

Chapter 16

The City of Abadyl

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ABSTRACT

In the City of Abadyl we try to explore a complex digital space in a setting that invites to participation. We provide a detailed and complex, yet open world that can be utilized in order to generate scenarios for the temporary co-creators of Abadyl, who would then interact in an optional environment and in the end producing new artefacts. Abadyl is a database that contains all the gathered information in different file formats, it is a storage facility for all of the physical artefacts, it is a website used for communication and documentation, it is a map for navigating the City. This combination of interactive situations and artefactual production we called “fieldasy”. We are concentrated on developing collaboration in the production of new media and it’s artefacts. We try to produce artwork that actually incorporates surprising visual and technical proposals that are unusual, enriching and engaging. By building prototypes and iterate it over time and amongst the co-creators, it let us explore this area in a fruitful way, moving between artistic intentions/screen writing, artefacts and digital generated expressions and script/code writing. Here the virtual object can challenge the physical with qualities that is very hard to achieve in the physical world, and in that conflict, new expressions can be developed. Today Hybrid creations have become a method for working with cultural production not only with different elements of form, but as blending identities of the creators as well. In our prototype work we focus especially on interactive installations and stage design; we realize that the digital design process both demand new forms of conceptualization and prototyping activities to support the design of the expression of the final artwork itself – and maybe in the long run propose a updated and appropriate design theory in this field.

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INTRODUCTION

In my profession I have always had a very close relation with the material I have used for investigating and execute my ideas. For all my works, no matter what material I have chosen for its execution, it is of foremost importance to be in a constant dialogue with them. There should be no difference between the critical mass of once idea and the final outcome of the artwork itself; it should be interwoven unity both in theory and in its form. Since 1984 the computer has played a major roll doing just that. The strategy I have developed is how you as an single artist can set-up a long-term working environment where you want to explore methods for both artistic work practice and technical research&development and in the end produce artworks of relevance?

My approach is to establish an environment which can facilitate artistic work practice in a complex production environment such as the one of digital media, supported by invited artists, researchers and students. In other words, create a kind of gravity around a single project that

other easily can transfer their knowledge into without having to provide all of its content from start. Today the city of Abadyl has involved over 120 people, Exhibited internationally as well as in Sweden and China where I recently live and been part of several external research projects in areas of textile, computer science, interaction design, cultural studies, theatre and film. In the chapter I will show how we set up complex and open framework and used a city as a metaphor, to serve as a playground for the ongoing projects and the invited co-creators.

The city of Abadyl is virtual and physical, it is a database that contains all the gathered information in different file formats, it is a storage facility for all of the physical artefacts, it is a website used for communication and documentation, it is a map for navigating, it is a collection of stories extracted by the co-creators, it is a board game that can be played in three different languages; Swedish, English and Mandarin, it is a collection of music and films recorded in Abadyl. The idea in using different form of representation and materials is to achieve a continuously iterative process driv-

Figure 1. A map of the city of Abadyl 1999-2009 Mobela-C version



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