_knowscape mobile, associating territory of data and physical space

http://knowscape.fabric.ch/mobile/

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_knowscape is an experimental electronic space: a digital data territory made of links, connections, relations, knowledge: a net space. initially **_knowscape** has been conceived as an alternative multi-user browser [**_knowscape**, 2001] using data *tracking* and *profiling* techniques to question, to reverse them, so to finally produce open data territories, shared browsing experiences and *open users' profiles*.

_knowscape evolved and became in 2003 a mobile downloadable space, a variable space with no fixed or frozen size as well as no definite location: **_knowscape mobile**

since 2003, **_knowscape mobile** has moved to various places for performances and exhibitions: boston, basel, cambridge with always both a location in the physical space and a world wide digital one over the Internet.

this mobile information architecture can be described as a downloadable relational spatiality. its temporary installation into physical places creates a space of reversed surveillance, an *open data architecture*. therefore, **_knowscape mobile** questions and transforms in a soft and transitory manner the functionality, the materiality, the unicity and the scale of each sensible space it is installed in.

based on low esthetics and close to machines direct visual outputs, **_knowscape mobile** builds electronic spaces with information-based voxels [3D pixels]. each user creates its own data architecture, made of contiguous voxels, the addition of these spaces creates a shared knowledge 3d territory.

_knowscape mobile relation to physical space is also simple and direct: boolean. indeed, **_knowscape mobile** uses boolean algebraic operations to mix data space with physical one: in each installation, electronic devices open windows on this re-localized data territory, which allow visitors to interact either from the physical space or from the internet.

_knowscape mobile is thus an architectural space temporarily associating territory of data and physical space, linking architecture, knowledge and browsing.

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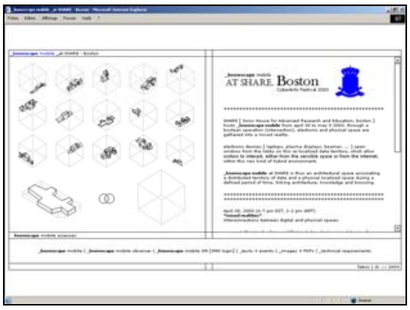
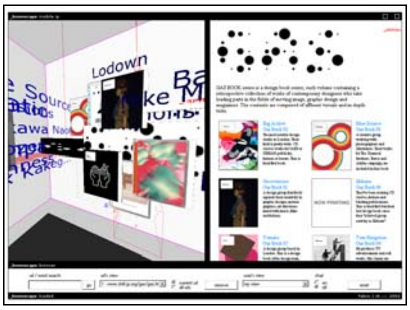
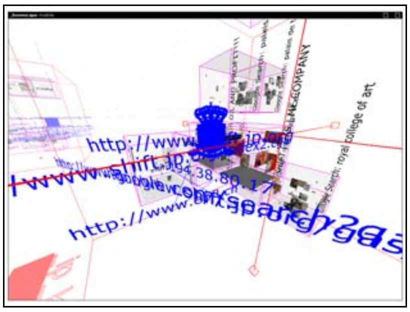
the digital side of **_knowscape mobile** is a 3d multi-user experimental web browser, where each online user can see each others. the left frame is a 3D view of **_knowscape mobile** electronic space. the right frame, is a standard web browser.

the bottom frame lets you type urls to browse the web or enter words to google them. doing this you build your avatar, which is your online representation (**_knowbody**), and your knowledge architecture (**_knowscape_id**).

in the same frame, you can switch to other users point of view and share their interests. you can also chat with other users and 'browse' their online identity by visiting the web sites they saw.

when a user browses the web using **_knowscape mobile**, each web site he visits is translated from HTML to VRML, from 2d to 3d, and added to his personal environment. in fact, each user browsing the web builds a personal 3d world (**_knowscape_id**) that can be shared with other connected users.

beside building his **_knowscape_id**, each user transforms his **_knowbody** as well: all the visited links are added to his avatar and surround him while he moves. as these data remain links in the 3d world, one may click on a **_knowbody** or **_knowscape_id** to follow the links of a specific user.

fabric | ch, 2004