

Improvisational Environments

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Responsive Environments for Ethico–Aesthetic Experiments

The main scientific goal of this research stream is to gain insight into (1) temporal texture via relational (not ego-centered) productions of correlated patterns of dynamics and change, and (2) transitions in continuous, multivalent states and embodied agency.

Art production is a means but not the end of this research. By art we mean the poetic – and poetically precise – conditioning of experience.

Scientific goals:

- (1) Write up insights into, or refinements of the Core Motivating Questions (below) in your own terms.
- (2) Design future experiments that Synthesis Center might co-host at ASU or elsewhere.

The practical goals are to:

- (1) Bring together some ensembles* that have advanced techniques to share with other experts
- (2) carry out an experiment in improvisation using your

* An ensemble is a set of technology, people, and techniques : e.g. software frameworks, instruments, devices, plus practitioners, makers, researchers, employing techniques and approaches, all co-refined together working over several projects under a family of related artistic expressions, conceptual questions or philosophical investigations. [Simondon, Du mode d'existence des objets techniques, 1958.]

apparatus while resident in the AME iStage blackbox which is being renovated.

The strategic goal and value for the Synthesis Center and the School of Arts, Media + Engineering is to host the building of an apparatus, which means not only equipment and software, but also people -- students + faculty + technical staff -- knowing how to keep using it in creation research concerning experimental conditioning of whole experience. Participants from the Topological Media Lab have transferred a working apparatus as a sibling to the Ozone responsive environments apparatus at Concordia, in order to facilitate subsequent research collaborations.

Experts in the art and science of responsive environments will teach each other how to use some of the essential parts of our systems.

Researchers

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Collaborators

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Topological Media Lab

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