## Notes / Observations / Drawings

## Sensory Threads Workshop at Dislocate08, ZAIM Yokohama

**Proboscis** 

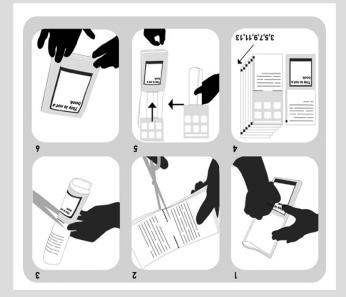
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As part of our research for Sensory Threads, Proboscis is leading a workshop at Dislocate08 to engage artists, urbanists, designers, technologists, musicians and dancers in an active investigation into the sensorial patterns and rhythms to be found in our environment. The area around ZAIM in Yokohama will become our research field as we seek out and evidence the recurring, overlapping and intersecting sounds and movements that take place as we act in, and react to, our environment.

The environment around us is a mass of sensory information, some of it easy to detect, playing on our visual, aural, olfactory, gustatory and tactile senses, while others are less perceptible - electro-magnetic radiation, hi/lo sound frequencies, infra-red light etc - and yet these imperceptible streams interact with us regularly as we go about our everyday lives.

18 September 2008, 2-6pm ZAIM, Yokohama

Sensory Threads Workshop at Dislocate08



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Sensory Threads Workshop at Dislocate08, ZAIM

Please make a drawing (or write down the name) of an object or a person that frustrated you during the workshop.

## **Workshop Schedule**

14.00 - 14.10 Introduction and brief overview of Sensory Threads project

14.10 - 14.45 Introduction by participants

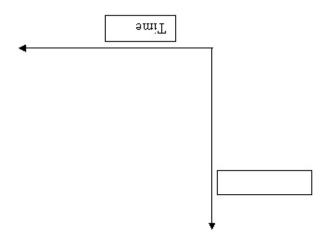
14.45 - 16.15 Scavenging Fieldwork: In groups, participants explore the area around ZAIM documenting traces of imperceptible phenomena using recording technologies.

16.15 - 16.45 Return to ZAIM. Groups look over recordings and prepare short presentations for the other participants.

16.45 - 17.45 Groups present their findings of imperceptible phenomena. Discussion of patterns emerging from these.

17.45 - 18.00 Conclusion

http://proboscis.org.uk Management at University of Southampton. University of Mottingham and the School of of London), the Mixed Reality Lab at the Centre for Digital Music at Queen Mary (University Birkbeck College's Pervasive Computing Lab, The created by Proboscis in collaboration with the work in 2009. Sensory Threads is being environment around them. We aim to premiere the wearers interactions with each other and the Variations in the soundscape reflect changes in players' journey through their environment. multi-dimensional soundscape feeding back the software, creating a multi-layered and datastreams will feed into generative audio frequencies, heart rate etc). The sensors' be electro-magnetic radiation, hi/lo sound themselves. Possible targets for the sensors may the movement and proximity of the wearers at the periphery of human perception as well as sensors for detecting environmental phenomena interactive sensory experience, we are designing experiences in the environment. For this create a soundscape reflecting their collaborative an instrument enabling a group of people to Sensory Threads is a work-in-progress to develop Please make a drawing (or write down the name) of an object or a person that helped you during the workshop.



Think back to a feeling during the seminar like excitement, happiness or frustration. Using this graph, indicate how this feeling varied during the workshop?

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Use these pages to jot down notes, scribble images and traces of patterns, rhythms, traces or sources of phenomena at the edges of our sensory perceptions that you identify or speculate being present in the area.

How do they affect the way we perceive of our bodies and the environments we imhabit?

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How do we know they exist - do they leave traces in the environment or can we identify sources for

perception?

What kinds of phenomena might our bodies be interacting with that are at the fringes of our

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