Name of the project: **Raablab**

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Tags: Archives, Art/Science, Interfaces, Participative Research, Post-digital Libraries, Museum, Living Knowledge

Raablab

Raablab re-emphasizes the value of collecting and storage in online and offline archives. It seeks to transform institutional repositories as Libraries and Museums into sites and for invention as well as rediscovery, by developing alternate channels and participative platforms for creating "living knowledge" practices.

Raablab combines two art research practices: Norton's practice, which works to transform interaction with information representations into experience of space, sound, and play. His practice develops audiovisual instruments from archive material, using methods derived from sound practice, Djing, and video installation.

Veciana's art research practice, which collects new approaches and research models within the intersection of art, science and technology as a think tank for transition and sustainability research. Her work explores new methods to process information into audiovisuals that bridge artistic and scientific means for building communities and shared knowledge spaces.

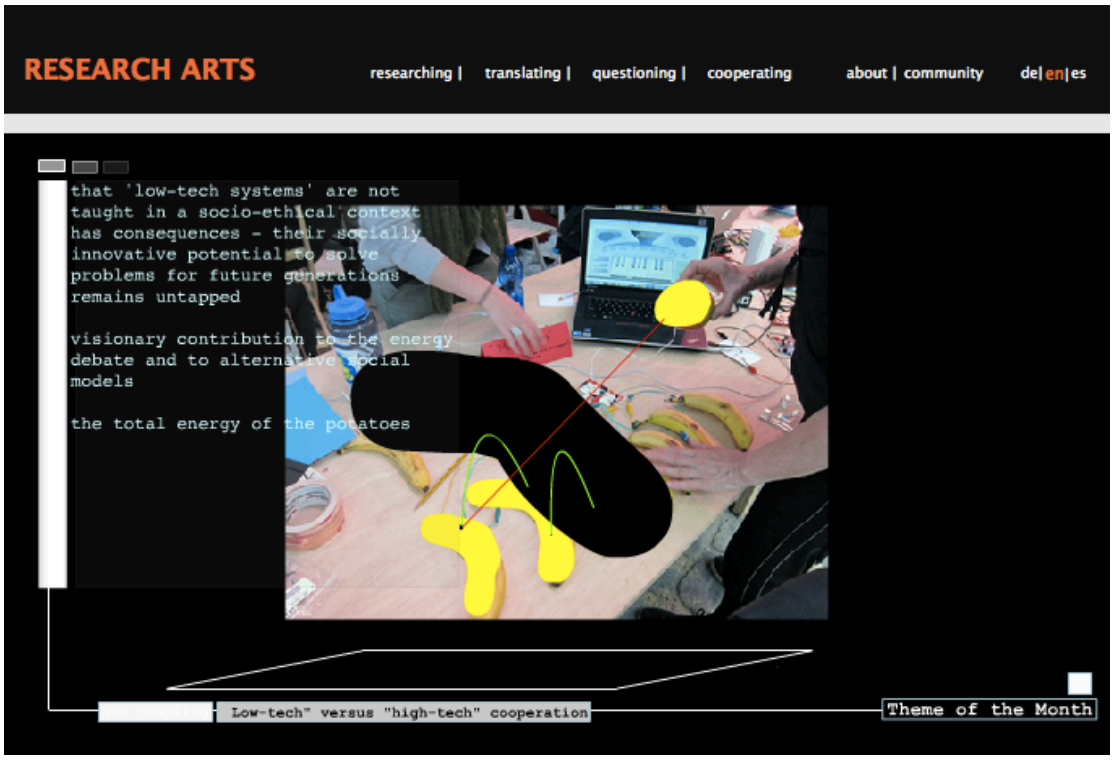
The two art research practices together facilitate raablab's online and offline activities in the realm of the archive. The *Raablab_Online* vision is to re-value data archives for creative production and discovery. It generates systems for accessing information collections that function as a means for the public to annotate collections with contextual and social information.

Raablab_Offline envisions new ways for citizens to integrate their knowledge in shared urban spaces such as squares and parks, and also museum and gallery spaces. The ultimate aim of *Raablab_Offline* is to develop participatory methods for "connected art" practices that create local communities.

Raablab_Online

Collections and archives of electronic media contain hitherto unimaginable amounts of knowledge. Whilst this is potentially easy to access and share, at the same time information is lost in the archive. Browsing is currently arduous in digital material. How do we invigorate the archives and revalue them? Can systems for interacting with stored memory transform the collection into a generative tool for production and discovery?

Raablab_Online created an interface that accesses information provided on the *Research Arts* platform. The platform collects and discusses new approaches and research models proposed by a growing research community of artists, scientists, engineers and interested citizens. The *Raablab*'s interface changes images into triggers that sample texts from within the *Research Arts* archive of projects and papers. Interaction with the images generates a new text and builds audiovisual links between the stored material by juxtaposition, overlaying, and by playful interaction.



