

Slow Art

Technology has had an enormous effect on the way we live our lives and the speed at which we can communicate and do things. Yet rather than use the extra time we gain to relax and contemplate life we seem to fill the time with more activity.

Similarly digital technology has vastly increased both the accessibility and production of new media items. Does this result in more inspired work or just more work?

The Slow Art Movement aims to make us slow down and contemplate life, to take time over things and enjoy doing them rather than hurriedly moving onto the next item on the to-do list.

Teaching Input

Tim Orman currently teaches Multimedia Interaction. This subject includes the choreography of spatial and temporal aspects of multimedia presentations (animation, sequencing and synchronisation etc.).

It is often necessary to slow down the speed of the interaction to enable users to take in everything that is happening.

This project takes this slowing down action to extremes. However, it serves as a useful illustration that interaction takes many forms and happens at different speeds.

Similarly to the Nintendo Wii this project takes some standard technologies and applies them to improve the interactive experience rather than focusing on improving the performance of the Technologies.

It also serves as a good example of technology that supports the creative process i.e. it relates to the new Creative Technology Framework.

The Project

Sending an email is normally a near-realtime experience.

"All we are doing here is creating a physical and biological interruption to this flow, but we hope by doing this it may also interrupt, for one small moment, our understanding of communication, allowing us to explore notions of time. It may even enable us to take time rather than lose it." Vicky Isley



Research Community

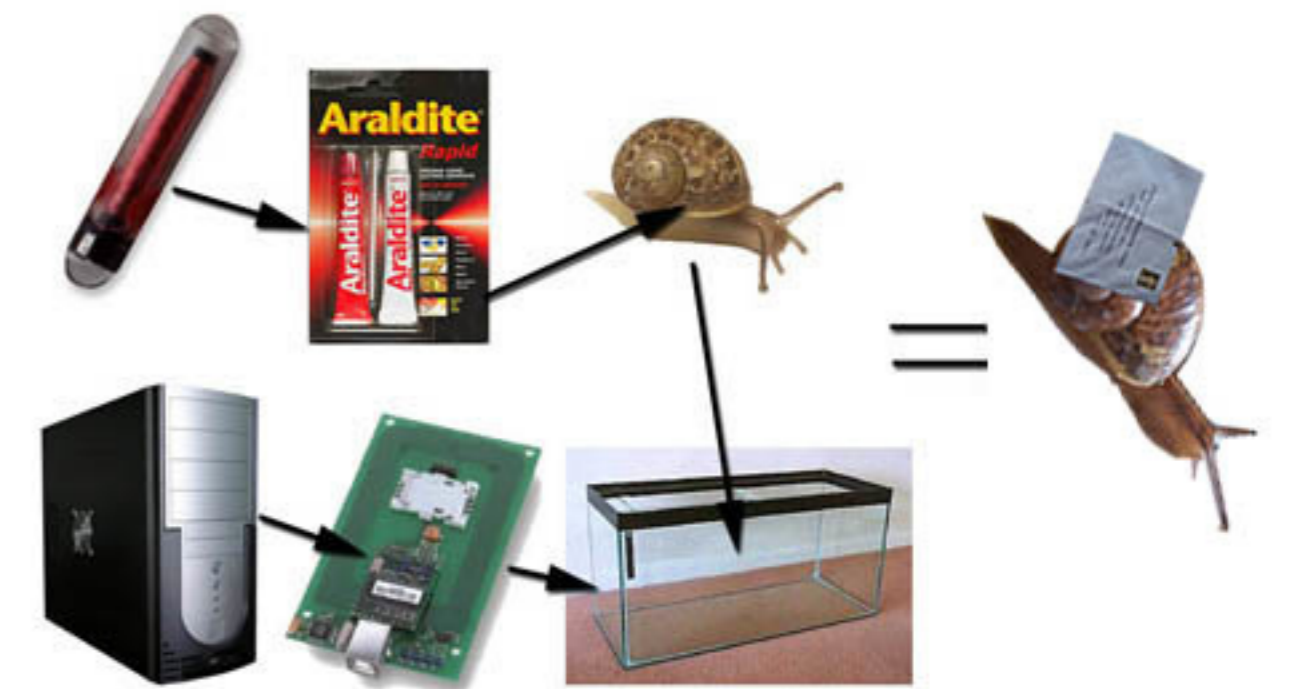
Real Snail Mail has been accepted as an exhibit in the Slow Art Section of SIGGRAPH2008 and will be included in the proceedings to be published by Eurographics.

(<http://www.siggraph.org/s2008/submissions/juried/slowart/>)

It has also been submitted to ARS Electronica.

(<http://www.aec.at/en/index.asp>)

Technologies



Users leave a message via a web-based messaging system. The messages get placed into a queue.

Snails with attached rfid tags 'pick up' and 'deliver' messages as they pass sensors sited in their living environment. Once a 'deliver' flag is received for a particular message it is forwarded to the message recipient.

The Team

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This project is a collaboration between Boredom Research (NCCA, BU Media School) and the Creative Technology Research Group (SMART, BU School of Design Engineering and Computing).

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