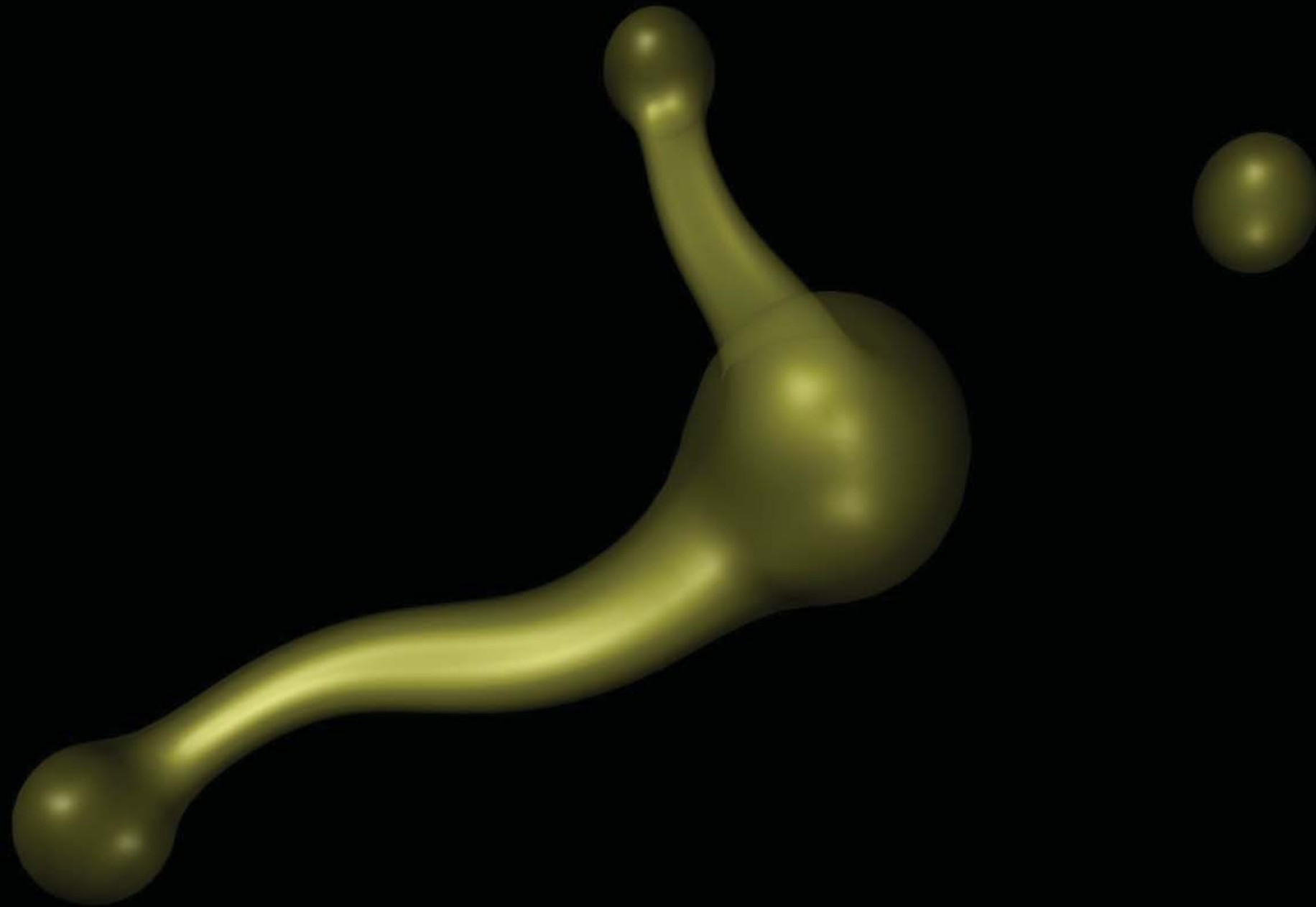


To activate the system, a query is twittered/blogged/texted

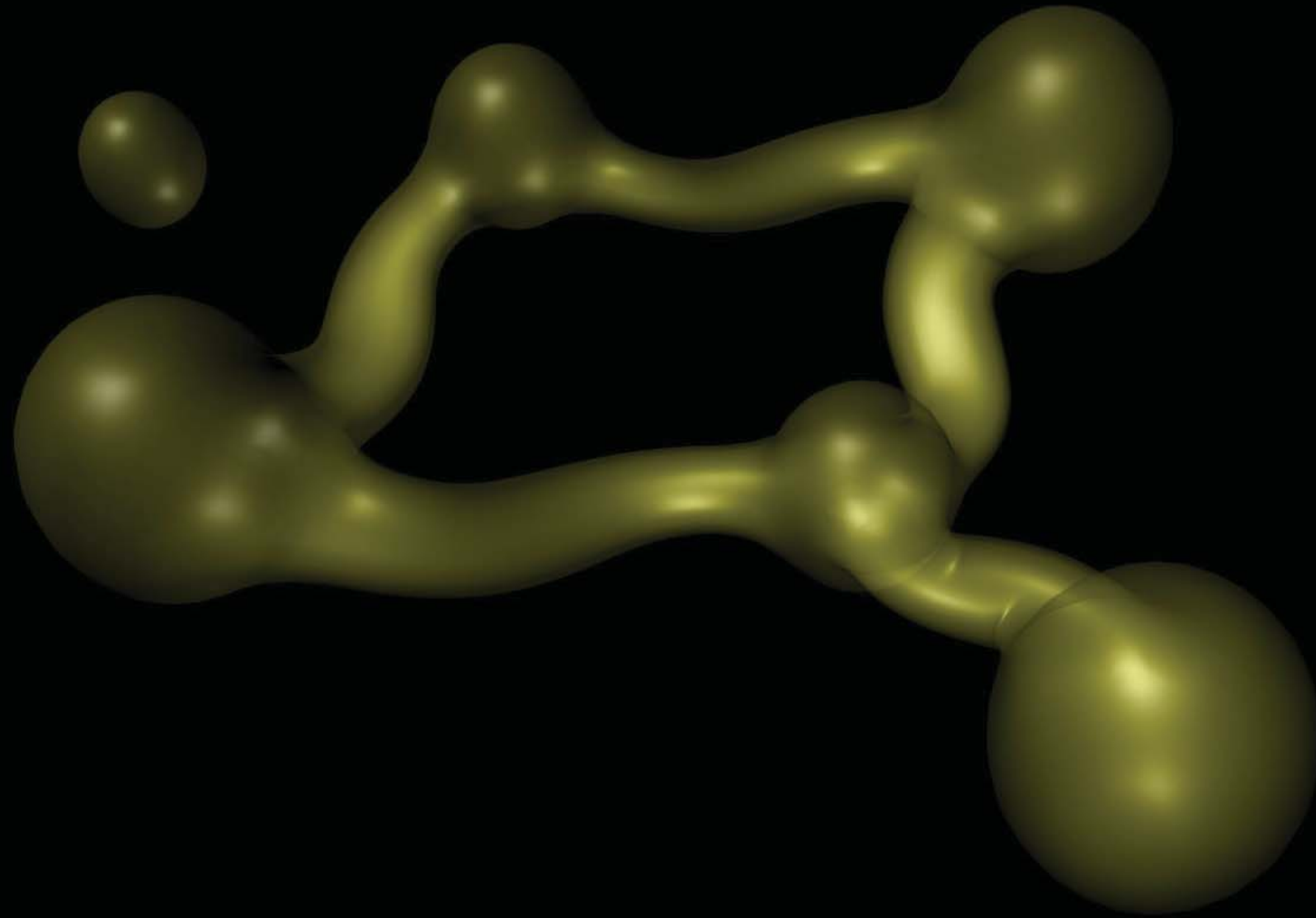
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One particle is activated and quantifies the relevance of the query by size and proximity of particle to Agents

