

A project by
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insitu ani•motion

How can media be used as a participatory tool to have impact on both space and people simultaneously? The Social Design project insitu ani-motion provides a possible answer to that question.

WHAT ↓

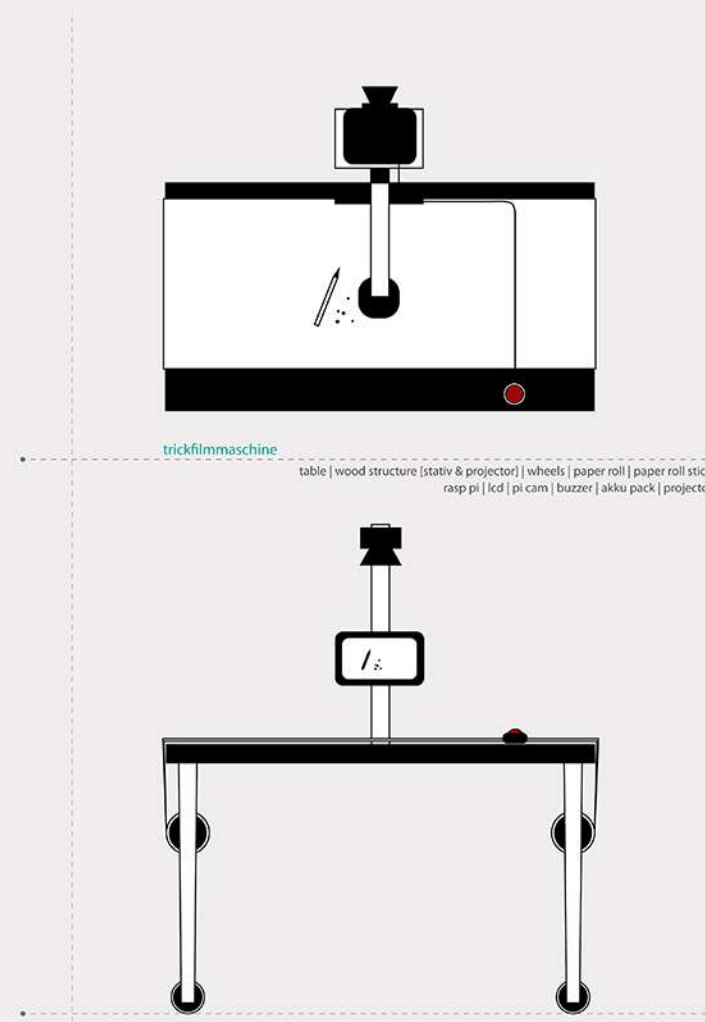
insitu ani-motion is a method for intervening in public space through playful participation. This action research approach aims to create conditions for the real-time onsite collaboration via stop motion-based video-making for socio spatial interventions.

insitu ani-motion is an attempt to investigate potentials created by the abolishment of the phases which separate different partakers in the conventional video media production and the impact such procedure has on the production of space.

HOW ↓

Through the design and implementation of a technical tool, a closed circuit installation, this approach shifts the attention from product (the video) to process (co-creating), allowing the participants to at the same time create and observe changes while playfully challenging routinised use of the public space.

To intervene in space via participatory video making, a code-based mobile technical tool was developed. By bringing the programming interface to public space, conditions for creation of participatory real-time video-producing live events are set. This setup abolishes the separation between distinct phases of creating and consuming art.



The installation consists of a webcam, connected to a portable computer, an input device and a beamer. Images captured by the camera are processed by a custom-coded script in a way that every newly exposed frame is added to the looped stop motion sequence as the final one. The output video is projected on the surface in the surrounding. People engage with each other and the interface through various means of artistic expression collectively creating stop motion video.

WHY ↓

Space is an outcome of social processes. It is created by people interacting with one another. By providing a platform for playful participation and situating it in public space, the space will be used in a novel way and new forms of spatial creation will ensue. The routines of co-production of space will be disrupted and a possibility for new ways of appropriation of space will emerge. Through on-site participation in real-time video producing, participants are becoming aware of their contribution to the creation and active shaping of space.

The abolishing of production phases will render the production process more participatory and inclusive. Situating the process in public space will challenge and change the way space is produced.

FEATURES ↓

Visibility in space → causes attraction/disrupts routines
Immediate responsiveness to action → provokes reaction and communication
Low threshold → leads to interaction and activation