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Art to Inspire Technology

An exploration of value creation

Goal

Shaping the next wave of innovation in the arts and creative economy in Europe

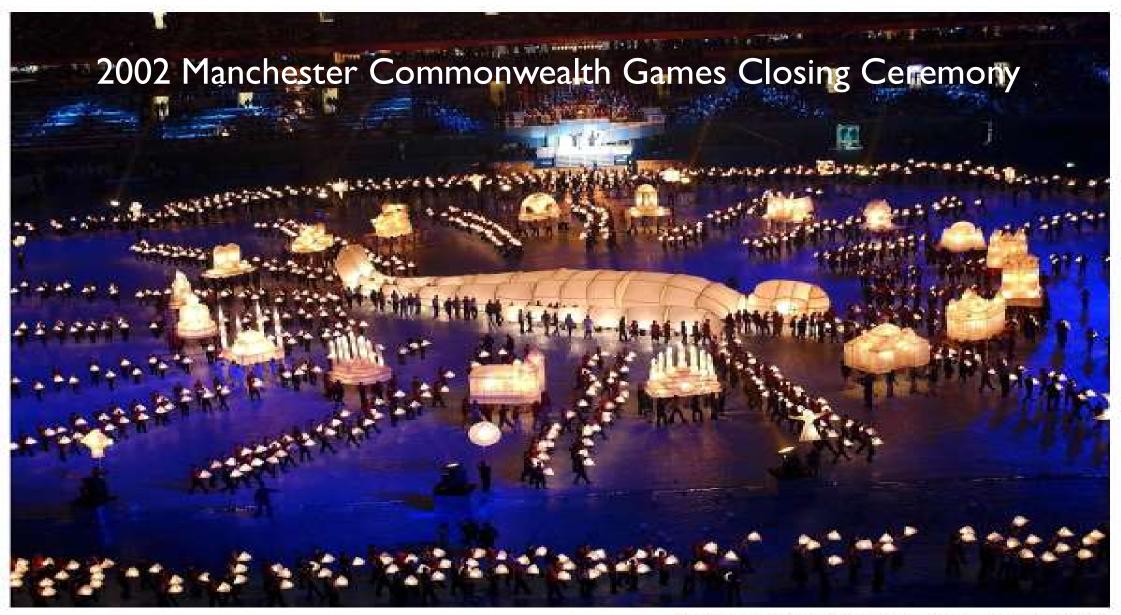
Goal

Shaping the next wave of innovation in the arts and creative economy in Europe

How we do this

Demonstrate the value and impact the arts can generate in other industry sectors e.g. technology & city innovation

Who am I?



2002 Controlwealth Games, Marchester, Image, Emma Williams

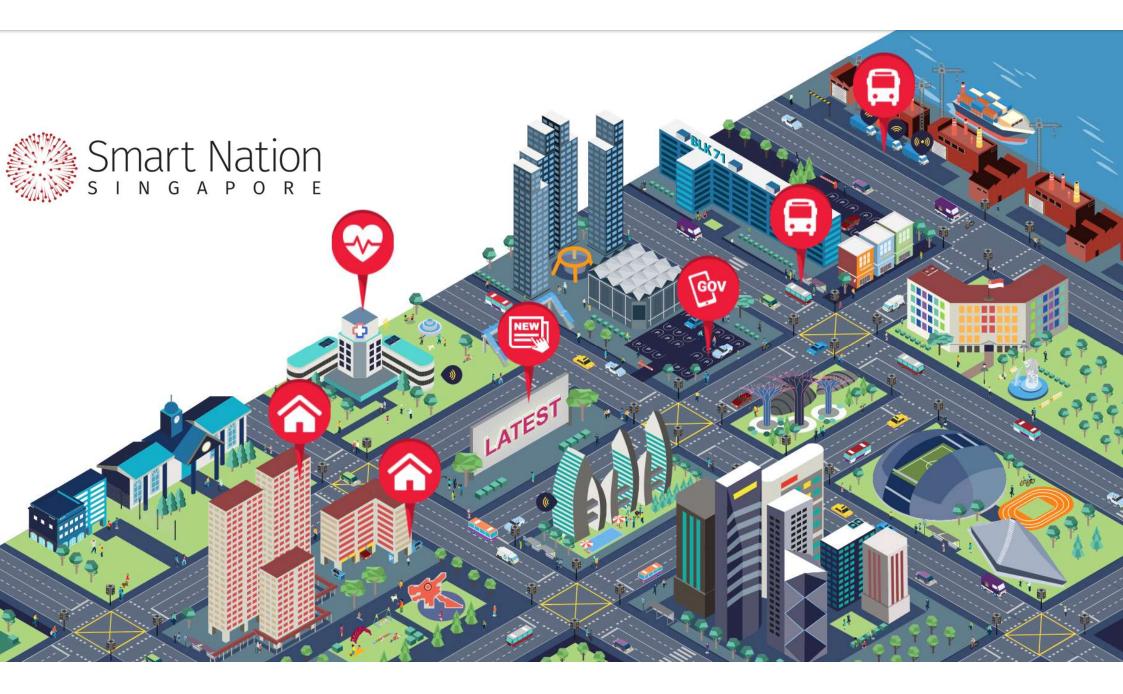
Opening Ceremony European Capital of Culture 2011, Turku, Finland, January

