

Dan Norton

Research

[contact](#)

Pipes _ (Current)

[Participatory Investigation of Public Engaging Spaces](#)

Abstract

Can the spaces of daily life and communication engage public in a creative manner? The project aims to have an innovative look at the communication formats that enable universal creative expression across distances, bridge real and virtual domains, and last but not least cross borders seamlessly.

We will bring together artists, designers, communication theorists and technologists in order to realize mobility-led research and creative processes while developing new visual communication tools, producing artistic and educational events on- and off-line, as well as delivering sustainable models of public engagement that is creative.

Raablabs (below) to be developed in association with PIPES

ZKM | Center for Art and Media



Living Lab - Library of the Future _ (Current)



A research project developed by Computer Vision Centre, Barcelona in association with Research Arts and ablab, and based in the Biblioteca de Volpereres, in Sant Cugat. Software development integrates with architectural refurbishment, and community engagement through workshops, installations, performances, and user studies, to investigate **the transforming role of public libraries in the face of digital innovations.**

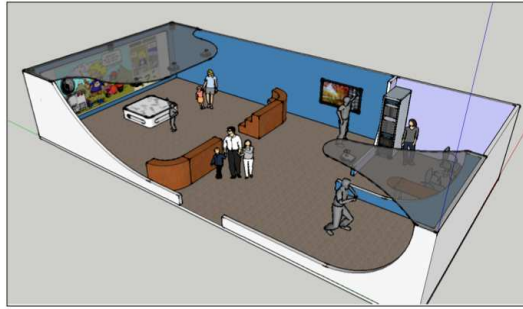
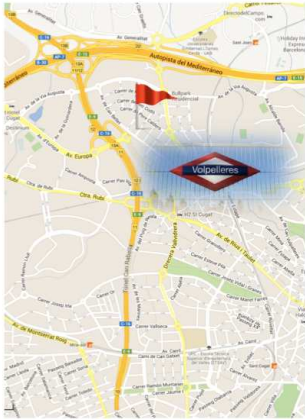
Today

Library → User

Future

Library ← User

Volpelleres Library Living Lab (VL³)



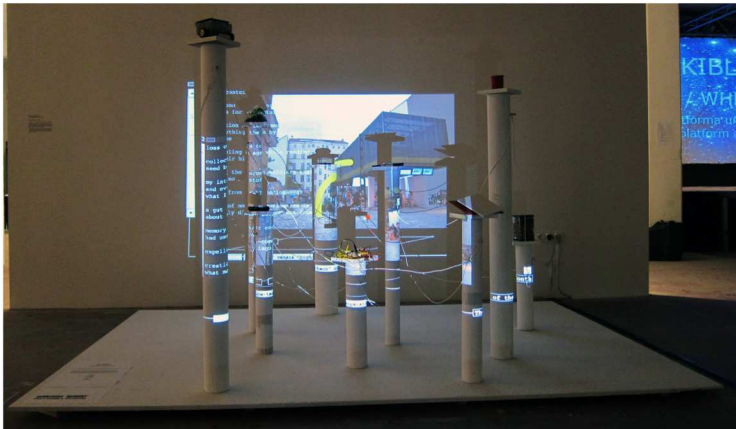
Our mission is to setup an experimentation space in Volpelleres involving the local citizens, research and technology partners, which will facilitate the development of the neighbourhood and will catalyse innovation in the wider area.



[Revaluing Memory Workshops - Maribor 2013 mfriu-kiblix](#)

The REVALUING MEMORY workshops are a series of research workshops developed by Norton and Veciana. They give local artists and scientists the opportunity to use various interaction techniques to develop connected creative practices. The workshops are based around the simple behaviours of selecting and mixing to build a mesh of connectivity.





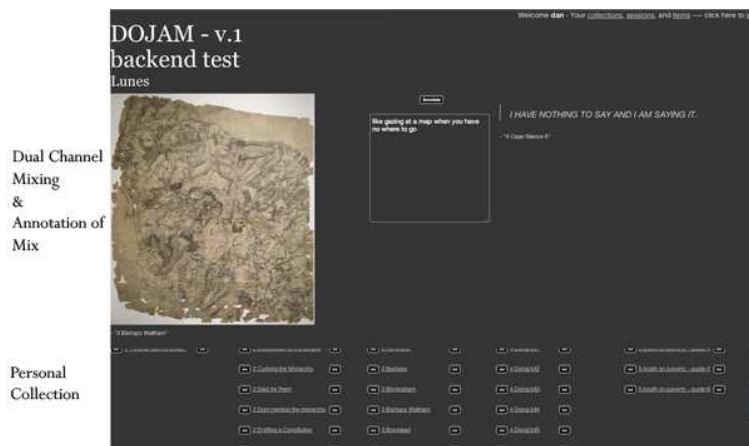
Workshop Exhibition representing common narrative and co-designed project "KULT I NOVACIJA", KIBLIX 2013 Art Science Technology Festival, Maribor.



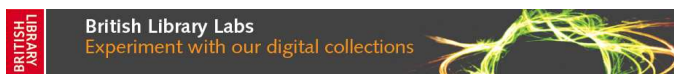
[British Library Residency](#) 2013



Practice-led development testing interface requirement for applying DJ model of information interaction to British Library collections. Work in association with Mahendra Mahey and Ben O'steen of BL Labs



Annotator_demonstrator code available [here](#) to be continued



[RAABLAB](#)

Raablabs explores new ways to read and process information that bridges artistic and scientific means for building knowledge. Raablabs invigorates and re-values collections and archives of knowledge by transforming them into experiences of space, sound, and play. These experiences intend to evoke new associations, values and meanings in order to keep alive existing archives of knowledge in our collective memory and to provide a forward-looking response to global and social challenges.

