A few wander towards the edges

FACE - Free Arts Concepts Exchange

Aims

FACE is a distributed network for creating, modelling and exchanging concepts. FACE permits the flexible manipulation and visual representation of ideas, concepts and projects, and also forms an arena for brainstorms, discussions and confrontations among its authors. There is a clear link between author's local intervention and network's global behaviour.

FACE functions on the exchange of concepts created by innovative and radical artists, curators and specialists working in the avant-garde of contemporary art and cutting-edge technology.

Participants have at their disposition a tool which allows self-reflection and reconstruction of their own position in the discourse of new media art. This leads to the development of new concepts in discovering patterns in their work which hitherto were unnoticed.

Each of the participants is a co-author of the architecture of FACE and is jointly responsible for its form. The fusion of tools for the exploration and visualization of knowledge with an infrastructure which can exchange information between participates, enables the development of new ideas in the arts.

Structures and Operations

The process of creation, organization and dispersal of concepts is represented by weighted labeled hypergraphs. Each concept has its own node in the graph, or is a configuration of several nodes. Content published by the participants is found at the edges of the graph, while the nodes represent a system of tags used by participants while designating the contents. regarding systems with respect to their abstract properties: structure, complexity, energy ..

Each participant has complete control his own graph, and can also navigate freely among the graphs of other participants. Material published through FACE is not restricted in form - it could be source code, text or any kind of multi-media element, such as photos, graphics, video, messages etc. The data which arises while working with this application can have many different characteristics and parameters - such as time, place, creation process, distribution, references, criticisms - which can then be analyzed and visualized.

Social Dynamics

The actions and interactions of participants lead to the personalization of values and imply a change in social order, regardless of

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whether the authors are aware of this or not. Online activity forms a starting point for further activity in the physical world, in the form if interventions, conferences and exhibitions.

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Participants:

FACE is an international project. The participants invited to join the first phase of the project are from Europe and USA.

Curators:

FACE is an open environment which looks after the comfort of work and the level of effect attained during the use of the application.
The initial participants are chosen by the project's council: Joasia Krysa, Robert B. Lisek, Sebastian Cichocki ......IA?, ChP?
The choice of participants for successive stages of the development of FACE is the responsibility of the curators and those artists already taking part in the project. The distributed curatoring takes into account dif-

fering and often extreme views and concepts during the selection of the next participants.

Organizators:

Fundamental Research Lab, N.Y.
http://www.fundamentalresearch.org
eCulture Factory, Bremen
http://www.eculturefactory.de
Robert Bosch Stiftung, Stuttgart
http://www.bosch-stiftung.de
Mit Ost e.V., Berlin
http://www.mitost.de
Netzspannung.org
http://www.netzspannung.org

Credits

- conception: Robert B. Lisek
- realization; Fundamental Research Lab
- project management: Pawel Oczkowski
- partners: netzspannug.org & Robert Bosch Stiftung GmbH, Artslink CA

This project is an extension of the original project FLOAT
http://fundamental.art.pl/float_00.htm