> "Turku's year has opened, and when it began, it happened with huge thunder and lightning"

> > Hufvudstadsbladet (Finnish National Newspaper)







"Art is an expression of human creativity. It inspires us to imagine a different reality, and challenges technology to find ways to bring those imaginations to life."

- Dr. Yaacob Ibrahim, Minister for Communications and Information, Singapore speaking at festival launch

"We need to continue to encourage and foster creativity and art; FutureEverything really helps us to reinforce how those capabilities of both artistic and creative talent, and engineering talent, can come together to create amazing things."

> - Steve Leonard, Executive Deputy Chairman, Infocomm Development Authority (IDA) and Adviser to National Research Foundation Singapore

> > futureeveryling.c







European Large-Scale Pilots Programme





What is the biggest roadblock to citizen uptake of new technology?

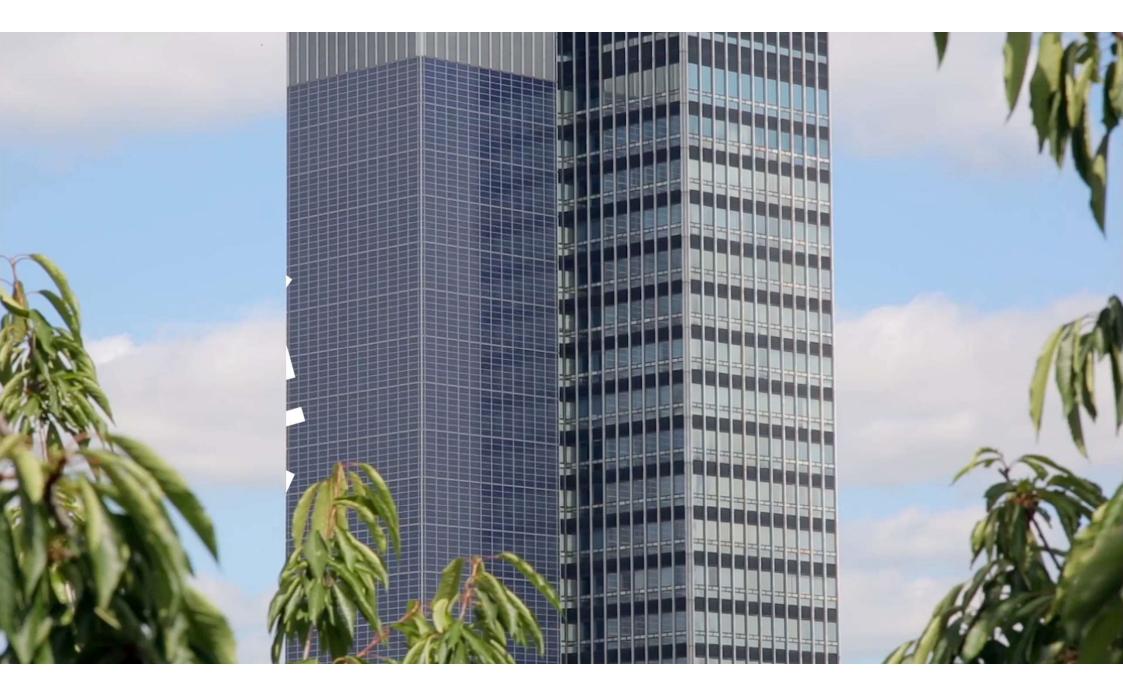
TRUST

TRUST = currency in user driven technology

NO TRUST = Market Failure

Invisible Systems

"Ubiquitous computing has as its goal the enhancing of computer use by making many computers available throughout the physical environment, but making them effectively **invisible** to the user" Mark Weiser, 1993





