DJ'S AND INFORMATION - MIXING THE LIBRARY

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WHAT MODEL OF INTERACTION CAN BE DERIVED FROM THE DISC JOCKEY?

Autoethnographic diary study (http://www.ablab.org/pd/artsIT) and DJ interviews suggested:

- DJ interaction continually moves information from global archive/information sources, through dynamic personal digital collection, into unique narrative threads, presented in public space a, using techniques and tools in the mix that facilitate responsiveness to the environment.
- The model integrates learning, creative development, and responsive presentation
- The model centers upon the use and organization of the personal digital library
- The library, facilitates frequent creative production and play by supporting memory, browsing, and retrieval
- Two information behaviors allow individual authorship to enter the process: selecting and mixing
- Unpredicatable environments necessitate degrees of improvisation and spontaneity. This is facilitated by library organization, 'crate' production, the controls of the 2-channel mixer, and personal memory recall

TWO ASPECTS/CONTEXT
- Frontend: The public presenter, stood next to the record player, playing records;
- Backend: hidden activity: Researching, collecting, organizing, and learning.

These two activities represent the wider context of the model: information/library science, and creativity studies/practice

PERSONAL DIGITAL LIBRARY
- 4 general category types existed (classical, idiosyncratic/'feel', dated, chaos)
- Digital folder structure is always visually present in play, ensuring simultaneous interaction with context (selecting) and original article (mixing)
- Information is occasionally lost when it enters the collection: data loss through chaos or corruption

READ/WRITE INTERACTION
The archive/collection is written to in:
- Metadata
- Folder structure
- Labelling
- And publically, in the mix

SELECTION
Selecting is the main behaviour that occurs through the process. From original information source to live presentation; a series of selection choices develop the sets.

MIXING
- Connections and links are the site of invention, personal play, and expression in a model of distributed authorship
- Mixing produces new information, by hiding or emphasizing transitions, and by overlayering or completely removing material
- ...incalculable combinatorial explosion (Swanson 1996)

FUTURE WORK
- Evaluate user experiences of text and video interfaces, which intergrate other data-representations with aspects of the model (http://www.ablab.org/pd/artsIT and video interview interface)
- Develop experimental interface for read/write interaction with tagged conversation /vocal acoustic streams

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- SCHATZ, B. (1997) Information Retrieval in Digital Libraries: Bringing Search to the Net. Science - 327-334.

