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Digital Narrative

Assignment 2, Part 1

Using the body as a narrative method:

I'm not interested in cutting apart something that already exists, remixing someone else's work, or even creating anything with a tangible story, I'm interested in creating something that people can make a story up to. I'm interested in how people interpret artworks, and how their mind creates links between things without any tangible thought from the person.

Heart rate monitors etc:

The data would be collected from live streaming heart rate monitors, blood pressure sensors, skin temperature sensors, etc. However, these things are expensive, costing over three thousand pounds per unit for the functionality that I would need to carry this project out properly, that's why I'll be using already collected data.

Products such as the Sensium Life Pebble http://www.toumaz.com/public/page.php?page=sensium_pebble and IZM's sensor wristband <http://www.fraunhofer.de/en/press/research-news/2010/04/polymer-electronics.jsp> are awesomely cool.

Pre-recorded data:

I don't have the money to do this "properly".

How?:

The data's fine and all, but presenting it as a spreadsheet would be pretty dull. I'm interested in creating a physical product out of this, a physical graph, colour coded to represent certain states of activity. I'd also be interested in creating a video loop with the data, using generative art to visually represent it.

What about the data?

Obvious thing would be to find someone that's already put their data online, however this might be relatively hard to find, so some creative fakery may be in order. Using fake data could be more interesting, especially if people are not aware of the nature of the numbers.

How will it be shown?

If physical model, obviously hand that in, along with still photographs of the piece.

If video, DVD, possibly website.