Memory space

Concept for display of student work at the ISNM

In the digital age objects often only exist in digital form. They become only viewable in the virtual world presented by the graphic user interface on a computer screen. There are two main problems with this, firstly, usually the artifacts are found only through word recognition, which eliminates how humans actually recognise objects, through visual and aural means. (How often have we searched for a book without actually knowing its title only its the colour and size?) The second problem is that often the media stored in a digital library was not originally intended to be displayed in a computer monitor, but instead should be seen much larger.

This concept is to find a way to make the interface with digital media tangible and to make finding an object relate more to the way people actually understand the world.

The title comes from the notion that central to the idea of a library is the archiving of memory.

Realisation

A space is to be built inside the library or any other available room. There are two parallel walls and a ceiling from which hang thin sheets of rectangular Perspex on wires. The space can be entered from either end. The hanging pieces of Perspex contain images from the digital archive that give visual clues as to the contents, much as a book does. For the same reason, the title is written below each image.

There are two switches on each hanging. The upper one is for 'links'. Press the switch and several of the other hanging pieces are lit up. The ones that are light up have a connection to each other. For example if a student project has been selected then pressing the 'link' switch lights up other student projects. Pressing the switch again gives another set of links, for example the other projects that the creator of that project worked on would light up and so on.

The second switch prompts the display. The walls on either side are projection screens with the projectors positioned externally. One screen is intended to display a large projection of the artefact and by pressing the switch again related images can be displayed. This projection screen is the 'artifact wall'. The opposite wall is the 'metadata wall' and it displays all written information related to the object displayed on the opposite wall.