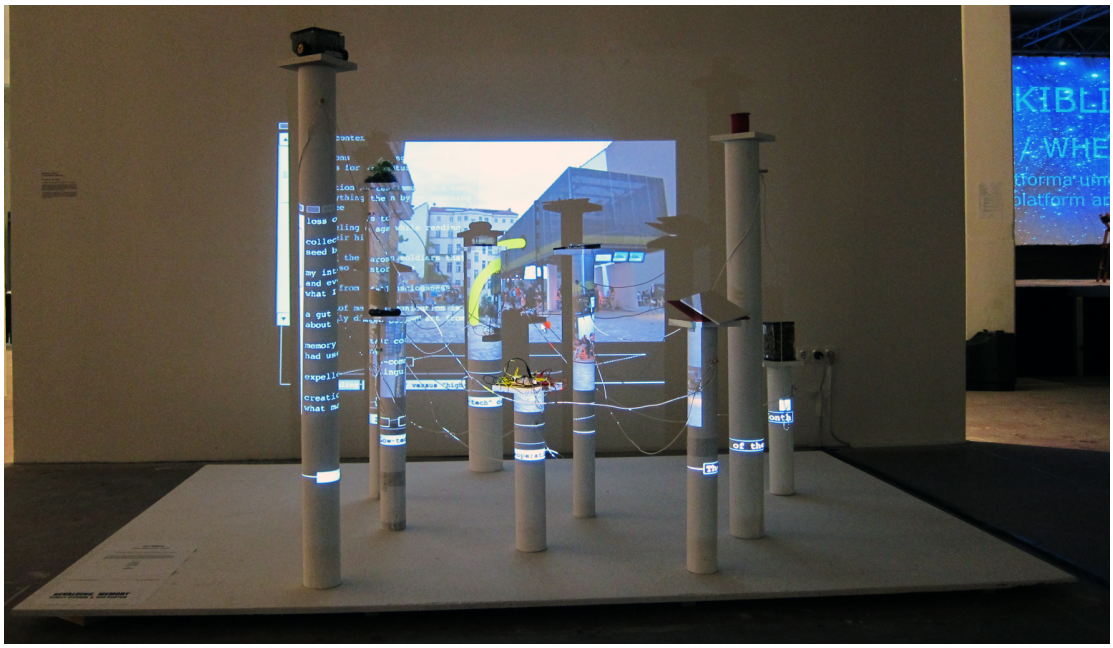
Screenshot of Research Arts archive generator

Raablab_Offline – Workshops

Raablab_Offline creates methods for participatory research. It has developed the *"Revaluing Memory" workshop* as a method for local artists and scientists to share knowledge and develop skills and resources to collaborate with each other in joint sustainable local art-science networks.

Revaluing Memory Workshop at KIBLIX 2013 Art Science Technology Festival, Maribor.

The workshop applies DJ "selecting and mixing" information behaviours to collective thinking processes: how do I share implicit knowledge? how do I work collectively? how do I integrate the re-valued knowledge/memory into my life? The *"Revaluing Memory" workshop* creates a setting to connect and integrate personal knowledge into a common narrative and to co-design out of them shared spaces in the city.



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

Raablab Future Vision - Living Lab & Museo

Living Lab – Library of the Future – Raablab will collaborate with Computer Vision Centre (CVC), Barcelona in a one year research and development at Biblioteca de Volpereres in Sant Cugat. Using software development, art installations, and workshops, Living Lab considers the transforming nature of the library in the post-digital age, facing the challenges of access and exchange of large digital collections.

Software development in the project conducted between Norton and CVC will develop the DJ's (Disc Jockey's) model of information interaction to create a platform for facilitating community participation and exchange with large digital collection. The system will allow the public to annotate collections, add memories, images, and stories. This will provide an all-new revision of the heritage and will continually update the social and economic value of stored knowledge.

Veciana will lead the participative research, enabling community inclusion and action researcher capacity building within the whole technology development. Workshops and installations developed throughout the year will test and integrate the platform within the library, to explore the necessary shift of structures that the digital collection creates for librarians, library users, architectural space, and library funding bodies.

Raablab_Museo is the future vision of Raablab, which seeks to develop a system of exchange and engagement between different communities and physical cultural artifacts shared in gallery spaces and museums. Raablab_Museo is a development of the research conducted through the workshops, and through the Living Lab. Raablab_Museo asks what type of access can be developed that allows exchange between the knowledge and memory embodied in cultural artifacts, and the common knowledge and personal memory of the community participants. Raablab_Museo seeks to transform the museum visitor into an active participant in their own cultural heritage. The project turns access to museum artifacts into a participatory audiovisual read/write engagement.

Raablab_Museo researches and develops a system for integrating communal storytelling and within and amongst museum objects. Visitors to a museum will be enabled to annotate objects with stories, memories, and contexts. In so doing, new semantic information will be generated by visitors, which is then fed back into the environment to enrich the exhibition space with newly annotated knowledge. These 'user stories' begin to annotate the space and enrich the exhibition with semantic meaning.

This enrichment process is further enhanced by remote access. A virtual representation of the exhibition will exist online and be projected into urban spaces. This allows remote users to access the exhibition and to feed into the actual museum space by adding their own annotations, knowledge, and comments from afar.

Raablab_Museo ultimately investigates the living connections between stored information of all kinds (object, artifacts, data), and human knowledge and meaning.