TRANSPARENCY

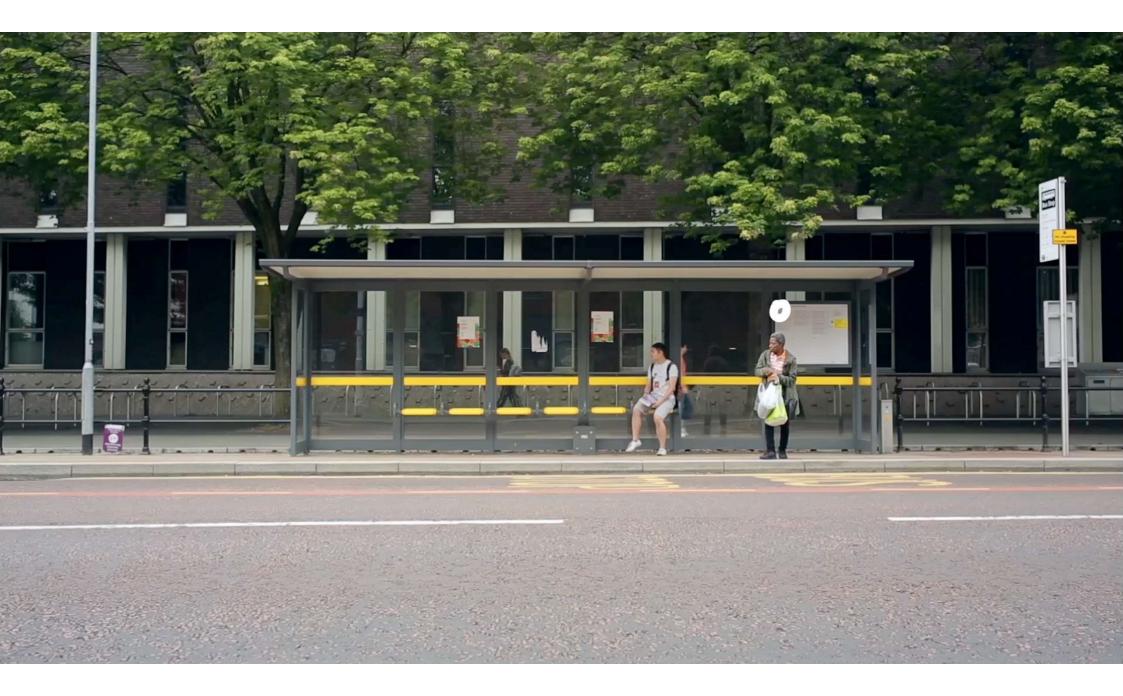
Interfaces to invisible systems

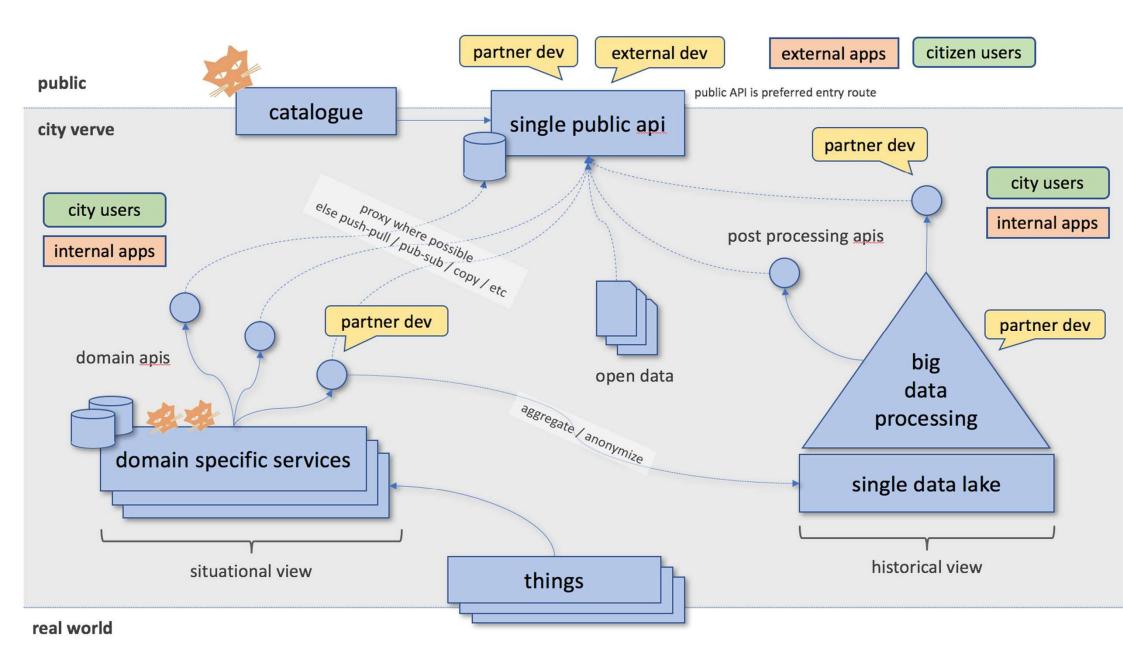


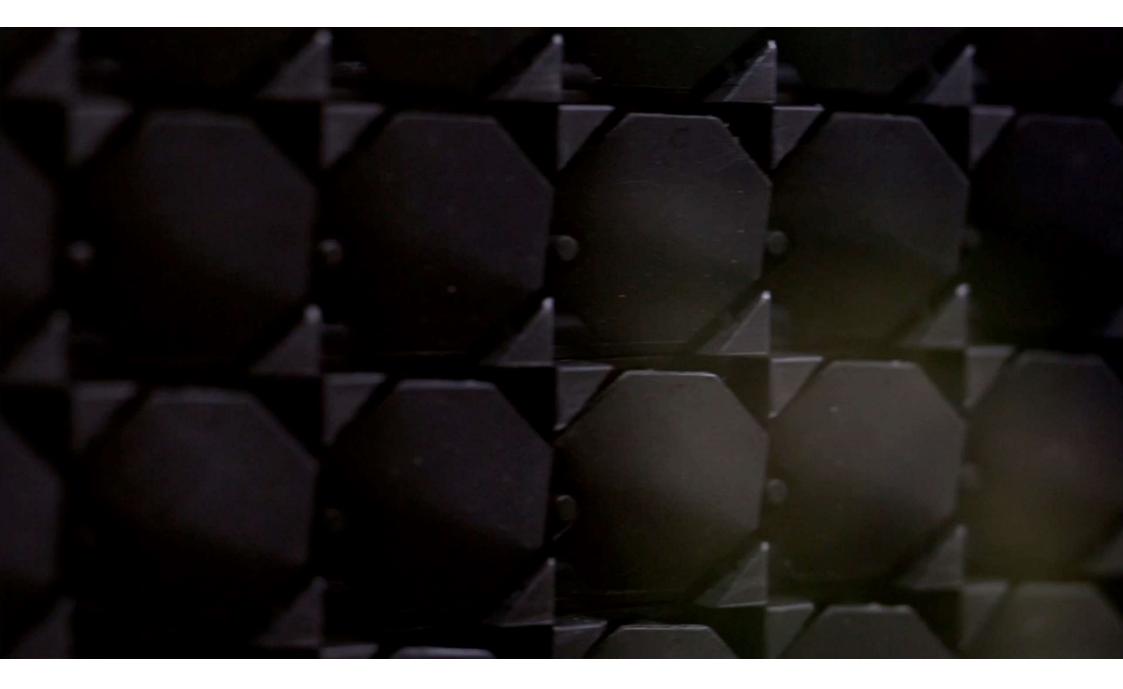
every thing every time

