Clews 2

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ABSTRACT

Clews 2 is an update to Clews which was installed at the Slade School of Art in 1979. (Bell 2013)

A camera operator hears whatever participants say through a microphone on the camera above the monitor. If an appropriate symbol appears on the monitor they have found the exit. Participants cannot see the whole maze.

Participant actions are recorded and later incorporated in a video showing their performance.

The piece is an exploration of private versus the public engagement with interaction and the contrast between performance and interactive internal reflection.

It is also explores the proposition that the digital is too simple. It is vulnerable, if not a slave to, aliasing. It is full of holes. A better understanding of human relations is not going to be found in a digital realm no matter how high definition. It will always be an approximation. It will always be prone to errors due to artefacts of sampling. As soon as humans started to corral animals they began to corral each other. Clews 2 corrals people. It implies boundaries. It implies success and failure to fit in a given group. It is wrong.
We know more about HCI since Clews was made. The artist is interested to see how this and using current technology affects participant behaviours.

REFERENCE