

Open Source City : Field Office

Title	Open Source City
Subtitle	Field Office
Lead-in / Abstract	Our interest lies in the way interactive art reorders both the visual and spatial regimes that have historically informed the museum and the gallery and the way this interactive space connects with the conditions of urbanism.
Participants and speakers	Kasprzak, Michelle (CA) Ramos, Amanda (US / CA)
Short biography of participants	Field Office is a constantly changing collaborative team and environment that temporarily assembles itself based on project commissions. Amanda Ramos and Kathleen Pirrie Adams initiated the Field Office collective and have primarily worked to develop curatorial, spatial, and event based strategies for multi-site exhibitions. For the past 3 years they have been asked by the Images Festival to produce their new media exhibition component – eleven to twenty five installations in over ten venues throughout the city.
Full text	<p>Kathleen and Amanda are now involved in commissioning projects such as <i>Open Source City</i> in which they are facilitating the distribution of the project and the presentation of the work.</p> <p>The work of the Field Office is concerned with enabling the extension of the artistic concept through all aspects of an artwork's public presentation. This approach allows us to treat the development of exhibitions of electronic art as a form of interface design. By creating specific conditions that attenuate or amplify particular aspects of the work, we are able to become directly involved in shaping not only the audience experience but the conceptual framework that supports the work as well.</p> <p>Our method for developing exhibition strategies for electronic or new media art is experimental. After an initial research period, we pose a question that allows us to attune to the dynamic relationship the work will have with its environment. This hypothesis guides the development of the physical aspects of the installation, the graphic program, the voice or style to be used in the development of critical commentary, and the educational programs associated with the exhibition. Each project contributes to our evolving understanding of the larger field of electronic art and provides a basis for our more general assertions about the nature of new media, the consciousness it suggests and solicits, and the genuinely new opportunities it affords.</p> <p>The Field Office successfully generated <i>WIDE</i>, <i>FLOW</i>, and <i>SOURCE</i>, a series of unique experiences that allowed visitors to not only see a range of media artwork, but also the opportunity to engage with the process, thinking and production of the pieces.</p> <p>With <i>WIDE</i>, we developed a city-wide exhibition strategy. With <i>FLOW</i> we focused our strategies to create a sequence of daily events that engaged a range of audiences into the exhibition experience. With <i>SOURCE</i> we borrowed the new media notion of source code and applied it to a broad range of interactive works, video and mixed media installations, and performances.</p> <p>http://www.imagesfestival.com/flow</p> <p>http://www.imagesfestival.com/source</p> <p>A similar metaphoric use of the notion of open source code informs our current project entitled <i>OPEN SOURCE CITY</i>, a commission that brings together four media artists whose work share the themes and concerns of psychogeography: how urban environments influence our emotions, how breaking with routines can reveal hidden dimensions city life, and how personal experience intersects with the notion of the public.</p>
Related internet addresses	<p>http://www3.sympatico.ca/renn_scott/source.html</p> <p>http://www.iloveaparade.net/</p> <p>http://michelle.kasprzak.ca/osc/</p> <p>http://www.field-office.org</p> <p>http://www.imagesfestival.com/source</p>