#EDITH RUSS

MOTHER.NODE

a somewhat social network

ANDERSSON SMIT

KLAAS HENDRIK HANTSCHEL && HANNES ARVID ANDERSSON

HAUS FÜR MEDIENKUNST

EDITH RUSS

MOTHER.NODE

MOTHER.NODE @ EDITH RUSS
KLAAS HENDRIK HANTSCHEL & & HANNES ARVID ANDERSSON
Performative Research Installation [POI]

Artist duo: Smit && Andersson

Klaas Hendrik Hantschel [Smit] and Hannes Arvid Andersson [Andersson]
form the philosophically oriented tech & research art duo "Smit & Andersson";
located in Groningen, the Netherlands.

In 2017 both graduated from the MA MADtech [MediaArtDesign&Technology]
@ the Frank Mohr Institute, Groningen, NL. Hannes graduated CumLaude.
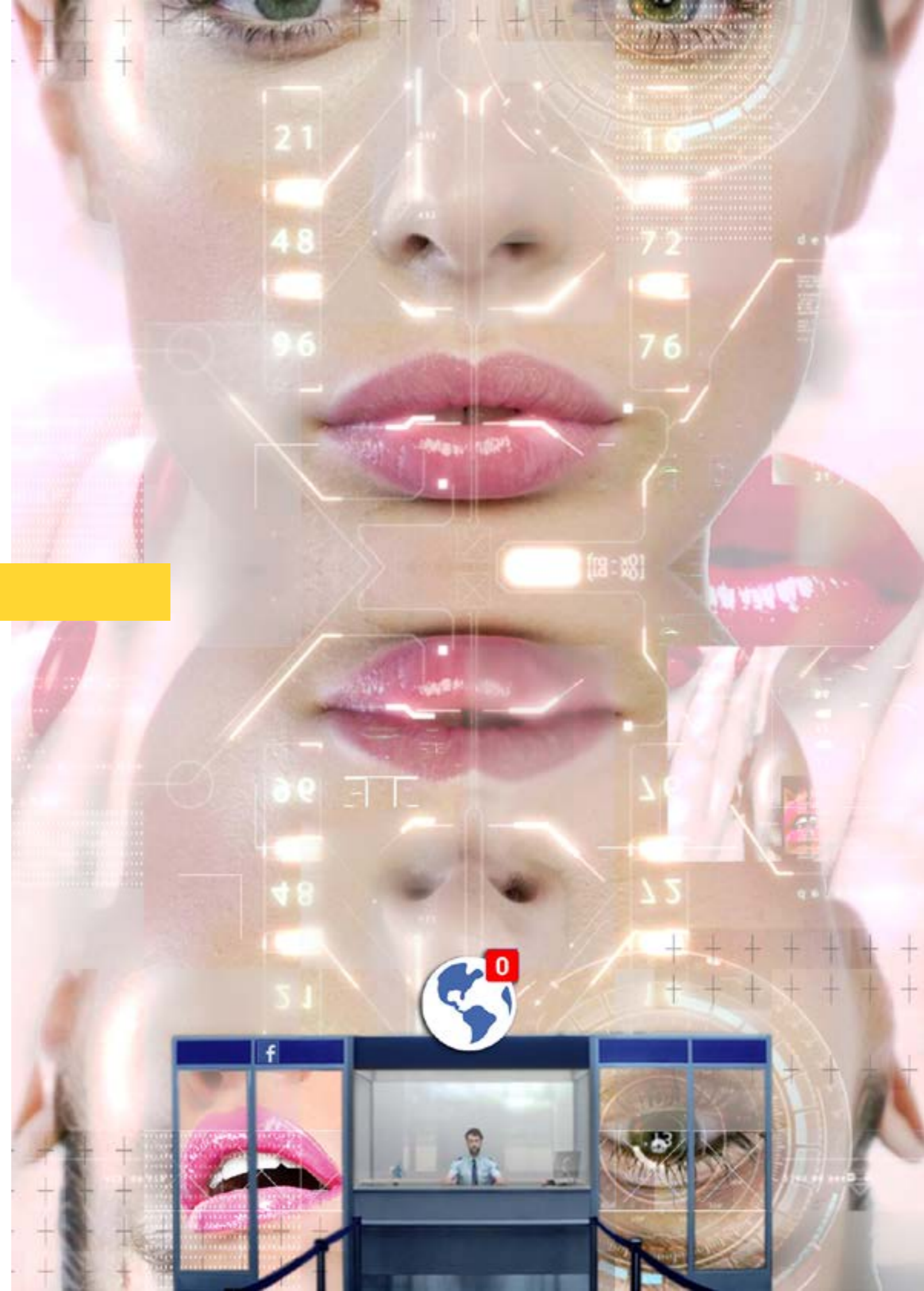
MOT
HER.
NODE

With the project MOTHER.NODE we create a local network, where interaction with the directed environment leaves traces for future generations of visitors.

