

hackers ∝ media artists

emancipation

understanding

empowerment

play

reaction

quirks and visions

media artists ≠ hackers

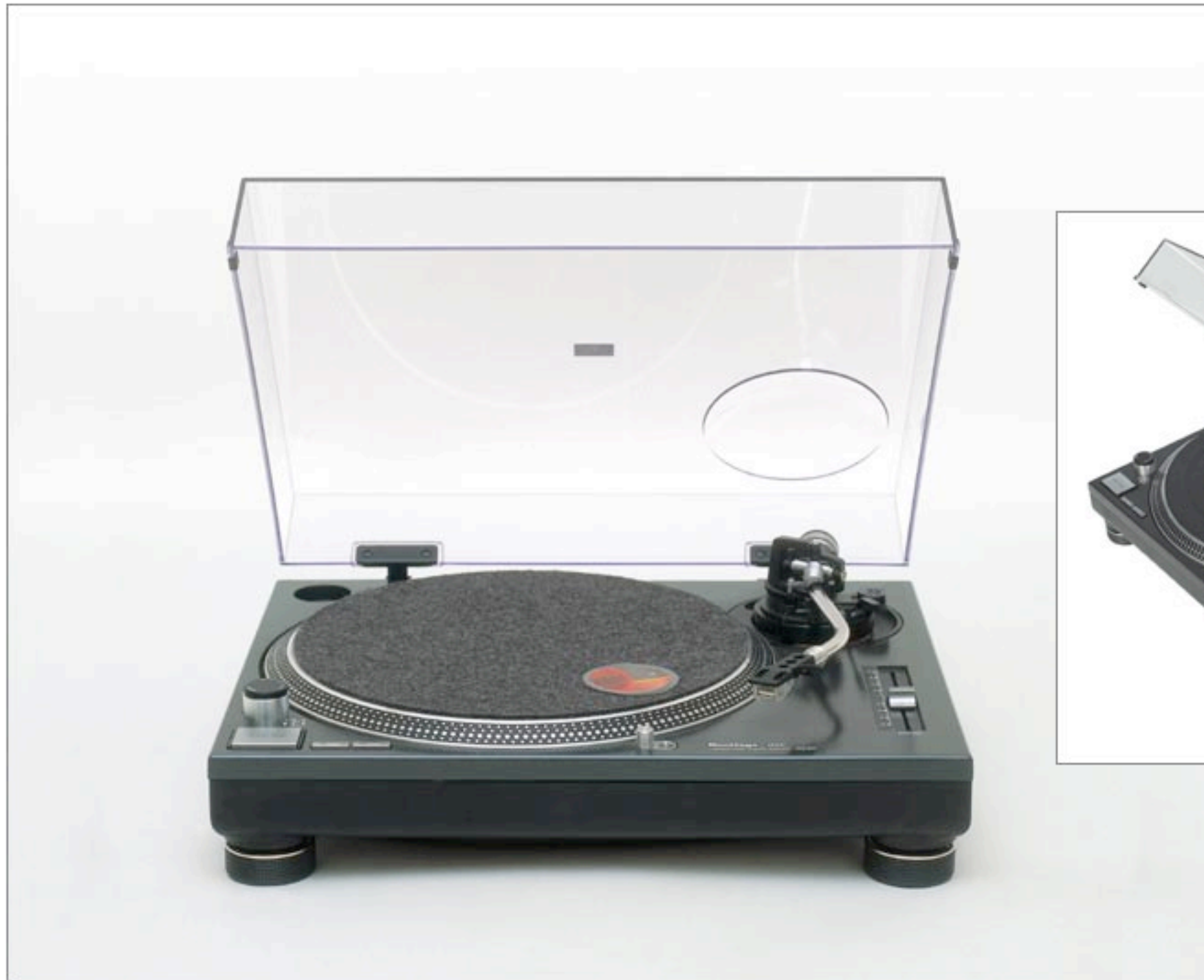
technological hacks

scenarios and visions

not solving all the problems

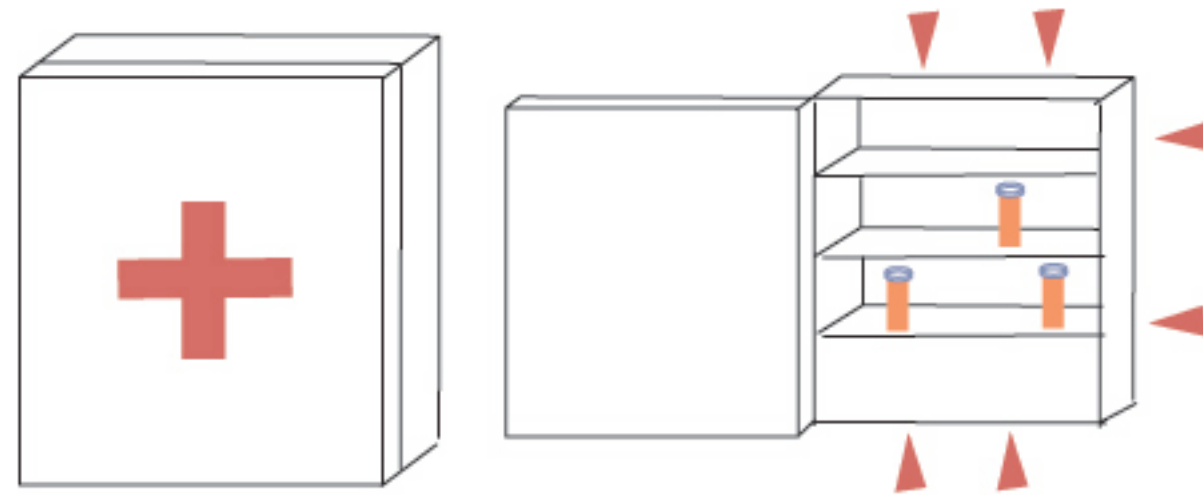
individuals with statements

RE-SL (Bootleg Objects)
http://www.bootleg-objects.com/objects_sound.htm#resl



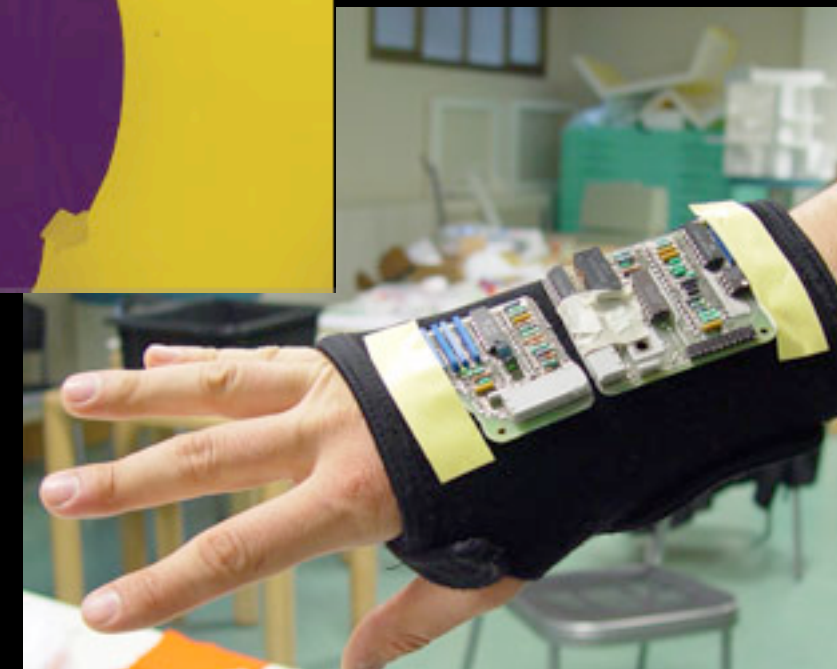
Junkie's Little Helper

http://meghantrainor.com/blog/2004/10/networks_cabine.html



