Artwork title:

Urban Journal

Experimental Installation for the Mobile Phone Network

Artist name:

Chun-chi WANG

Contact details:

Address: 19, rue Mèlingue, 75019 Paris, France

Email: chun_chi_wang@hotmail.com URL: http://urbanjournal.free.fr/

Technical material used in the production:

Hardware:

- 1 x Pentium 4 PC 1 GHz Processor
- 1 x Nokia GSM Card
- 1 x Mobile Phone SIM Card
- 1 x Internet access

Software:

- · Processing (http://www.processing.org)
- · JDK (Java Development Kit)
- · Google Earth
- · Google Map API
- · Flicker API (http://flickr.com/services/api)
- · iSMS (instant short message service)

Supported by:



Taipei City Government Cultural Affairs



Taiwan Council for Cultural Affairs

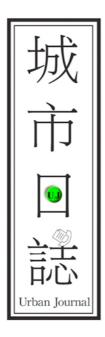


Centre Cultural de Taiwan a Paris



Bureau de Représentation de Taipei en France





Mon nom est Chun-chi Wang
Je travaille sur une projet artistique intitulé :
"Journal Urbain" qui raconte l'expérience de vie urbaine.
Vous êtes invités à vous joindre au projet
en partageant votre histoire.
Envoyez-moi un SMS avec votre histoire
+33699771744

Introduction

Urban Journal is a location sensitive mobile media art piece that facilitates interaction and exchange between people. New media technologies, such as the mobile phone, overlay older forms of communication to constitute a new type of urban space in the form of a social communication matrix. The sending of text messages (**SMS**) via mobile phones has become a ubiquitous component of such communication practices, enabling every inhabitant with access to a phone to take part in the **Urban Journal** by recording their daily impressions and forwarding them via their mobile phone.

This phenomena creates a shared cultural platform and through its global media dissemination this leads to the local region entering a global city dialogue.



CAMAC/Centred'Art Marnay Art Centre , France, Aug 2007





Cite des arts Paris , France, Sep 2007

Project Statement

The entire *Urban Journal* Project will be publicly accessible. All SMS text submissions are received by a message server with a built-in **GMS card**, via an Internet connection. The keyword, the location, is sent to **Google Earth** and the satellite image projected in the presentation space. The editorial agency has constant access to the data, independent of location, in order to release it for the presentation. Following editorial release, **SMS** contributions are triggered in the order they are received and converted into the presentation.

The presentation occurs in a public space and visitors in the space may be both viewers and creators. While the projector moves our view rapidly across the globe, in directions we cannot choose, we can decide where to stop, by clicking the wireless mouse on the **Urban Journal logo** that appears on the **place** of each **SMS** message received.

Clicking reveals the story sent and an image – two images, in fact – a more detailed overview of the **place** and a **photo** – again selected via the **keyword location**, from **Flickr** – this photo can be sent with the message and will appear because of the exact keywords. If no photo is sent a random image is displayed, based on location.

While in the space people can text their own story and see it, not instantly, but quickly. But the other stories they see, from other locations, they cannot be sure if the person who sent it is in the place they say or standing next to them.

All stories and images will be archived on the project website.





Urban Journal involves a broad-ranging audience, their participation and interaction uses a motion news brief to exchange the transmission of news, to text message their personal conditions, aspirations, dreams, memories, ideas and opinions. In the presentation they can fall across the world, and fall into the stories of others.