SONIC CULTURE & INFORMATION
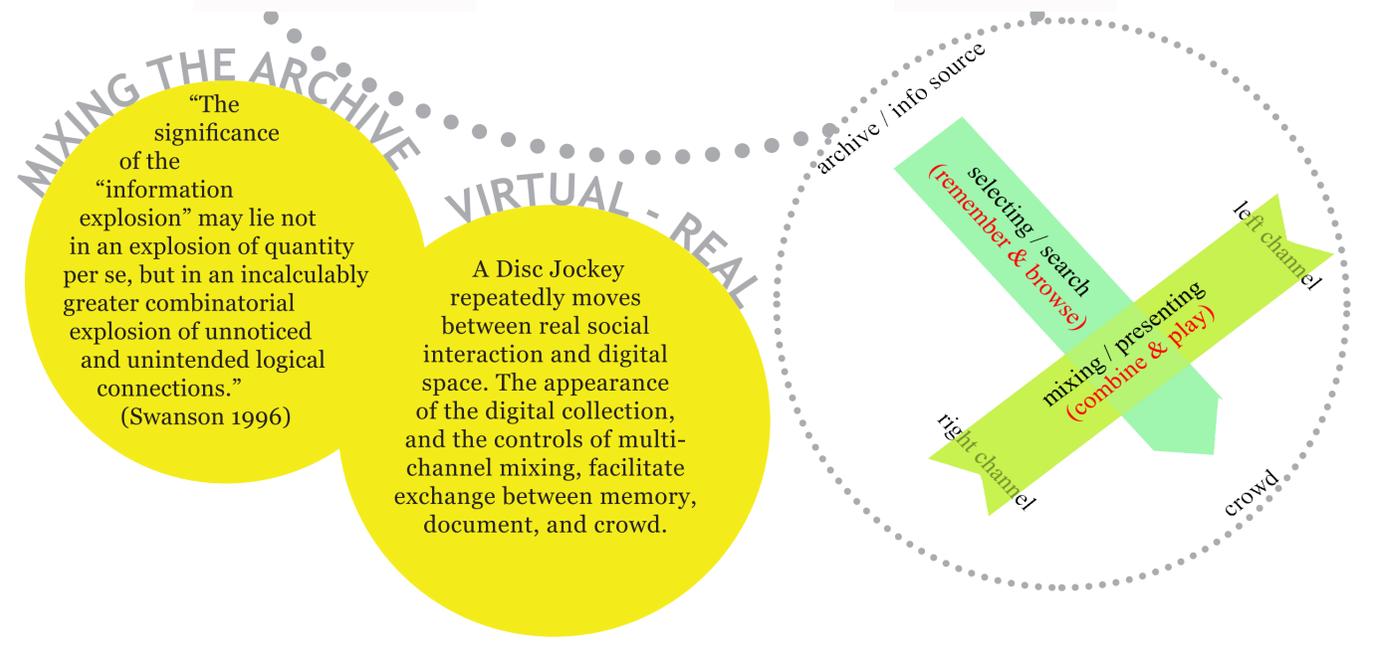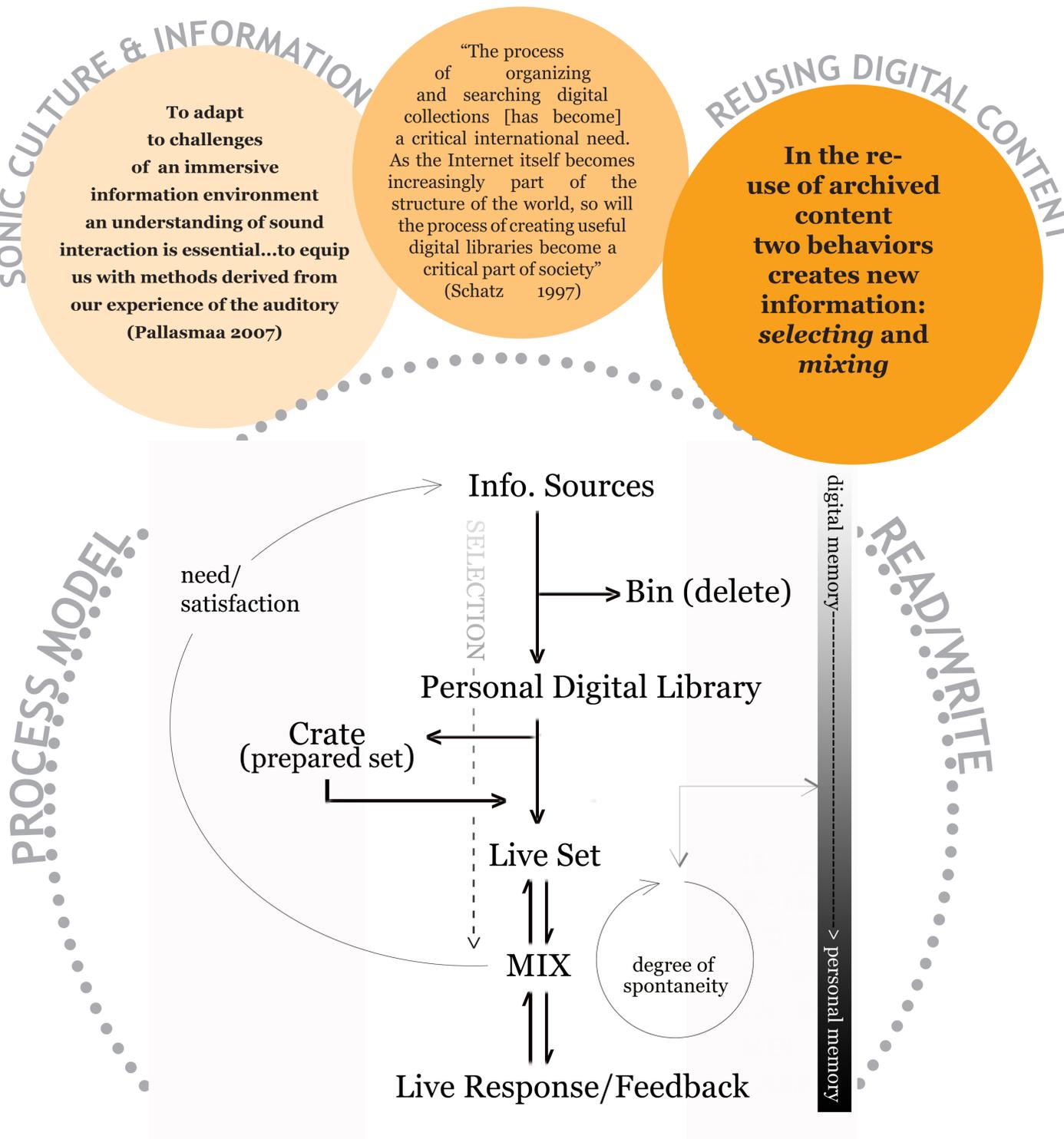
To adapt to challenges of an immersive information environment an understanding of sound interaction is essential...to equip us with methods derived from our experience of the auditory (Pallasmaa 2007)

"The process of organizing and searching digital collections [has become] a critical international need. As the Internet itself becomes increasingly part of the structure of the world, so will the process of creating useful digital libraries become a critical part of society" (Schatz 1997)

REUSING DIGITAL CONTENT

In the re-use of archived content two behaviors creates new information: *selecting* and *mixing*

PROCESS MODEL

Info. Sources

need/satisfaction

SELECTION

Bin (delete)

Personal Digital Library

Crate (prepared set)

Live Set

MIX

degree of spontaneity

digital memory — personal memory

READ/WRITE

Live Response/Feedback

MIXING THE ARCHIVE

"The significance of the "information explosion" may lie not in an explosion of quantity per se, but in an incalculably greater combinatorial explosion of unnoticed and unintended logical connections." (Swanson 1996)

VIRTUAL - REAL

A Disc Jockey repeatedly moves between real social interaction and digital space. The appearance of the digital collection, and the controls of multi-channel mixing, facilitate exchange between memory, document, and crowd.

archive / info source

selecting / search (remember & browse)

mixing / presenting (combine & play)

left channel

right channel

crowd

PROJECT PARTNERS:
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