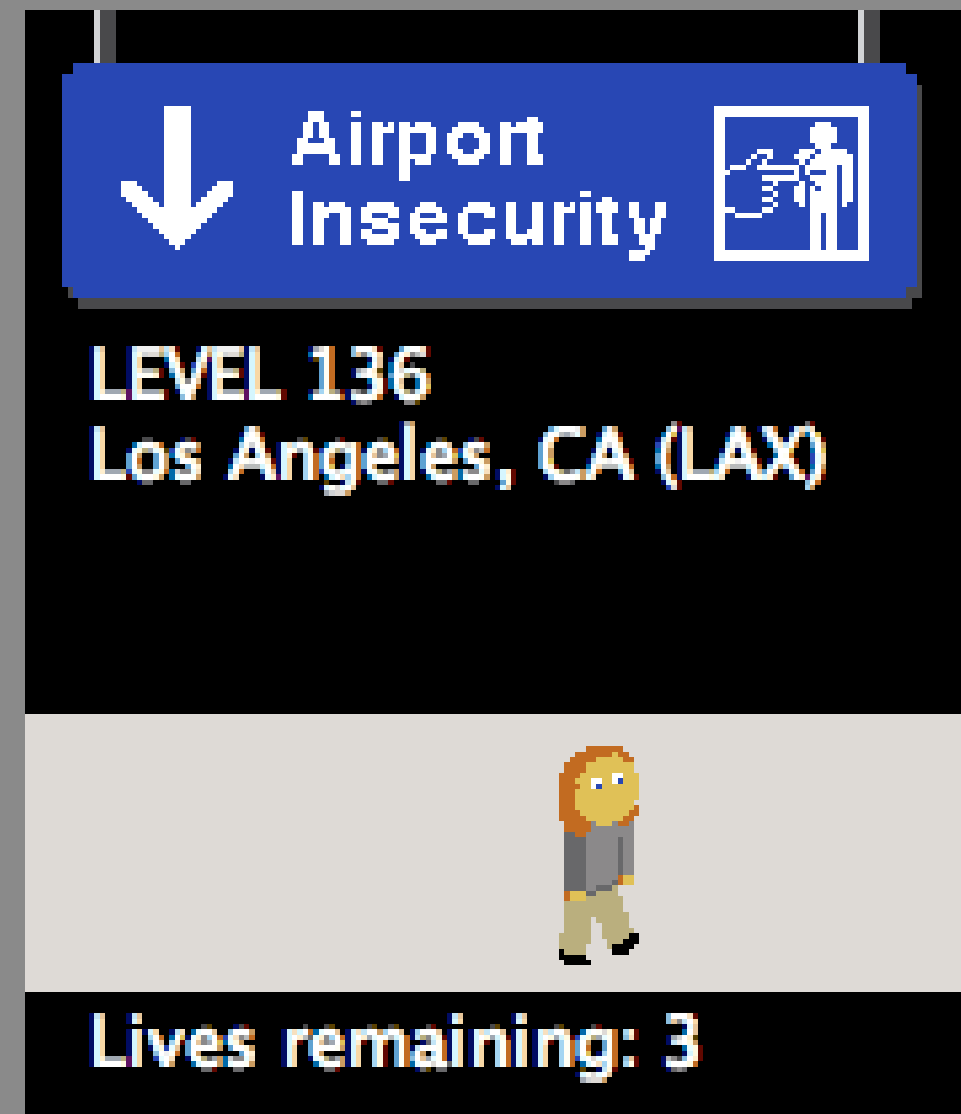
Go Dance

<http://people.interaction-ivrea.it/b.negrillo/onthebody/>










DHS | Department of Homeland Security | Homeland Security Advisory System

http://www.dhs.gov/dhspublic/display?theme=29

UrbanEyes SMS Ref Shop News Lapnap me IHO opetus bl inspirational Berlin admin conf/exhibits

V... ai... ai... D... m... h...l St... U... te... st... lo... G... ar... 1... 1...



Homeland Security

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THREAT ADVISORY

ELEVATED

Significant Risk of Terrorist Attacks.