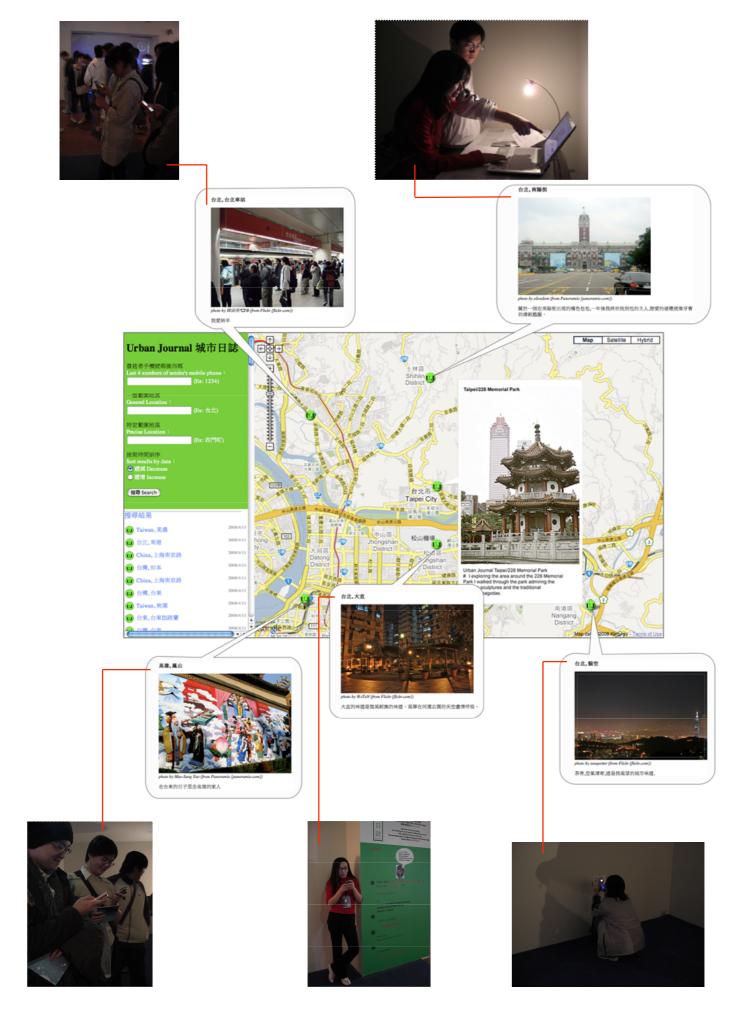






2nd Taiepi Digital Art Festival, Taipei, Taiwan – Nov 2007

Urban TAIPEI Journal Archived



System architecture

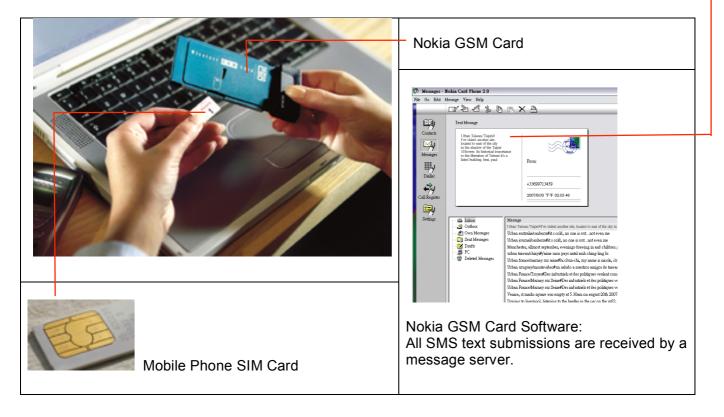
1. Please **SMS**/ text your story to Urban Journal.



Urban country/city # your text up to 120 characters For example/:

Urban Taiwan / Taipei # I've visited another site, located to east of the city in the shadow of the Taipei 101tower. Its historical importance to the liberation of Taiwan it's a listed building.

2. All **SMS** text submissions are received by a message server with a built-in **GMS card**, via an Internet connection.



3. The keyword, the location, is sent to **Google Earth** and the satellite image projected in the presentation space. Urban Taiwan / Taipei # I've visited another site, located to east of the city in the shadow of the Taipei 101tower. Its historical importance to the liberation of Taiwan it's a listed building. 4. The editorial agency has constant access to the data, independent of location, in order to release it for the presentation. Following editorial release, SMS contributions are triggered in the order they are received and converted into the presentation – this photo take from Flickr – can be sent with the message and will appear because of the exact keywords. Taipei 101

Still(s): images of the artwork.