Based on our vision and artistry, we use the MOTHER.NODE project to investigate the influences on swarm behaviour once given access to a shared network situation; in form, content and dissemination.

The data collected in the installation has immediate influence on the scenery and tone of the installation. Digital and physical materials interact and set the stage for the participation cinema of our personal social network - the MOTHER.NODE.

Visitors are invited to take a seat and be hooked up to the .NODE, while having direct impact on the mood of the situation.
They will be shown only what their biometrical data allows them to see. We accomplish this by using a system of sensors and pre-assembled scenes that react according to an algorithm - choosing the composition of scenes fitting.

Every visit to the .NODE leaves a mark in the system and has influence on the cinematographic environment.

All experiences together create the data that tells the story of body; space; & time in which the network installation exists.
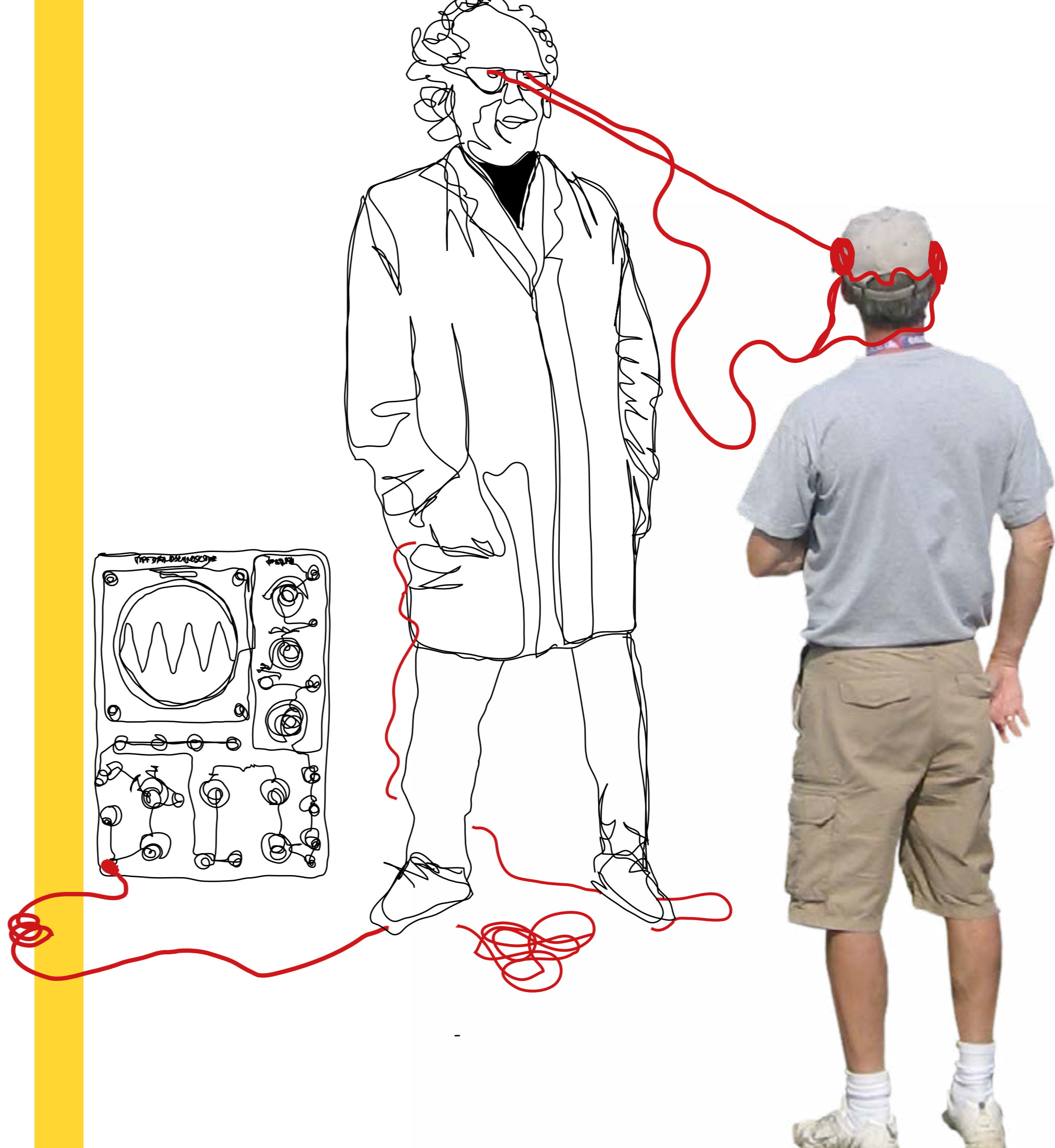
MOTHER

YODO

The final output of the experimental installation is an artistic research conclusion that will be published in the format of a website.