DHS Organization

Emergencies & Disasters

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Threats & Protection

Working with DHS

Press Room

Threats & Protection

Advisory System

Advisories and Information Bulletins

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Banking & Finance

Health & Safety

Law Enforcement

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Threats & Protection

Advisory System

Homeland Security Advisory System


Current Threat Level

October 18, 2005 – The United States government lowered the national threat level for the mass transit sector in August. The country remains at an elevated risk, Code Yellow, for terrorist attack.

Mass Transit Measures

- Long-term, sustainable security measures tailored to the unique design of each region's transit system are now in place throughout the mass transit sector.
- Many transit systems maintain a strengthened baseline level of preparedness.
- Individual transit systems should vary these security measures at any given time in order to make it more difficult to predict the security regime at any given location.

The United States Government will continue to closely monitor and analyze threat information and share that information, together with guidance for protective measures, with state, local and private sector authorities as well as the general public as part of the



SEVERE
SEVERE RISK OF
TERRORIST ATTACKS

HIGH
HIGH RISK OF
TERRORIST ATTACKS

ELEVATED
SIGNIFICANT RISK OF
TERRORIST ATTACKS

GUARDED
GENERAL RISK OF
TERRORIST ATTACKS

LOW
LOW RISK OF
TERRORIST ATTACKS

Homeland Security Advisory System

Done

Department of Homeland Security Safety Vest
http://fort-lauderdale.siggraph.org/2004_press.htm
<http://www.xraylab.org/>



The (in)security Camera
<http://www.vitagrrl.com/art/insecurity.html>





Digital Shelter Kit
<http://www.interaction.rca.ac.uk/research/projects/digital-shelters/kit.html>



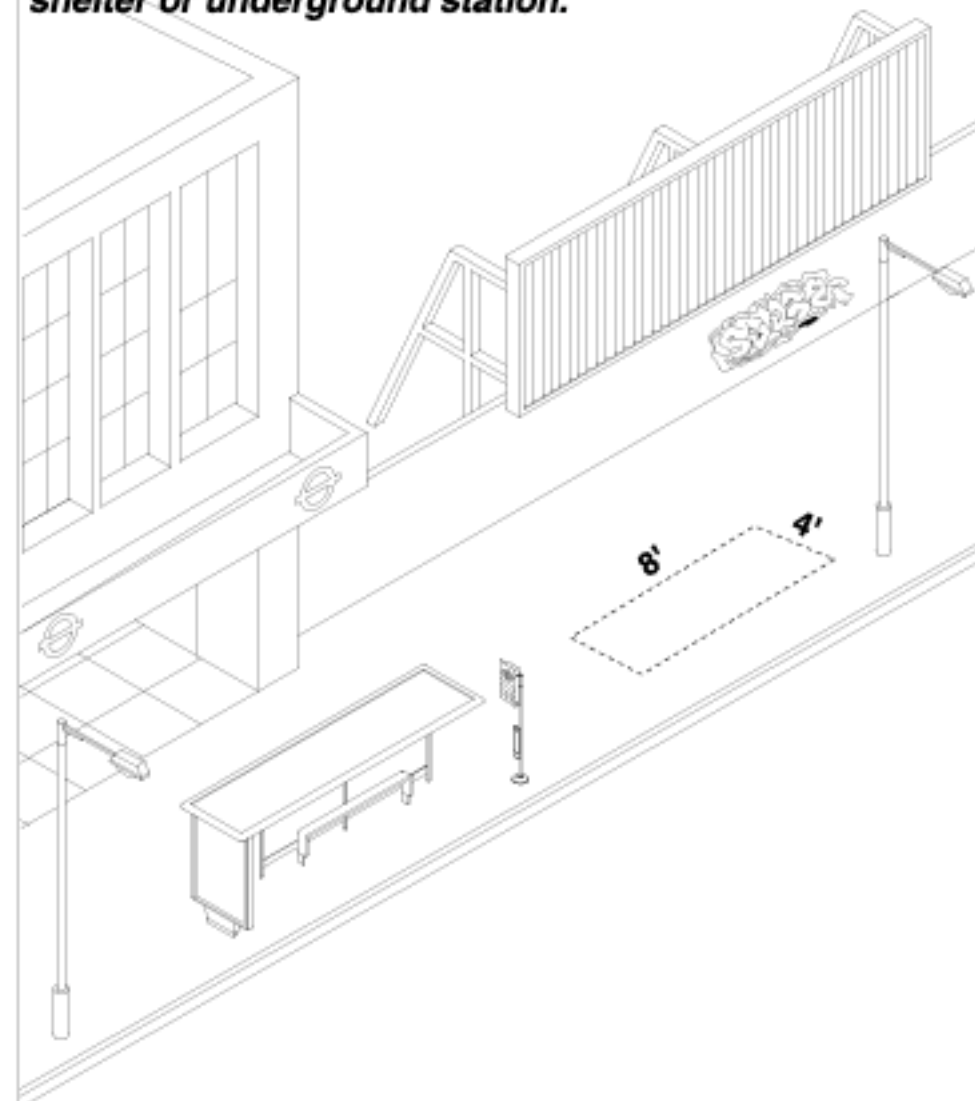
quick guide on how to build a DIGITAL SHELTER[®]

STEP 1: Requirements.