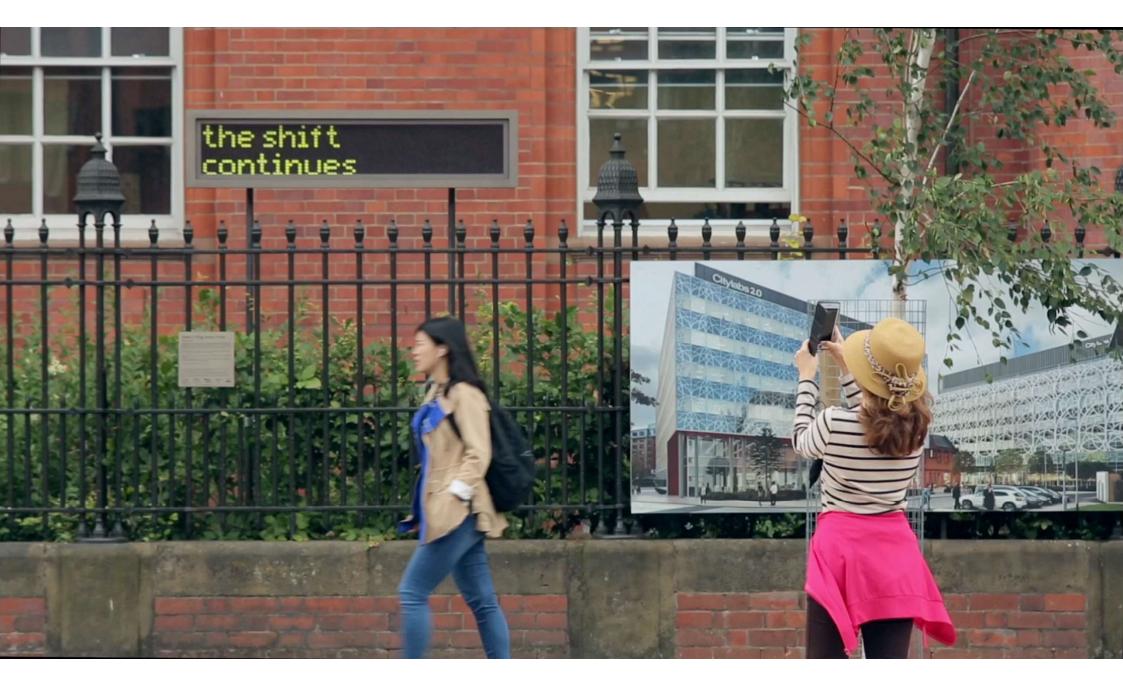
Naho Matsuda, 2017 *FutureEverything*

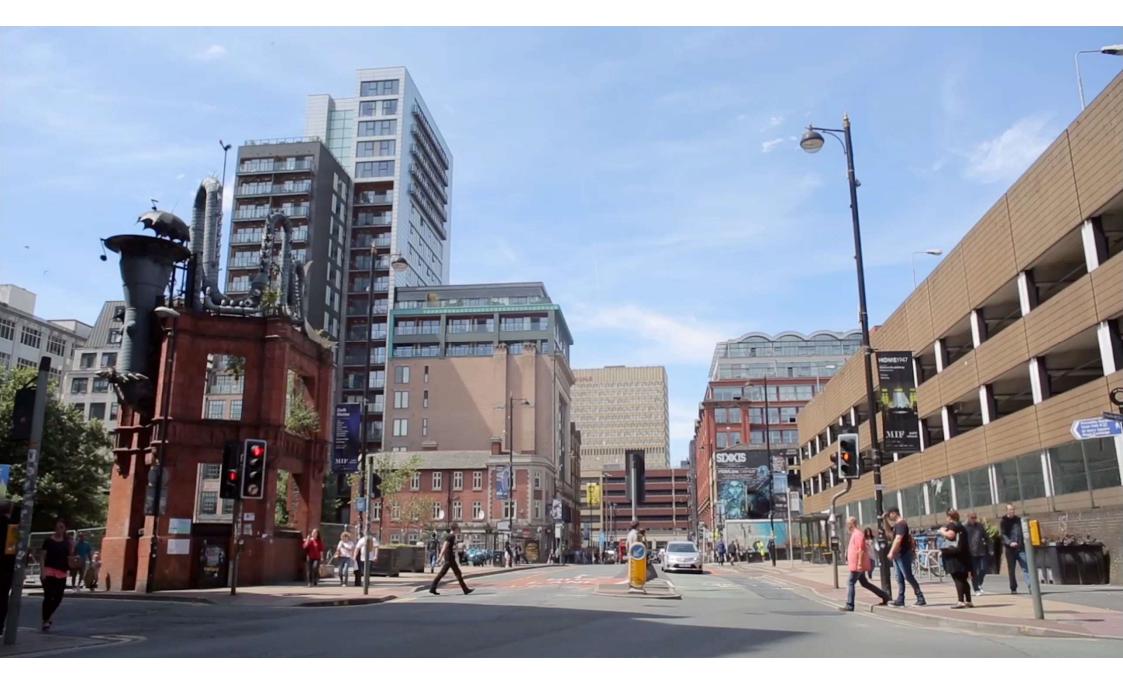


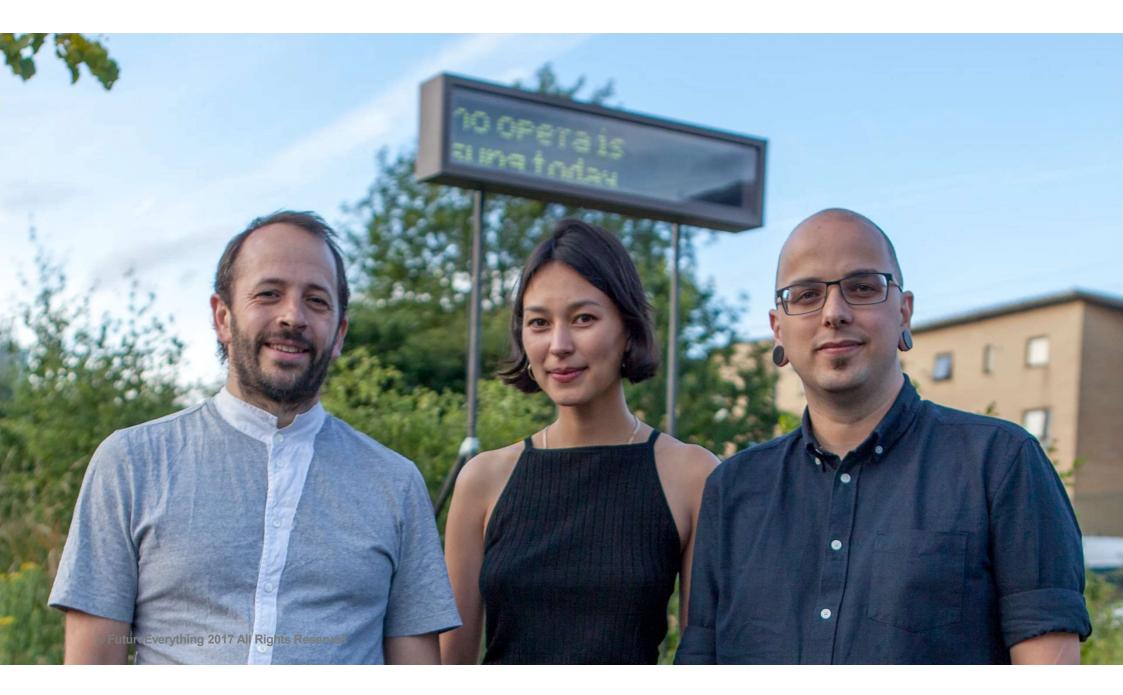




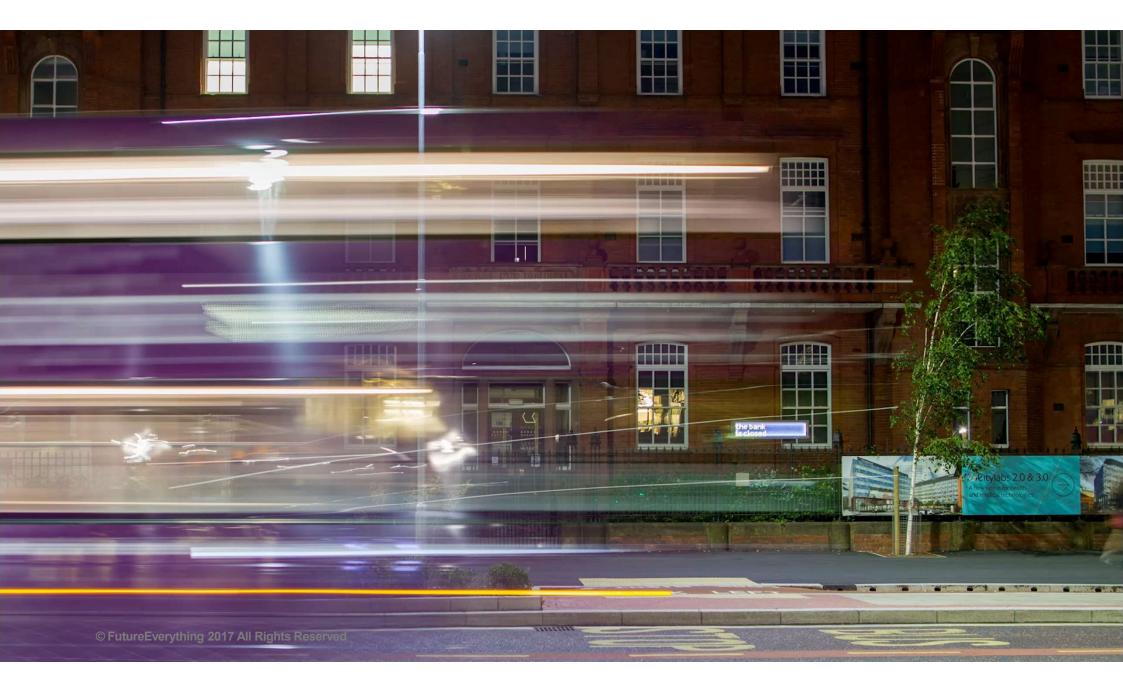