- This site contains all information gathered in and around the installation.
- It is designed to be a piece of art.
- It will - in all it's form, content & dissemination - capture the Zeitgeist of the 21st century.

nope

Within MOTHER.NODE we challenge the influences of human and non-human technologies and their effect upon nature, culture and identity.

We use the aesthetics of the online world; for example Google, Facebook or YouTube - to create an environment that acts like a mirror to society. As S&&A we are developing new instruments for the arts.

MOTHER.NODE consists of three equal parts.
The interaction between those "children" creates a situation that invites the public to dive into - and lose themselves within - the network.

[1] interaction.NODE:

the space for debate, discussion & video presentations as inspiration, input and reason for the discourse of the interface.NODE [2].
The interaction.NODE houses the data driven propaganda part of the MOTHER.NODE. The processor of the network.

[2] interface.NODE:

the space for fluid exhibition & interactive research theatre.
The interface.NODE acts as desktop to the network. Live interaction in physical and digital form invite the visitor to travel into the network; join it in space & time.

[3] intercom.NODE:

the space for the data collected within the interaction.NODE [1] & the interface.NODE [2];
a collection of everything that ever was in the time and space in which the network exists. This .NODE acts as our hard drive.
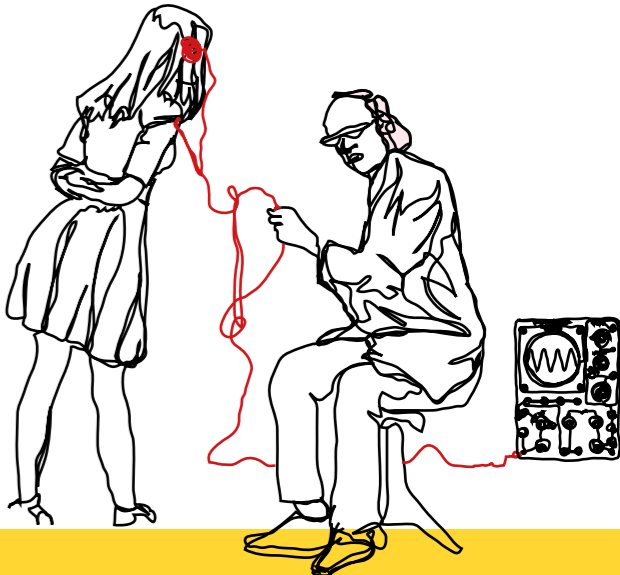
* All .NODES are being captured within one situation that allows the visitor to directly connect to the network, and by doing so, have impact on the tone of the entire project.

Besides the installation we will give workshops in social network design. The workshop structure aims at discussing and sharing personal experience with social networks. Together with the participants we develop science fictional new approaches to the theme, by analysing the influences and techniques used by the three biggest players up until now.

MOTHER.NODE is the sister project of SCIENCE FRICTION; taking place @NP3 buro Groningen from September - November 2018. See documentation for further information.

**todonotdosotodosonotdoingthedoso ... WHAT?**

We -   Smit&&Andersson compose and direct the performative environment MOTHER.NODE.
We -   S&&A transform the exhibition space into one tangible cinematographic landscape.
We -   S&&A build a techno-philosophical interpretation of the interaction with a digital network.
We -   S&&A develop a science fictional alternative to the usage of a shared social network in a workshop structure.

- participation cinema - live interaction with the network via biometric sensor readings
- debate, discussion & action in a shared/workshop setting
- video screenings - propaganda in the digital world - how does it approach us?

A participant - inspired to take action by the fluid, ever changing interface.NODE; or a spectator - who silently shares his data? Over time, the interface.NODE will fill with information and traces of all interactions. Video mappings on the walls of the exhibition space and bureaucratic compositions on the floor create an interactive cinema piece. We transform the exhibition space into internet chat rooms that are of an investigative and physically tangible nature. The intercom.NODE functions as an overview, with access to all collected MOTHER.NODE information.

Google

do

do **a barrel roll**
do **a barrel roll twice**
do **a barrel roll 10 times**
do **you know**
do **the harlem shake**
do **you**
do **a flip**
do **the harlem shake google**
do **lafzon ki kahani**
do **you know the way**

Google Search   I'm Feeling Lucky

Report inappropriate predictions

AUDIENCE &
PUBLICITY

Audience

With MOTHER.NODE, Smit&&Andersson want to challenge the public to deviate from the usual way of visiting an exhibition. Because of the interface.NODE´s constant motion, the visit becomes a personal experience in which personal choices are made. The visitor is part and can directly influence the research. MOTHER.NODE offers a wide range of techno-philosophical thoughts on how to implement the advances in science & tech within the arts & society - and open them up for discussion.