- 1.- **SCISSORS**
- 2.- **SCREWDRIVER**
- 3.- **"DIGITAL SHELTER SELF-ADHESIVE TAPE Kit" mod. DSsat001.0**
- 4.- **"DIGITAL SHELTER MOBILE PHONE JAMMER Kit" mod. DSj002**
- 5.- **"DIGITAL SHELTER CCTV CAMERA Kit" mod. DSc001.1**

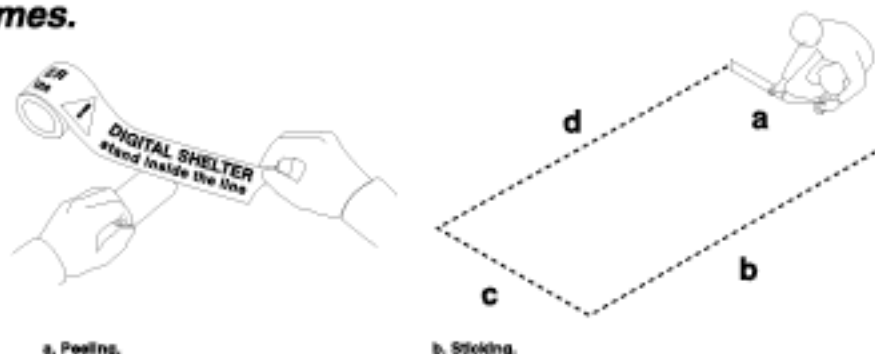
STEP 2: Locate.

Find a suitable space to build your DIGITAL SHELTER. Dimensions may vary but we recommend a space of 4' by 8' preferably against a wall or near a lamppost, bus shelter or underground station.



STEP 3: Peel.

Peel the back of one "DIGITAL SHELTER SELF-ADHESIVE TAPE" and stick to the floor in the chosen space. Follow the diagram and repeat this step four times.



STEP 4: Install.

Fixed the selected device ("DIGITAL SHELTER MOBILE PHONE JAMMER" mod. DSJ002.1 or the "DIGITAL SHELTER CCTV CAMERA" mod. DSCC001.1), to a wall or to a lamppost. You will need to use a screwdriver and the fixing provided in the kit selected. Please follow the diagrams included in the device.



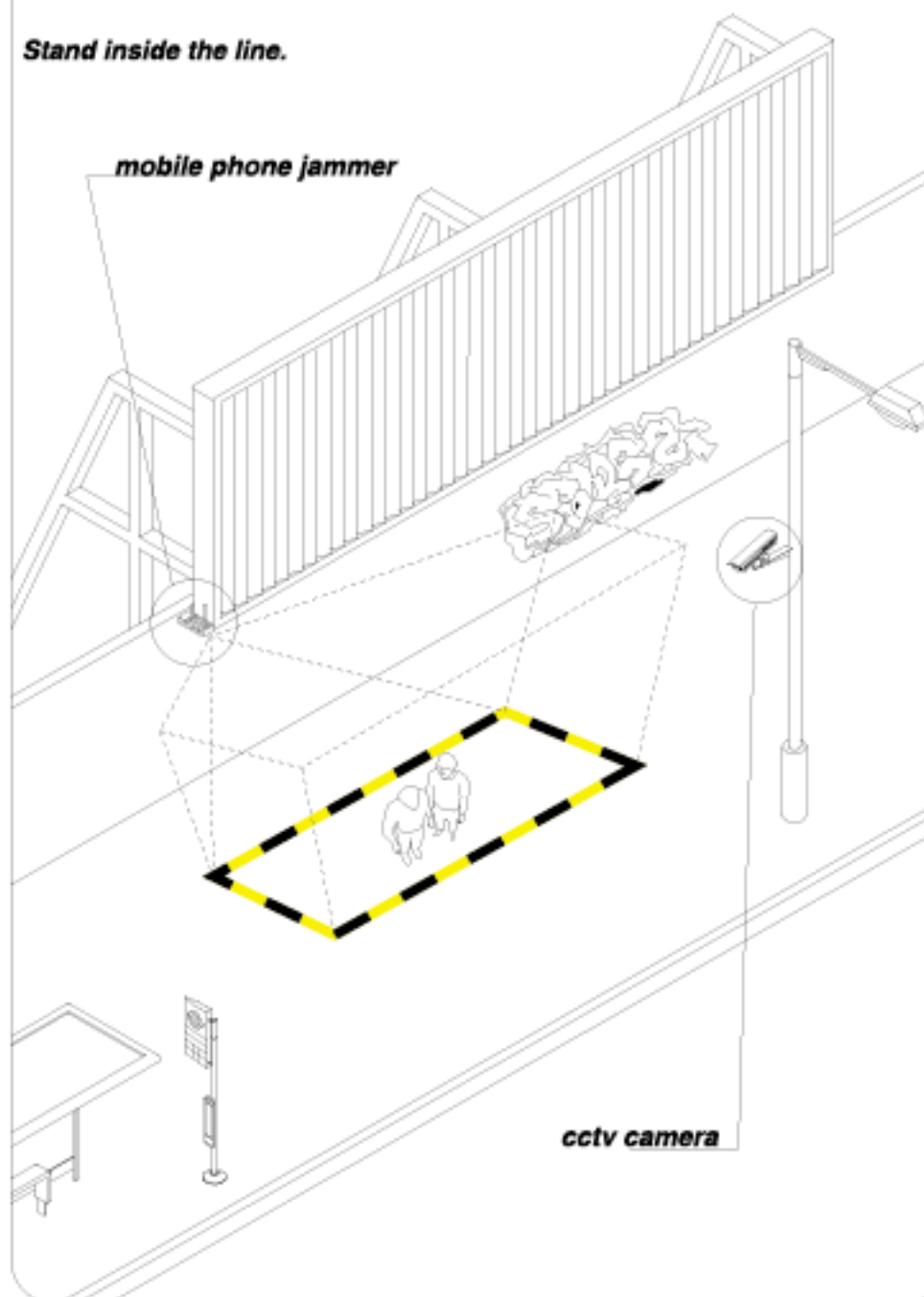
DIGITAL SHELTER CCTV CAMERA
mod. DSCC001.1



DIGITAL SHELTER MOBILE
PHONE JAMMER mod. DSJ002.1

STEP 5: How to use.

Stand inside the line.