Artists can make the invisible, visible, & add imaginative dimensions to the Smart City

INSPIRE TECHNOLOGY

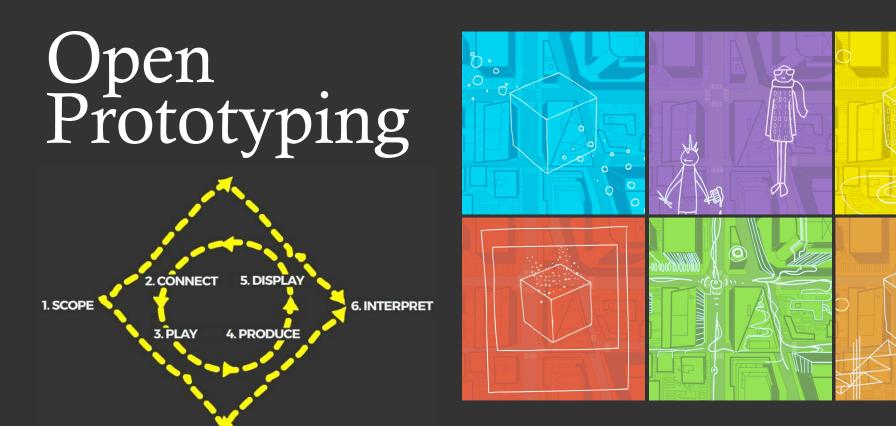
Artists at the forefront of creative technology

"WE CAN SEE THINGS AND ... SEE THE FUTURE FROM THE ARTIST'S EYES" (Technology Partner)

"ART AND TECHNOLOGY IS ABOUT CREATING SOME NEW EXPERIENCES ... NOT POSSIBLE WITHOUT THESE NEW TECHNOLOGIES" (City Partner)



