CROWD-SOURCED FABRICATION

DOT/O is an interactive installation as social experiment/game exploring the capacity and interest of a crowd to 'complete' a suggested structure based on number of explicit rules. The project is inspired by 'connect the dots', in which numbered dots allow a player to discover a hidden drawing by following the correct order. For the purpose of the installation, the team developed a steel structure to act as host for a crowd-sourced threading experience. Users are invited to pick one of the wall-mounted spools of thread, and connect the dots discovering the 3D surfaces that exist between the different frames.

The project was intended to slowly build density, and use color to map the progress of time and interaction through the structure. Simple rules like maximum distances were suggested but not enforced, allowing players to follow or ignore them, resulting in a combination of order and disorder. The stochastic nature of the installation
challenges the idea of formal preconceived output, embracing the uncertainty of the social interaction. Slowly, though, the piece would accumulate enough threads where independent intentions would become less visible as an increasingly denser fabric would become the dominant collective creation.

The final result, viewed as a social experiment, embraces the messiness of the initial experiment, speculating in the formats and mechanics of crowdsourcing for design. In this regard, we identified that the piece presents a model of cooperative crowdsourcing, not competitive; while many crowd-sourced projects seek to optimize a solution by finding a particular individual that can provide the best answer. DOT/O invites all players to be part of the experience and share the same output.

maximum span is arm’s length
connect dots on alternate rods
avoid knots, keep it tight!
once complete, return the spools

RULES OF THE INSTALLATION

2 Spool matrix. Presented just beside the steel structure, the spool matrix is the fundamental resource for the crowd to ‘connect the dots.’ Color is presented in different percentages, allowing for patterns to be differentiated.

3 Symmetrical front of the piece. The image shows the connection points between different bent steel members giving the overall shape of the project.

CREDITS

Plethora Project (Jose Sanchez) + Somewhere Something (Biayna Bogosian, Jason King and Sacha Baumann)
Assistant: LA FABRICA (Oscar Corletto) + Alenoush Aghajanians, Anqi Yu, Arjun Mahesh, Avra Tomara, Belen Sanchez, Caroline Duncan, Guoyu Hu, JiaRui Su, Jimmie Li, Kevin Crooks, Mouna Lawrence, Olivia Tiraio, Phong lee, Robbie Mehring, Sam Adelan, Setareh Ordoobadi, Vaheh Vartanian, Wu Qiong, Yueming Zhou

IMAGE CREDITS

Figures 1, 10: Mark Harvey (2014) Keystone Art Space, Los Angeles
Figure 2: Biayna Bogosian (2014) Keystone Art Space, Los Angeles
Figures 3, 5, 6: Jose Sanchez (2014) Keystone Art Space, Los Angeles
Figure 4: DOT/O Authors (2014)
Figures 7, 8, 9: Jason King (2014) Keystone Art Space, Los Angeles
Figure 1: DOT/O in its exhibited state
JOSE SANCHEZ is an architect / programmer / game designer based in Los Angeles, California. He is partner at Bloom Games, start-up built upon the BLOOM project, winner of the WONDER SERIES hosted by the City of London for the London 2012 Olympics. He is the director of the Plethora Project, a research and learning project investing in the future of on-line open-source knowledge. The project has over 150 videos and an open-source library of code with over 700,000 completed video session since 2011. Today, he is an Assistant Professor at USC School of Architecture in Los Angeles.

BIAYNA BOGOSIAN is a PhD candidate in the Division of Media Arts + Practice in the School of Cinematic Arts at the University of Southern California and holds a Master of Science in Advanced Architectural Design from Columbia University.

JASON KING is an architectural designer, educator, fabricator and skateboarder with an interest in adaptive, responsive architecture.

SACHA BAUMANN is an artist, designer, and social media marketer for herself and others. Sacha Baumann received a Bachelor of Arts degree in Industrial Design from San Francisco State University (2008).

SOMEBWHERE SOMETHING is a design firm working at the intersection of architecture, art, computation, fabrication and education. Somewhere Something promotes and embraces technology as a means toward a productive, smarter future for the built environment. Founding partners/directors of Somewhere Something are Biayna Bogosian, Jason King and Sacha Baumann. Since 2011, Somewhere Something’s team has taught digital media seminars, design studios focusing on computational and interactive architecture at Columbia University GSAPP, USC School of Architecture, Woodbury University, and Tongji University.