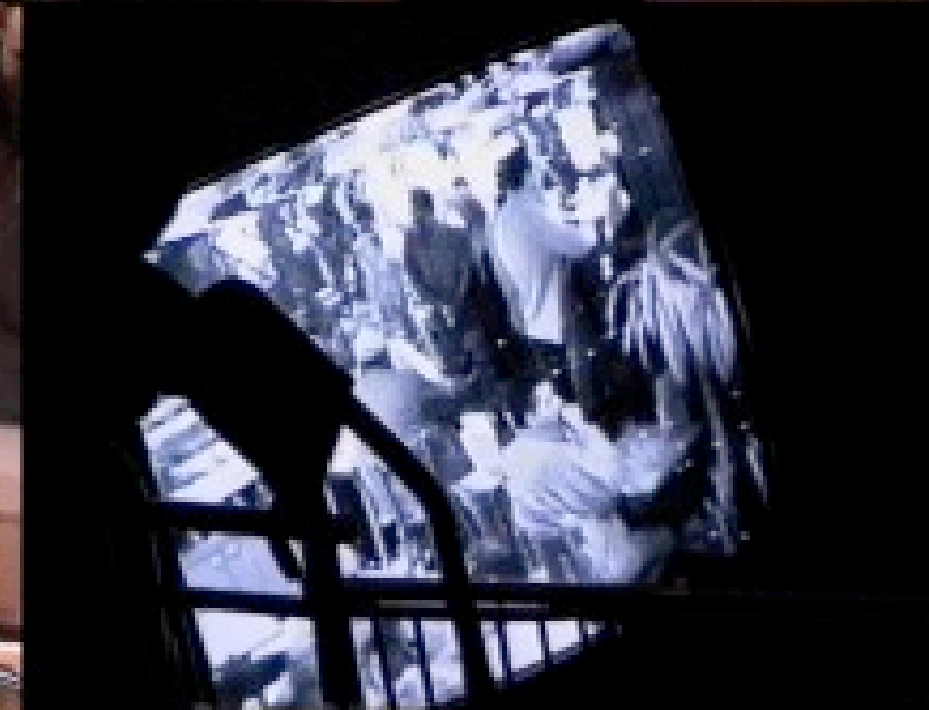
i-See

<http://www.appliedautonomy.com/isee/info2.html>



TROIA
<http://www.bbm.de/troia/troia.html>







random search
<http://web.media.mit.edu/~ayah/randomsearch.html>



loca

Home Page |

Loca: Location Oriented Critical Arts

Loca is an artist-led interdisciplinary project on mobile media and surveillance. It forms part of an AHRB funded research programme exploring the shifting boundaries between art practice, the event and data systems.

Loca is grass-roots, pervasive surveillance

A person walking through the city centre hears a beep on their phone and glances at the screen. Instead of an SMS alert they see a message reading:

"We are currently experiencing difficulties monitoring your position: please wave you network device in the air."

Loca is an exercise in everyday surveillance, tracking digital bodies in physical space. It looks at what happens when it is easy for everyone to track everyone, when surveillance can be effected by consumer level technology within peer-to-peer networks without being routed through a central point.

Loca aims to lightly touch large numbers of people. The aim is not complex interaction, but subtle affect. It will be like a picture glanced at sideways, a message caught in the corner of the eye, or a mosquito swatted on the arm.

Loca deploys a cluster of interconnected Bluetooth nodes within inner city urban environments, each one is built using readily available, cheap parts, and is encased in concrete.

Loca enables anyone with any device that has Bluetooth set to discoverable to be tracked. As the project develops inferences based on analysis of the data (server-side) will guide communication with the Bluetooth users.