"THROUGH THIS ARTWORK, WE HOPE TO PROVIDE A NEW PERSPECTIVE TO SEE THIS CITY" (City Partner) "WE CAN BRING IN THIS KIND OF ARTIST VIEW INTO OUR DAILY RESEARCH WORK, AND TO DESIGN THE PRODUCT OR SERVICE FOR THE FUTURE" (Technology Partner)





SCOPE

Artistic research and critical thinking introduce a novel framing of a concept, challenge or capability



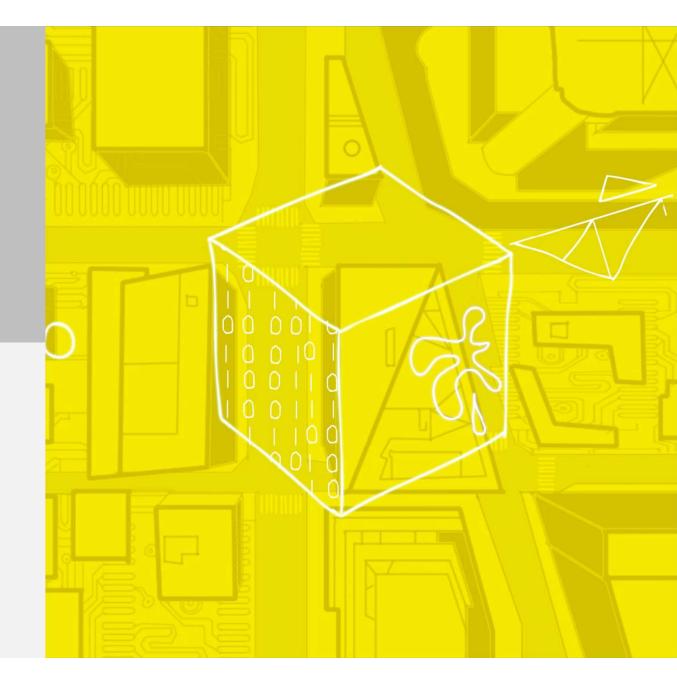
CONNECT

OP builds connections, ownership, trust between partners, teams and among citizens and service users



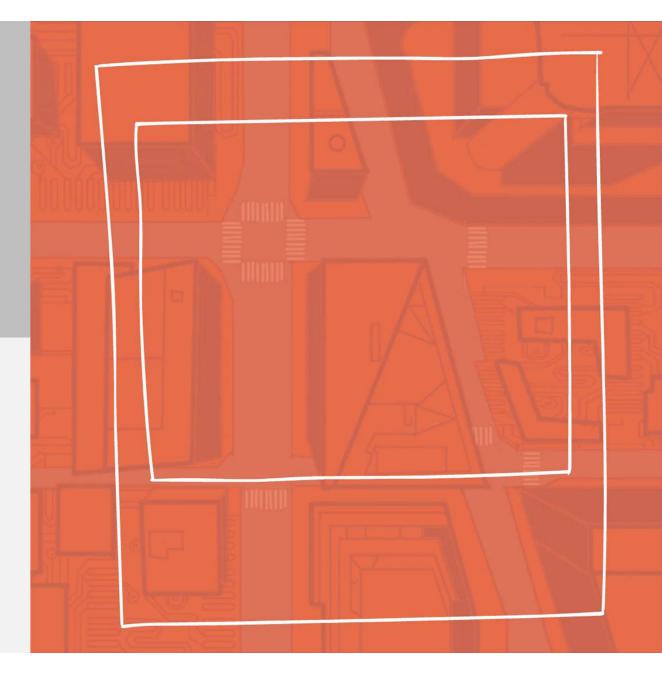
PLAY

The unique skills of artists can explore the limits of technologies, ideas, materials and applications



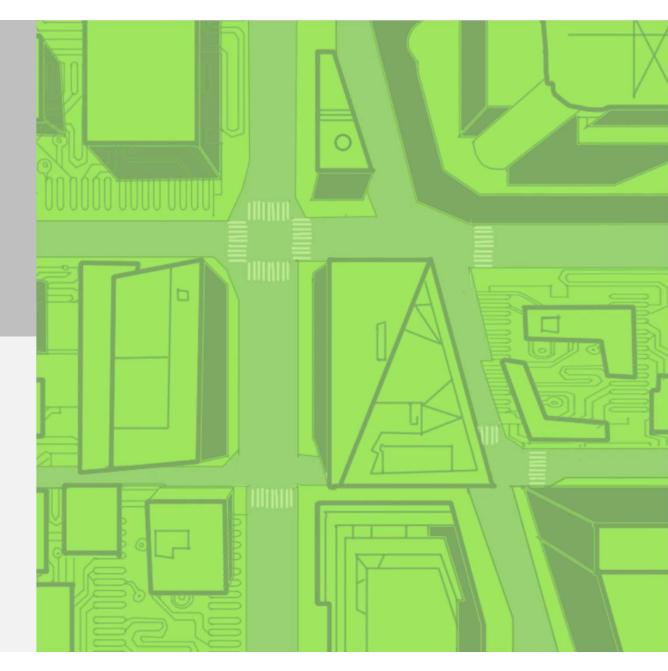
PRODUCE

Novel interfaces & open infrastructures add imaginative dimensions to the IoT and Smart City



