UFF

http://uff-game.net/

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UFF is an interactive audiovisual installation which documents the action of 18 artistic interventions in the public places in Prague on 19.5. 2009. The installation enables to watch a video documentation of the performance via interface which runs particular actions on the map of the city. UFF is designed to be a simulation of a dialog between the city and its inhabitans. Are we passive or active inhabitans? Do we have a chance to regulate the rules of the "game" within the system? UFF is a kind of engaged geocaching with elements of street-art. A game as an active form of cognition, space perception, creative approach in solving problems and answering questions.

• Description of the action

The participants of the action could follow a GPS signal of an author's mobile phone during the whole performance. The author left behind a "virtual drawing" made of those GPS data. The "drawing" was available on-line at Google maps in real time or the particapants could orientate themselves by following maps placed in the city. That was the way how the participants could be a part of the 18 playful interventions in the city for which the author had prepared some specialities in the form of more or less transparent interferences. Following the author's movements simultaneously concerns problems of the surveillance systems.

• Description of the interactive installation

The original action consists of 18 guerilla installations made in the same day in different places in Prague. Their GPS coordinates and the names are noted in the map printed on the console. In the key places there are active touch buttons. The only function of every touch button is to release the documentary video sequence from a particular place. The video is projected on the opposite wall. In contrast to the video presented on the Web (see http://uff-game.net/fotky/index.html) is this one only a contact sound with a minimum of cutting. Around the projection on the wall there are projected supporting texts - theoretical solutions and rules of the game.
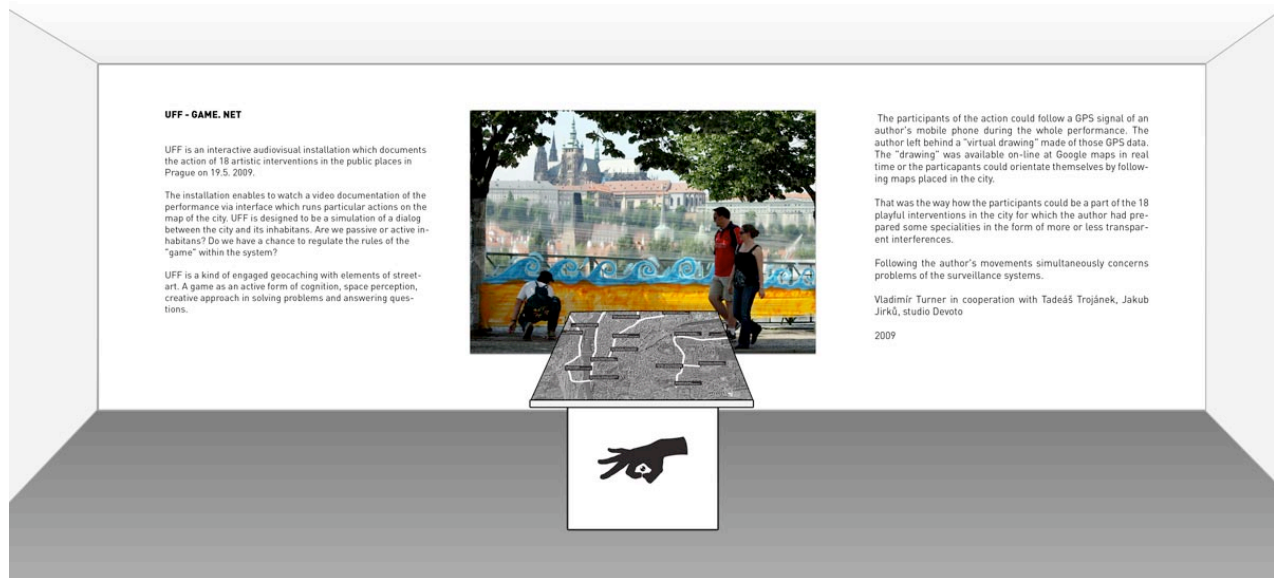

working sketch

• The video

The video is divided into single sequences; in the meantime there's only pulsating legend UFF (trajectory of the author's movement in the particular day which, seen from the bird's eye view, looks like the letters). If the video is activated, the map appears below the legend UFF and zooms in the chosen place; the GPS coordinates load through the animation and the documentation releases (every intervention is documented with 1 minute long video).

• Texts on the walls

Texts on the walls are projected by 2 stereopticons which are essential part of the installation, reflect thought backround of the project, describe the rules of the game and provide information about the technology of surveillance systems used by the police and the state to observe citizens' activities.

• The table

The table is a box closed from 3 sides and equiped with inclined upper panel, the size of it is approximatelly A1; there is an opening cut in every single wall used for a cone of stereopticon light (1x data, 2x dia); all the technics is hidden in the table; there are 18 active touch buttons on the upper console which serve to release the particular sequence from the computer (through Arduino); the table is compact, portable, illuminated with a dot-lit lamp; the room's dusky, the only light comes from the stereopticons.
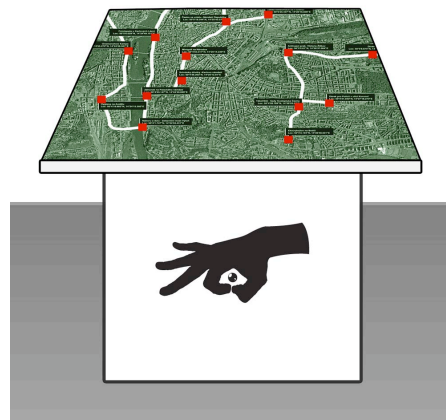
• The console (the upper part of the table)

A colour print of the map (A1) is sticked on the wooden board under the upper face of a plexiglass in which are rabbatted openings for switches. The switches don't protrude; the plexiglass is coated with antiglare foil.

• The underilluminated switches
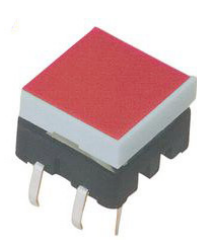
The switches (12x12mm) are big underilluminated push buttons
tlačítka s téměř nulovou dráhou chodu; if no video is played all 18
buttons twinkle at random-   appeal to interact; if the button is
pressed, the video will play and just the pressed button is ative
(lights); while playing video you cannot skip to different sequence
(visitor simply waits for the the sequence to be finished).

• Technical background

1 projector
1 arduino + electronics
1 computer
18 switches
2 stereopticons
1 point light

Info about the original game, photodocumentation of all trhe interventions and
original video can be found at **http://uff-game.net/**

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screenshots