Oldenburg and Groningen have a good relationship. We want to further this relationship and form bonds between the cities. We will use out Network in the Netherlands and transport it across the border. We want to reach a diverse and broad public, from art professionals, a broad general public, interested people in the cultural sector, to students and art teachers, as well as businesses, primary and secondary education, knowledge institutions (scientific), government & social organisations and politicians.

Publicity

For the publicity of MOTHER.NODE Smit && Andersson bundle their networks, publicity resources and channels. This is an appropriate combination of both on-line and off-line contacts.

On-line:

- social media (twitter, facebook, instagram, LinkedIn, Ello)
- digital newsletter (mailchimp) to international network (from artists, supporters, fellow institutions, art education, to government and press)
- website www.np3.nu (in English) (150,000 annual visitors annually)
- website smit-andersson.org
- press releases locally and nationally
- via third-party channels, such as art spot, Academie Minerva / FMI (S && A are alumni), NOORDENAARS
- Network BCADEMIE Rotterdam (digital newsletter)

Off-line

- poster / invitation to fixed national network of the Edith Russ Haus
- flyer / sticker network transmediale Berlin & techart Rotteram
- flyer / sticker / poster distribution identity S && A during different events we make a part of (Sonic Acts Festival, Fibre Festival, Transmediale & CTM Festival, etc.)

Crowdfunding

The MOTHER.NODE project is very suitable for crowdfunding. S && A will promote their project through voordekunst.nl and bring it to the attention. With the aim of creating financial support. The project offers many opportunities to offer counterparts. Think of a private meeting / eating with the artists in the Science Friction environment, free access to events, S && A merchandise (signed), etc.

Further Funding

We are currently looking at Net(z)werk+ [https://www.netzwerk-plus.eu/] for further funding towards the MOTHER.NODE project.

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BUDGET MOTHER.NODE

Inrichting en apparatuur	8.500,00
(Materiaal)kosten, identiteit, onderzoek en experiment MOTHER.NODE	3.000,00
Honorarium Smit && Andersson	5.300,00
Onvoorziene kosten	1.500,00
	————
	18.300,00

COVERAGE MOTHER.NODE

Smit && Andersson, eigen apparatuur	2.300,00
Edith Russ Haus	10.000,00
Goethe Instituut / Zweedse ambassade	3.000,00
Crowdfunding	1.000,00
Sponsoring in materiaal en diensten	1.000,00
Net(z)werk+	1.000,00
	————
	18.300,00

All numbers are calculated ex. tax.

MOTHER.NODE

BUDGET &
COVERAGE

CINEMATIC LANDSCAPE

Using beamers and tools/techniques for projection mapping, we will project on the walls of the room, in such a way that it covers the walls of the room entirely.
Effectively transforming the walls into a "display" that stretches over all surfaces, encapsulating the audience and overarching the room in such a way that it appears to be "all-encompassing".
This display will not only act as output, as we will use it in a way, similar to how one uses the screen of a laptop (or other personal computers):

-It is interface, as well as display.

It will hence sometimes be used to display cinematic image in "full screen mode" (as one single image), and at other times it will be used in parts, to display notes, text, code and other documents, interaction interfaces, webpages, videos, live camera feeds, social media feeds etc.

-It is the window to the digital.

Much like as in society in general, everything within the exhibition is connected through a digital layer.
This digital layer is processed by our server, which receives information from the physical layer either via direct interaction and data input, or passively via variety of sensors such as:

- Cameras
- Microphones
- And other sensors able to detect a wide range of activity ranging from movement and physical positions to general moods and other patterns.

The digital devices being used in the exhibition, that will use different sensors and inputs, all report their activity to the server, where it is stored.
This enables the interconnection between all devices, and the displaying of both current and past activity anywhere in the cinematic landscape, in the form of audio, video or data streams.

This is where users can experience the work in its current state.
This is also where visitors interact with the environment and the objects within it, and become a part of the network. Where they can view and partake in experiments and performances, as well as add to the process in general.

The physical layer consists of our devices, art objects and props, which set the stage for where the MOTHER.NODE activity is playing out. This activity is also recorded via sensors, communicating with the digital layer, the server and the cinematic landscape.

#PRODUCTION

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**FOR MORE INFORMATION,
PLEASE REFER TO:**

smit-andersson.org
handersson.net
khh2016.wordpress.com

smit-andersson@protonmail.com
hannes.andersson@gmail.com
smitandpam@gmail.com