Corporate Fallout Detector
<http://www.jamespatten.com/cfd/>



Counter-Surveillance Headdress
<http://itp.nyu.edu/~ges3/globlog/>



faking it

parasite

biopresence

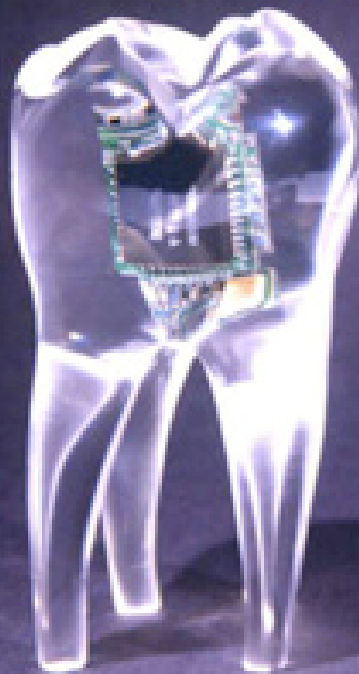
audiotooth

urban eyes

Biopresence
<http://biopresence.com/>

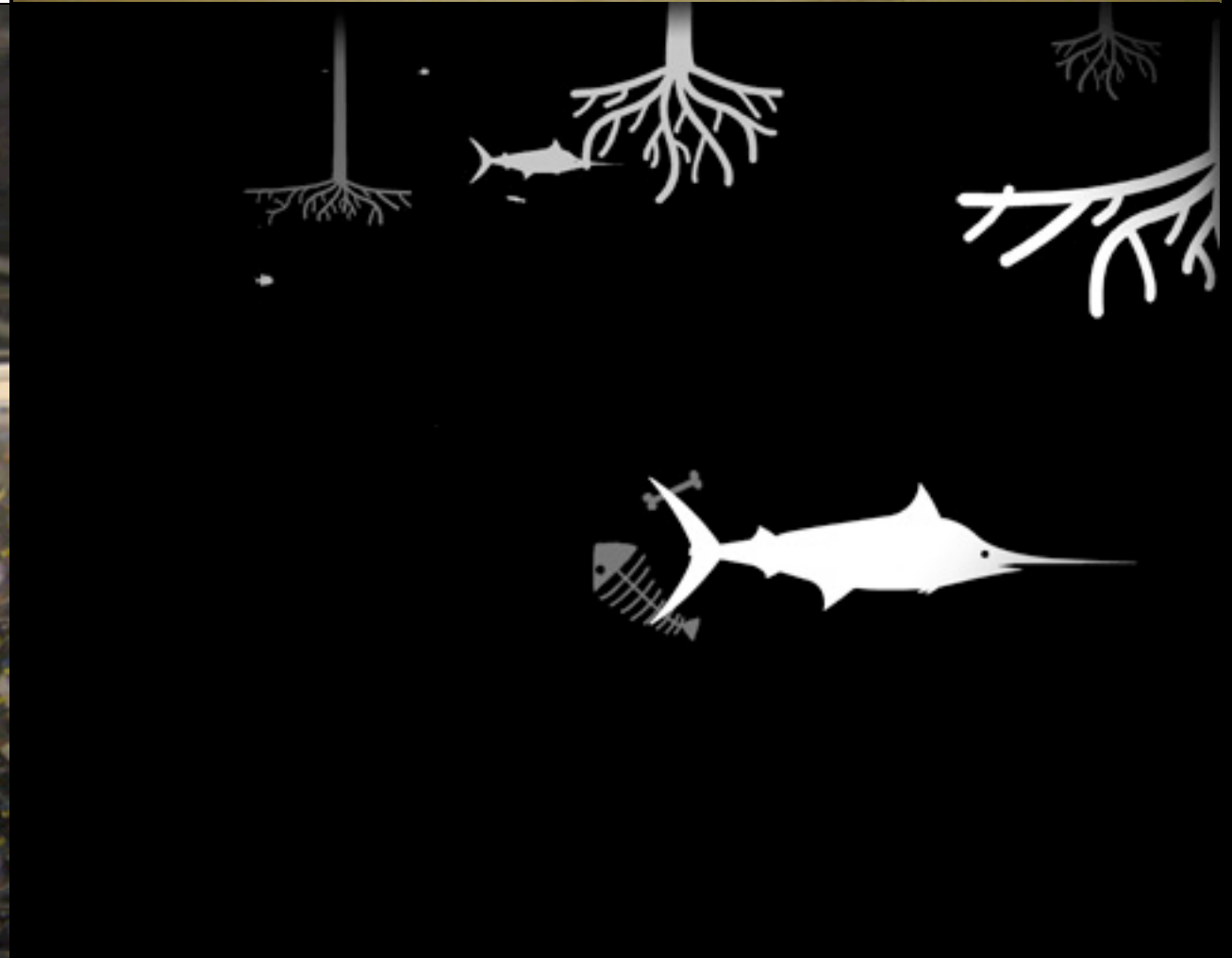
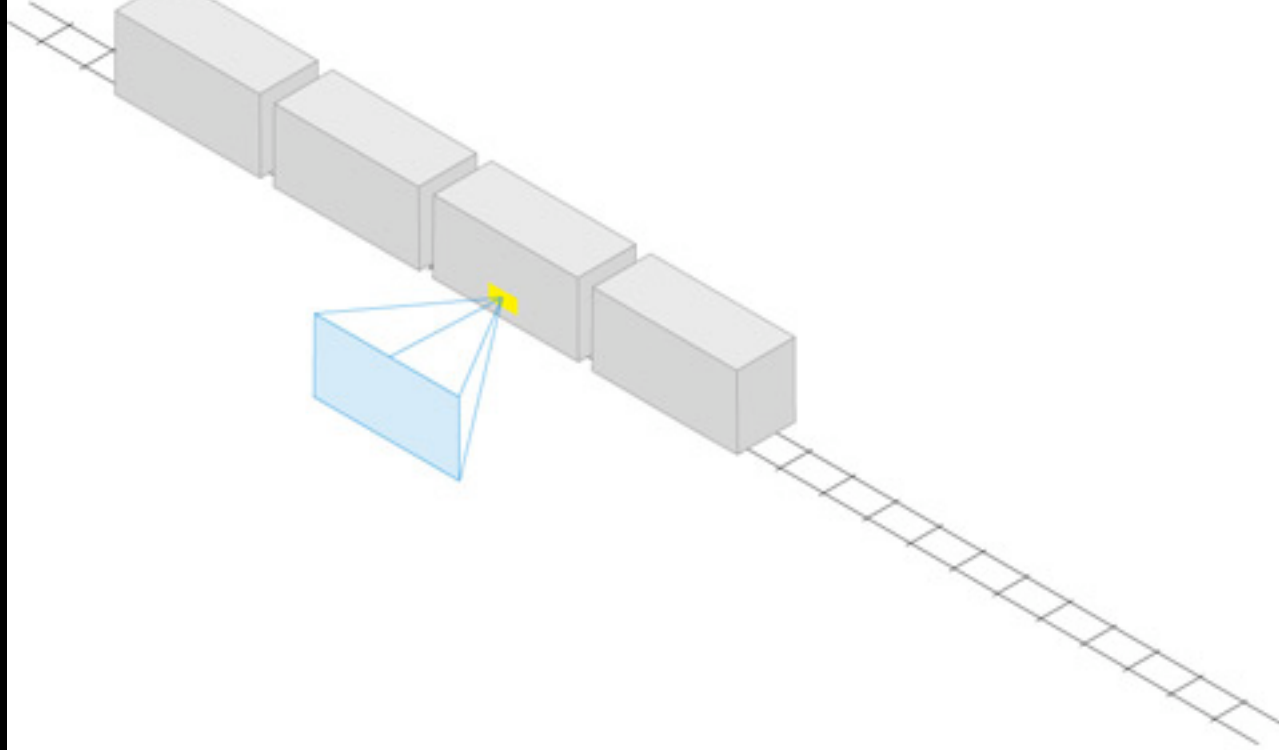


Audio-Tooth Implant
<http://www.auger-loizeau.com/>
<http://www.gizmag.co.uk/go/1470/>



Parasite

<http://www.digital.udk-berlin.de/en/projects/summer05/main/freeproject/trains.html>