Raablabs is the first collaborative project from the workshop [Synergy](#) organised by Hangar and [Grid Spinoza](#) in the framework of the European project Soft Control.



RAABLAB: info, projects, and future vision: [pdf](#)



[Synergies](#) Workshop July 2013

“Synergy: Interdisciplinary Theory and Practice:” a workshop lead by [Simon Penny](#), [Roc Parés](#) and [Mara Balestrini](#). An initiative by Grid Spinoza developed within the framework of the European project Soft Control.



[Soft Control](#) [Grid Spinoza - Spring Sessions #1 residency](#) June-July 2013

Hangar Centre for Art Research and Production. Barcelona

A research residency used to explore potential applications and value of the DJ's model of information interaction, through discussion within the field of Information and Library Science held at the [Facultat de Biblioteconomia i Documentació](#), University of Barcelona



Project has been funded with support from the European Commission.

Doctoral Thesis:

Mixing the Library: Information Interaction and the DJ - [download](#)
 &
 Appendix (2.1Gb) [download](#)



RCUK Digital Economy Project [SerenA Chance Encounters in the Space of Ideas](#)

IJART 2014 preview:

Dr. Norton. D., Dr. O♦♦♦Neill. S., Woods. M., (2013) [Mixing the Library: Information Interaction and the Disc Jockey](#).
 International Journal of Arts and Technology - Inderscience Publishers

**Abstract:**

A Model of information interaction, based on the activities of Discs Jockeys (DJs) provides a valuable conceptual framework for working in large digital collections. Their processes and workflow demonstrate creative information behaviors that are transferable to other data-representations; as such model represents a new take on the read/write system of interaction for creative development in archives of all kinds, and provides an platform for authoring and learning.

Drifting as Method

Observing the laptop-generation in conference, lecture, and conversation, whilst writing to colleagues, checking football scores, reading emails, speaking eloquently, one eye on screen, the other on the roof, an ear on the talker, the other no doubt on majestic internal ruminations, [vague listening](#) could be a robust method. Here, recorded, the 3 day SerenA meeting in Dundee Contemporary Arts, 25-27th June 2012, sifted with a microphone, rehashed with the shake of a dice, and offered as a drift through chance encounter in the space of ideas. Please start the sound, then do something else. Perhaps juggle, or make tea.

developed for:



RCUK Digital Economy Project [SerenA Chance Encounters in the Space of Ideas](#)

Arts IT 2013. Third International Conference on Arts and Technology, Milan, Italy 21st ♦♦♦ 23rd March 2013

Partners: University of Milano-Bicocca & Department of Informatics, Systems and Communications (DISCo)

Poster Session

Norton. D., Dr. O♦♦♦Neill. S., Woods. M., (2013) *Information and the Disc Jockey*

DJ'S AND INFORMATION - MIXING THE LIBRARY

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SONIC CULTURE & INFORMATION
In a world of information challenges, information environments are understood as a combination of social interaction to be useful, as objects, as well as methods derived from the experience of the auditory (Duffy, 2007)

REUSING DIGITAL CONTENT
The process of reusing digital content involves a critical intellectual and creative act. The reuse of digital content is a critical intellectual and creative act. The reuse of digital content is a critical intellectual and creative act. The reuse of digital content is a critical intellectual and creative act.

WHAT MODEL OF INTERACTION CAN BE DERIVED FROM THE DISC JOCKEY?
A non-linear, multi-layered model of interaction can be derived from the disc jockey. This model is based on the idea of a 'Personal Digital Library' (PDL) as a dynamic, evolving space where users can mix and match content to create new, personalized experiences. The model is based on the idea of a 'Personal Digital Library' (PDL) as a dynamic, evolving space where users can mix and match content to create new, personalized experiences.

PROCESS MODEL
A circular process model showing the flow from 'Info. Sources' to 'Bin (delete)', 'Personal Digital Library', 'Craft (prepared set)', 'Live Set', 'MIX', and 'Live Response/Feedback'. A vertical bar labeled 'READ/WRITE' is positioned to the right of the central 'Personal Digital Library'.

MIXING THE ARCHIVE
The process of mixing the archive involves selecting and combining digital content to create a new, personalized experience. This process is based on the idea of a 'Personal Digital Library' (PDL) as a dynamic, evolving space where users can mix and match content to create new, personalized experiences.

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PROJECT PARTNERS:
The project is supported by the following partners: EPSRC, AHRC, and the University of Dundee.

REFERENCES:
Duffy, J. (2007). Sonic Culture and Information. *Journal of Sonic Studies*, 8(1), 1-10.
Newton, D., & O'Neill, S. (2010). DJ's and Information: Mixing the Library. *Journal of Sonic Studies*, 11(1), 1-10.
Woods, N. (2010). What Model of Interaction Can Be Derived from the Disc Jockey? *Journal of Sonic Studies*, 11(1), 1-10.

Organised and endorsed by:



[Xixa](#)

Research residency funded by [SPIRES](#) (Supporting People Who Investigate Research Environments & Spaces) - An EPSRC Digital Economy Project



[Xixa](#) is a video documentary of time spent at a research residency in Spain, run by [Waka](#), an independent artist-led organisation based in Palma, Mallorca.

The documentary is a practice-led development looking at the use of net technology to mix a library of video footage, to build a non-linear exploration of place.

XIXA