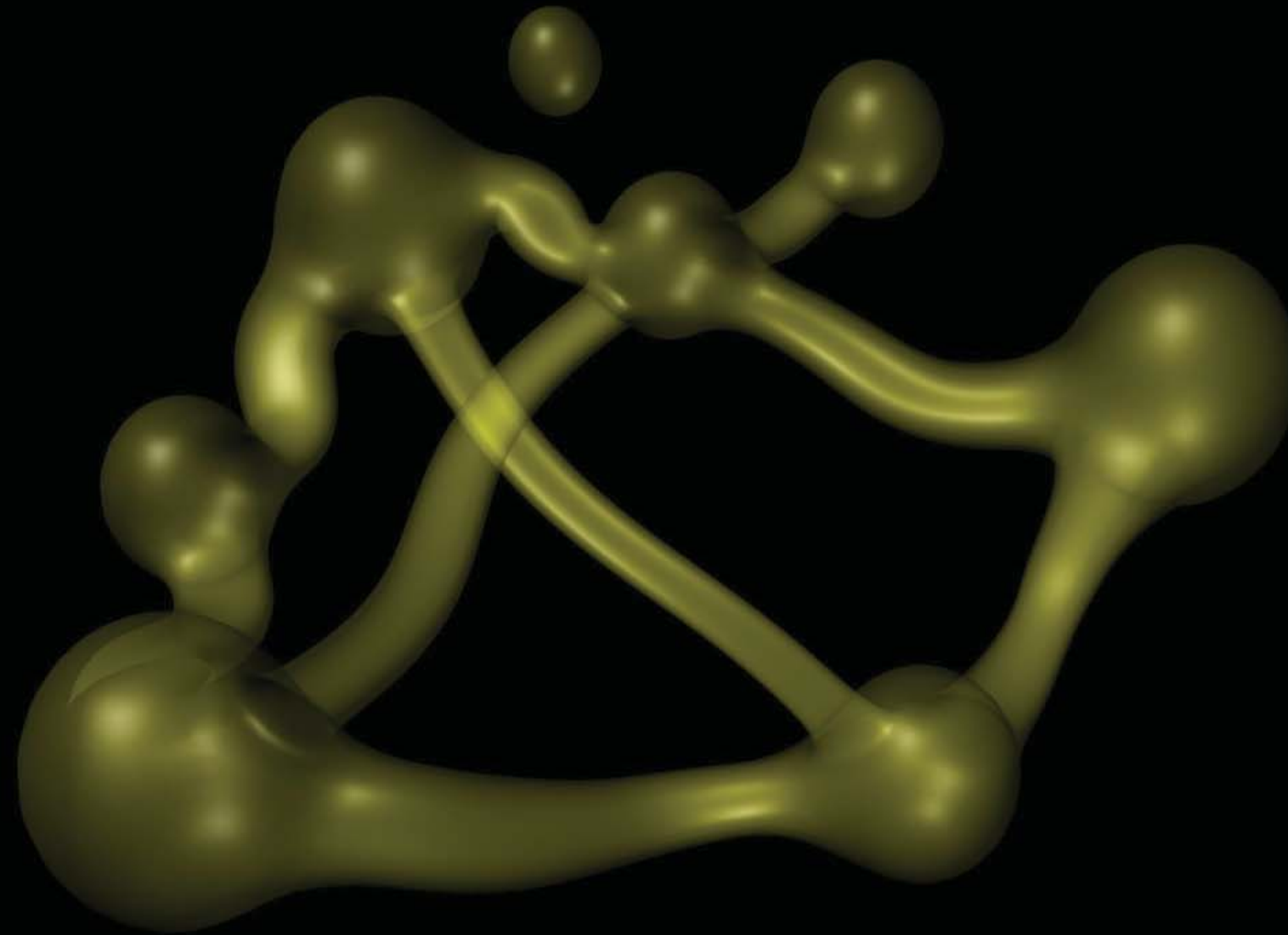




As others enter a room, more Agents are created.
As other queries are entered, particles attaches to other Agents that search a similar query.