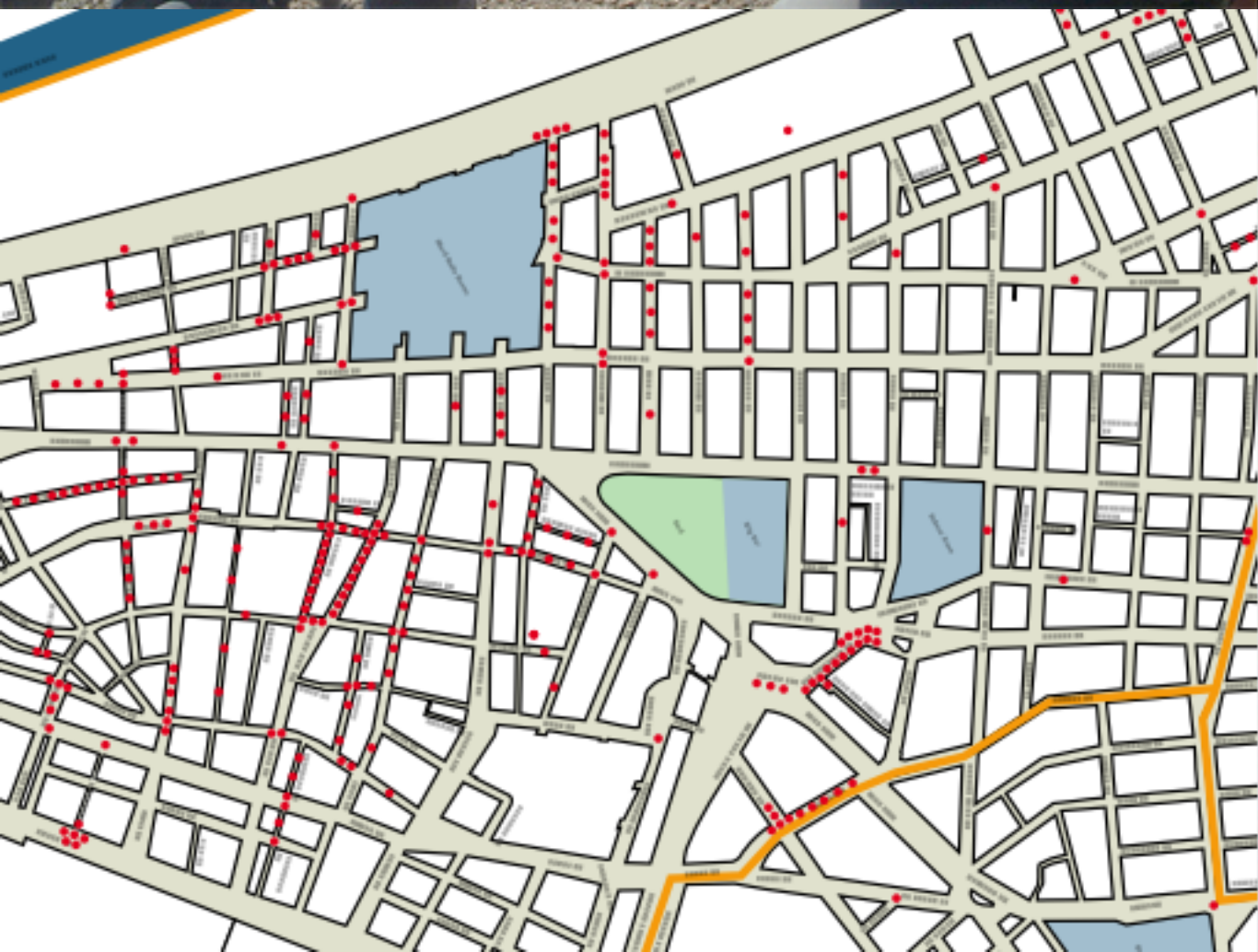


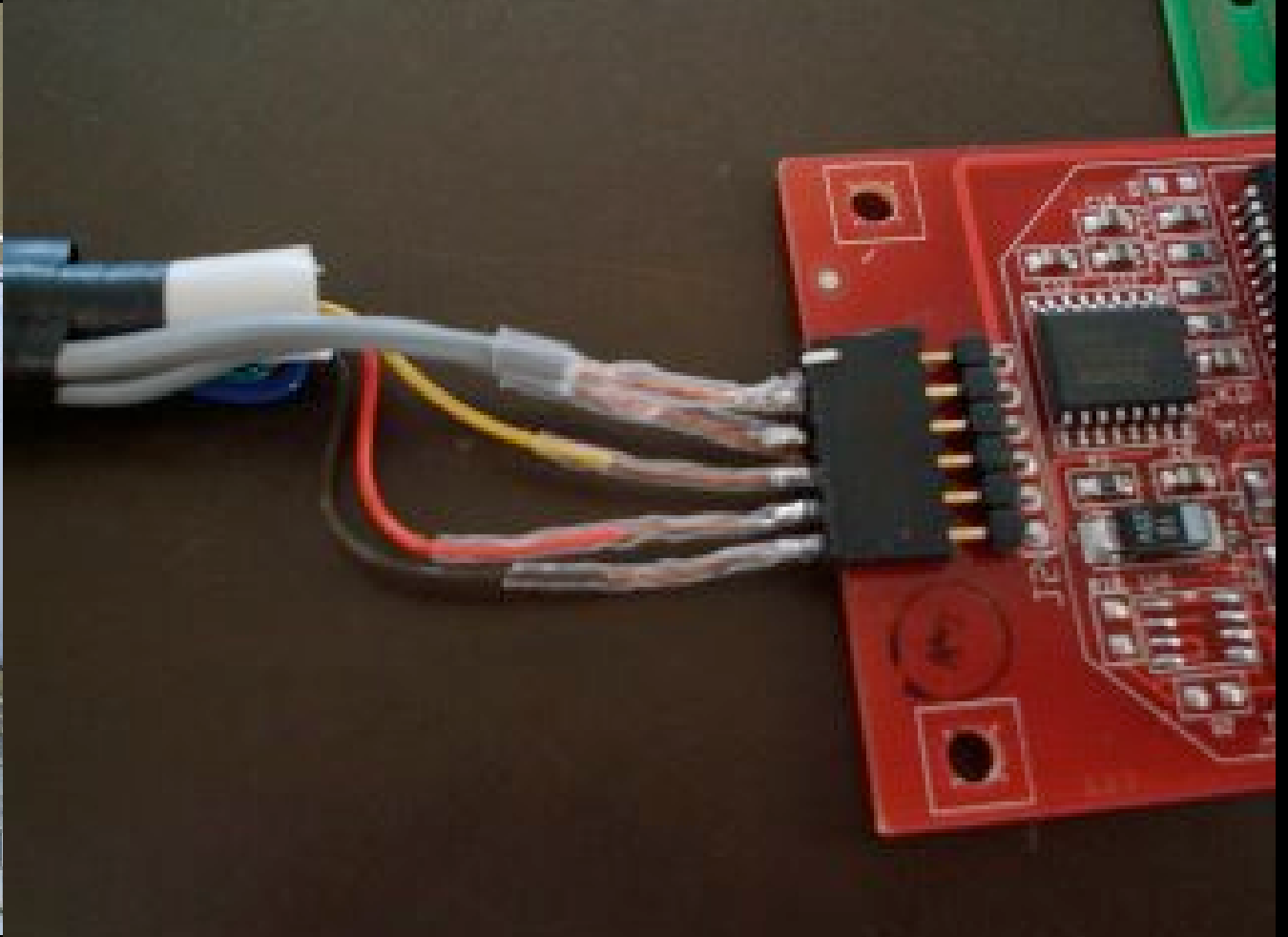


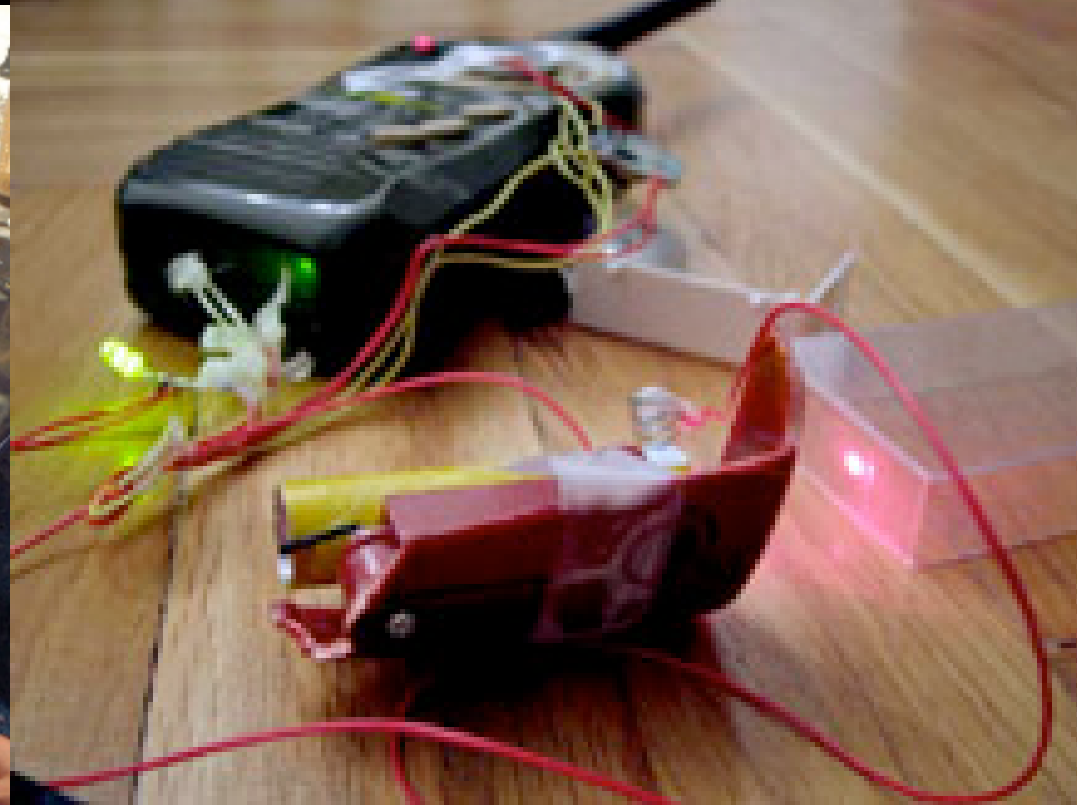
Mon 26 Mar 18:22



Northumberland Ave / Victoria Emb







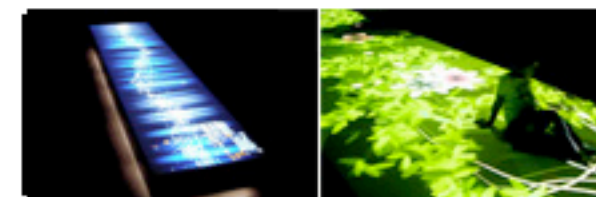
Processing
<http://processing.org>
 Scrapyard Challenge
<http://www.scrapyardchallenge.com/>
 Low Tech
<http://www.haque.co.uk/lowtech.php>
 Zapped!
<http://www.zapped-it.net/workshops.html>
 Chipped
<http://www.electric-clothing.com/chipped.html>



Processing (BETA)

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Exhibition



[Process](#)
 by ART+COM



[Jellyfish](#)
 by Carolin Horn

Examples

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 » [Contribute to Processing](#)

Processing is an open source environment for people who create art and sound. It is used by students, researchers, and hobbyists in production. It is created to be used for programming within a visual sketchbook and professional software tools developed by artists and designers. It is a commercial software tool.

The beta software for Processing can be [downloaded](#) here and can be [downloaded](#) here. It is head toward the 1.0 release and is available for Linux, Mac OS X, and Windows. [releasing version 1.0!](#)

Processing is an open project created by [Ben Fry](#) (MIT Media Lab) and [Casey Reas](#) (MIT Media Lab) evolved from ideas explored in the MIT Media Lab Group at the MIT Media Lab.