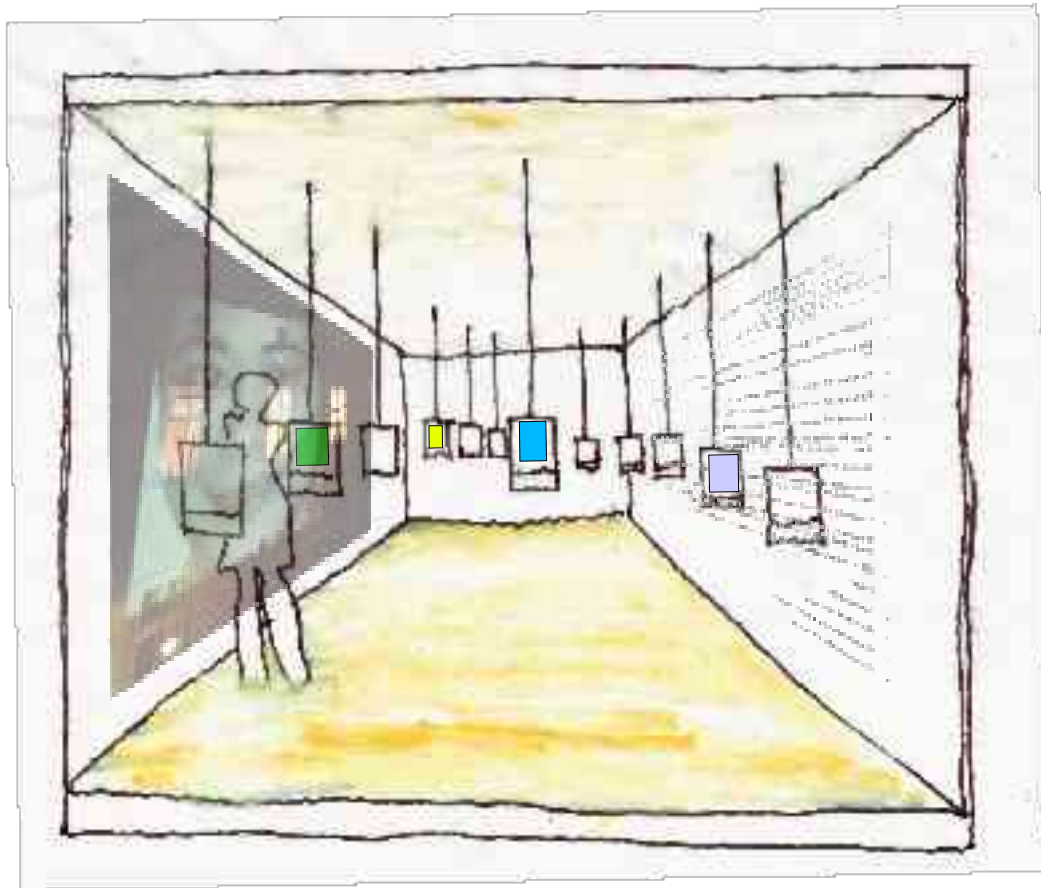TITLE   — Links

— Display
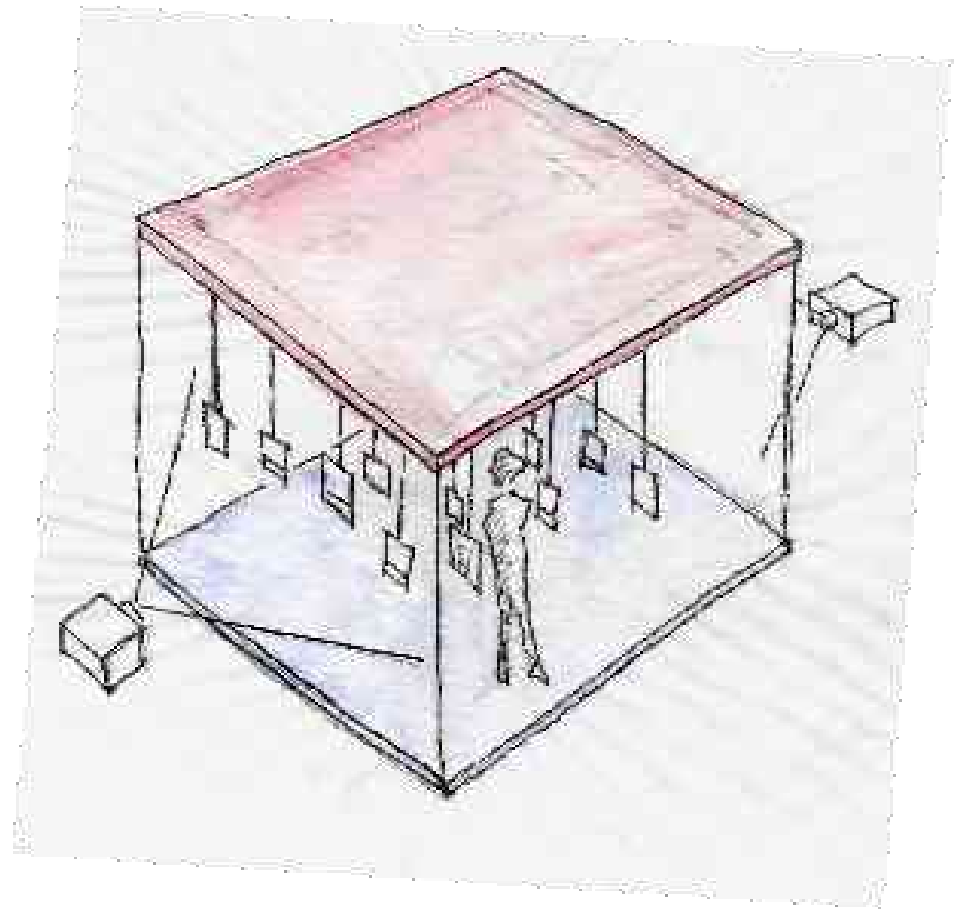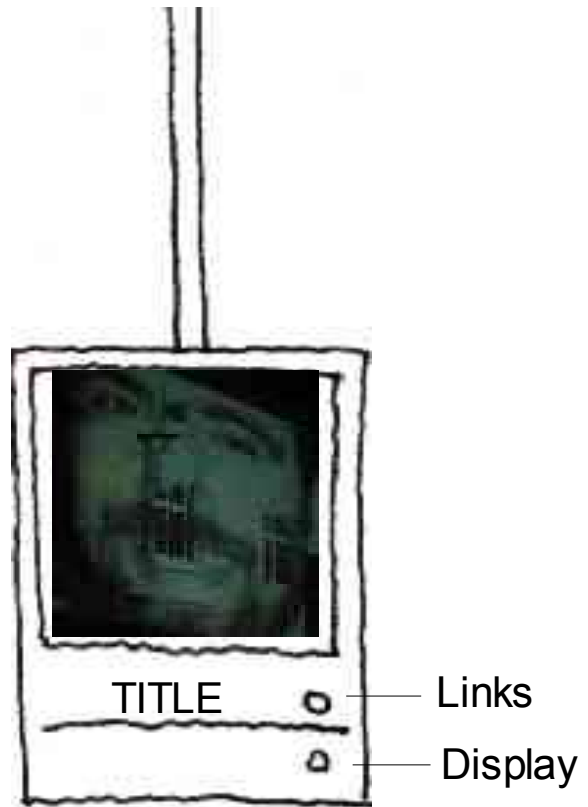
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Artifact wall

Metadata wall

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