

Bert Bongers

Staff Reference: 224

FTE: 1.0

FOR: 1905, 1203

Level: D

Status: Employed

Function: Associate Professor

TrainFlow

(250 words in total)

Background

TrainFlow is an interactive video installation. The content of the piece based on many videos of views from train journeys throughout Europe, focussing on the patterns, rhythms and textures emerging from the vistas. A rich number of images is a result of landscapes, urban patterns, large structures such as bridges, and encounters with other trains.

In the final piece a matrix of 3x3 simultaneously playing video streams is presented to the audience in such a way that the parameter of speed of each individual video stream may be influenced by the players, creating unique patterns. Using infrared proximity sensors with a range of about 60 cm., a pattern was created on the glass facade in front of the video projection, allowing the audience to manipulate the delivery of the video content, playing with the way the video streams of trains and patterns interacted.

Contribution

Due to the nature of the projections there was a strong visual presence at the DAB faculty courtyard, inviting passers-by to interact. The main purpose of this work, however, is comparable to the role of an experiment in scientific research. To address research questions (about interaction mappings, see below), the experiment is carried out in the form of a public art work. The design process, research, and analysis and reflection on the results are published in academic papers (forthcoming in 2009).

Significance

The work is an investigation of the appropriate mappings between the 'palette' of real-world parameters (the audience movements picked up by sensors), the palette of media parameters, and feedback to provide clarity in the interaction. This development is guided by a structured approach, based on an interaction framework of Modes, Modalities and Levels as described in earlier publications. The interactive video pieces are placed in a theoretical framework which gives a context for art forms from static, to dynamic, performative etc. to distinguish different Levels of interactivity. Audience interaction in public spaces such as exhibitions is a topic informed by the results of the observations, analysis and findings throughout the process of development and presentation of the installation.

SUPPORTING EVIDENCE

See photographs of the next page. The Opening event had a very good attendance, many colleagues and interested parties from the Faculty, other UTS groups (such as the Creativity and Cognition Studios), and outside visited.

The event was advertised on the DAB web site.


UTS: DAB - DAB Lab archive - Faculty of Design, Architecture & Building

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UTS: DESIGN, ARCHITECTURE & BUILDING




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LOCATION
Faculty of Design, Architecture & Building
702-730 Harris Street,
Ultimo, NSW 2007.

VIEW MAP of location

MAILING ADDRESS
UTS: Faculty of DAB
P.O. Box 123
Broadway NSW 2007,
Australia.

FOR STAFF
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WEBSITE SURVEY

DAB LAB ARCHIVE


Trainflow: an interactivated video environment

6 September - 28 September 2007
[Dr Bert Bongers' profile](#)

Captured flows of patterns, layers and motions as observed when moving, presented in collages which can be influenced by the audience and the environment are to be exhibited at the University of Technology, Sydney's DAB Lab gallery, from 6 to 28 September 2007.

Trainflow, an installation by Dr Bert Bongers, is a moving collage of simultaneously playing short clips from various journeys - by train, bicycle, monorail, car - which can be modified through input from the viewer.

"The audience can influence this installation by having an impact on the speed, sound and direction of the video clips. This creates a dynamic environment that is engaging for people to explore, interact with, play with, discover.



"The movement of the audience and their proximity to the screens controls these moving collages so that they evolve over time under the influence of the viewers," explains Bert Bongers, Associate Professor of Design at UTS.

Over the last three years, Dr Bongers has recorded more than 100 small video clips, each with its own character and flow, and they will be presented to the audience in such a way that they can influence the presentation of the material.

Dr Bongers has a professional and personal interest in technological systems and how they interact with people, or how they fail in some circumstances. *Trainflow* draws on this interest and his current research into interactivity.

The installation run for three weeks in the (curated) faculty gallery, the DAB Lab, in August 2007. For the opening event a special version was created allowing different interactions. I have found that the context of an opening is so different from normal visiting times, particularly because there are so many more people present, that it needs a different design allowing different interactions. The change between the different sets of images (the TrainFlow worlds) was determined by the audience through special versions of the invitation cards. The cards were tagged with RFID chips, so each of the special guests who received such a card could call up a TrainFlow world by bringing their personal invitation card near the RFID reader in the installation (its location was indicated by a invitation card stuck on the window in front of the reader). For that evening I had no control over this parameter, instead given over that control to the audience. During normal operation change of TrainFlow worlds occurred after a certain amount of interaction.



IMAGES OF EXHIBITION / WORK

Flyer designed together with Niall Durney (a poster was created as well, advertising the opening event around UTS).



Trainflow
Bert Bongers

Opening Thursday September 6th 2007 5:30pm
Exhibition open until 30.09.07
DAB LAB Gallery
Level 4 Courtyard
UTS Faculty of Design,
Architecture & Building
702 - 730 Harris Street
Ultimo NSW 2007
www.dab.uts.edu.au/dab/lab

Trainflow

Dr. Bert Bongers

Interactivated Video Environment

Captured flows of patterns, layers and motions as observed when moving, presented in collages to be influenced by the audience and the environment.

Interactivation Studio

Research and design of interactive instruments and environments

www.educ.dab.uts.edu.au/interactivation

University of Technology Sydney
Faculty of Design, Architecture & Building
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