Cite des arts Paris , France – Sep 2007



2nd Taiepi Digital Art Festival, Taipei, Taiwan – Nov 2007

Chun-chi Wang - BIOGRAPHY

Born in Taipei, Taiwan, Chun-chi Wang has been living in New York since 1992. She received a B.F.A from The Pratt Institute and an M.A from The New York Institute of Technology. In 1997 she start created virtual reality environments as an exploration into the perceptual and emotional aspects of real-time 3d technology. In 2000 she created the virtual actor, Hiakru, whose first assignment was broadcasting the latest art news, with information drawn from databases. Her work has been included in exhibitions in Europe and the United States, including at PS1 in New York, and she has also published two books, the Futurists Guide to the Web in 2002 and Softimage Design Guide in 2001. In 2007 her work "Urban Journal" award the Grand Prize Winners of 2nd Taipei Digital Art Festival. Now based in Taipei and Europe, Wang is continuing to explore connections between people and technology, how each affects the other.

Chun-chi Wang / chun_chi_wang@hotmail.com

digital artist, game developer- interactive installations and media related artworks realized in various countries

Born in Taipei, Taiwan

Education:

Master of Arts (MA) - September 1998 to June 2000
 Department of Communications of Art and Sciences, New York Institute of Technology

Bachelor of Fine Arts (BFA) - September 1992 to June 1996
 Department of Digital Art, Pratt Institute

Academic Positions:

· **Senior Lecturer** – Sep. 2004 to date Chinese Culture University, Taipei

• Senior Lecturer – Sep. 2006 to June. 2007 Shin Chien University, Taipei

Awards and Grants:

- · National Culture and Arts Foundation Grant 2008.
- · Taipei City Government Cultural Affairs Department Fellowship 2008
- · Selected by Taiwan Council for Cultural Affairs Grant 2008.

Artist-in-residence for Boundary Break-Through Project by invited of University of Salford.UK

• Grand Prize Winners of 2nd Taipei Digital Art Festival 2007.
Taipei, Taiwan, Nov 2007, for Urban Journal - Interactive Art.

- · Council for Cultural Affair, Taiwan Fellowship 2007.
- · Taipei City Government Cultural Affairs Department Fellowship 2007
- · Selected by Taiwan Council for Cultural Affairs Grant 2007. Artist-in-residence in CAMAC/Centred'Art Marnay Art Centre

Work in Permanent Collections:

· Urban Journal - Digital Art Center in Taipei, Taiwan, 2008

Selected Installations & Exhibitions

- · Urban Journal Arts Shanghai, Shanghai, China, Oct 2008.
 - 2nd Beijing Summer Digital Entertainment Jam, Beijing, China, June 2008.
 - 5nd edition of "404 Festival", Trieste Italy, and Basel, Switzerland, May 2008
 - CAC.2:Computer Art Congress, Mexico City, Mexico, March 2008
 - 2nd Taiepi Digital Art Festival, Taipei, Taiwan, Nov 2007
 - Cite des arts Paris, Paris, France, Sep 2007
 - CAMAC/Centred'Art Marnay Art Centre, France, Aug 2007
- · Hikaru:Bio_SyNthesis Session Amination, P.S.1, NYC, Dec 2001
- · Challenges of Instability vedio streams X-Cult Foundation w, Switzerland, 2001
- · i-drunners: re_flesh the body Digital Performance Online Archive, UK,001
- · Same Dream vedio installation, Kunstmuseum Luzern, Switzerlan, 2001
- · Channels vedio streams in Generali Foundation, Vienna, Austria, 2001
- · RU Tenacity, Shedhalle Gallery, Zurich, Switzerland, 2000
- · Ectolar Performance in Formula Show, San Francisco Museum of Modern Art, 2000
- · Nano Clouds open air even program, in Ars Electronica, Linz, Austria, 2000
- · Lshell SYNWORLD, Institute for New Culture Technologies, Vienna, Austria, 1999