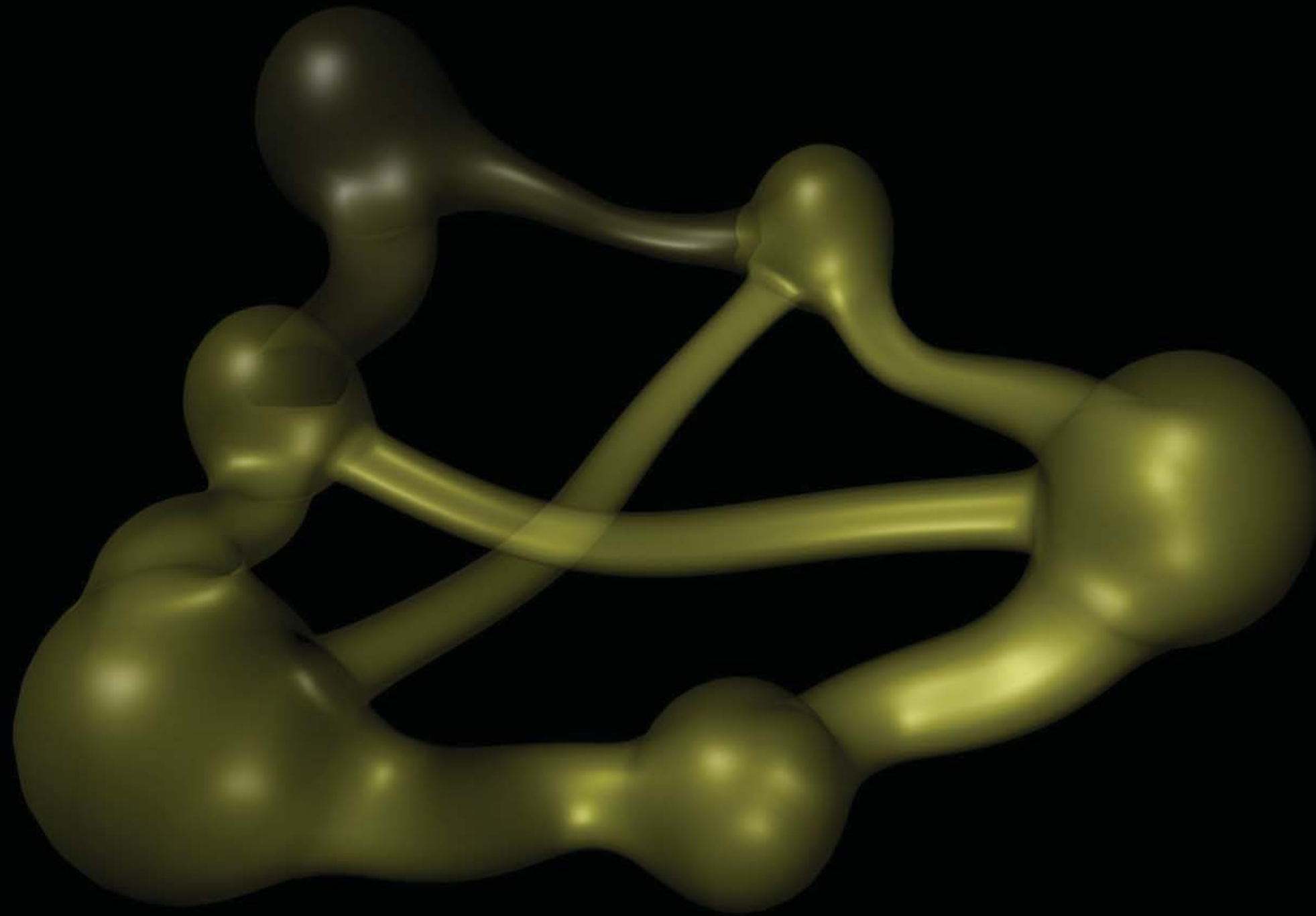
Agents begin making connections to others particles and begin to fade in intensity after a period of time if the relevance of the query is diminishing in real time.



The system begins to complexify, allowing participants to view into the Noosphere by referencing terms relevant to their thoughts at the moment.

The particles act as visual representation of quantities over time.

The particle references sources that might have matched terms blogged/twittered. Over time it begins to decrease the time it references the query and particle begins to fade should there be no more interest in the query by the participant.



The systems keeps repeating and complexifying as more people participate.