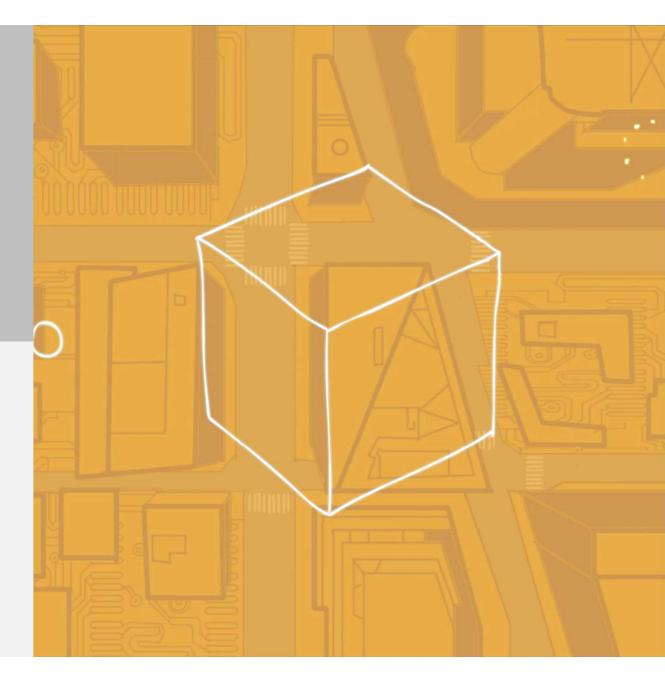
DISPLAY

Art makes visible and legible systems that are hidden or complex, and enables a wide audience to experience future scenarios

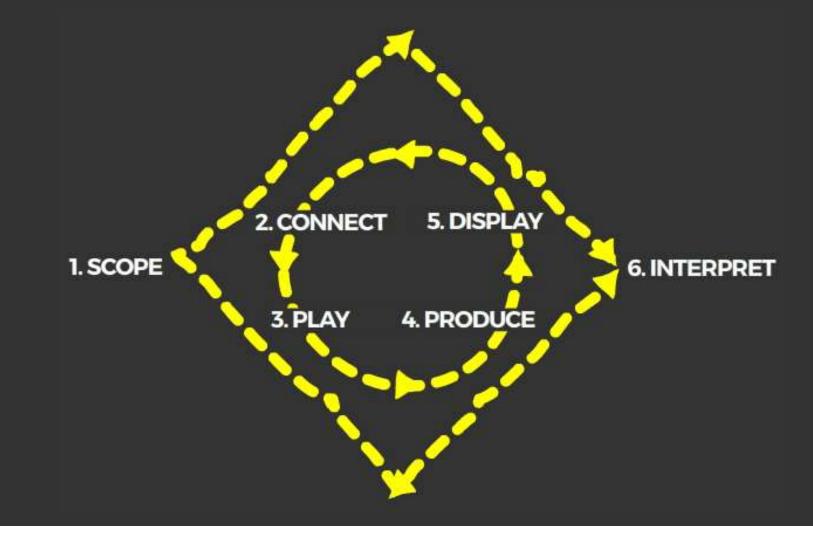


INTERPRET

OP can build transparency, judgement, agency and trust in the way people interact with data systems



Open Prototyping Process Model



Open Prototyping Benefits

| STAGE | ATTRIBUTES | VALUE TO ARTISTS | VALUE TO TECH SECTOR |
|-----------|-----------------------------|---|--|
| SCOPE | Artistic imagination | Provocation, jumping off point | Domain & problem characterisation |
| CONNECT | Connections & exchange | Build cross-disciplinary team & network | Community links & creative talent |
| PLAY | Creative experiments | Concept & technical development | Creative experiments & artistic user testing |
| PRODUCE | New IoT interfaces | Produce the work, engagement strategies | New expressions, interfaces & experiences |
| DISPLAY | Participation & literacy | Present the work, audience engagement | Visibility, attention & participation |
| INTERPRET | Transparency & trust | Develop a unique voice on technology & society | Build trust & elicit requirements |

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KEY CONTRIBUTIONS

Combining art and ICT can stimulate innovation in city data systems

Literacy and agency underpin trust and acceptance



European Commission









Singapore Government Integrity · Service · Excellence





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KIMCHI and CHIPS



THE DEVELOPER SOCIETY_





The University of Manchester



OFuture University of Dundee

Thank you!

Andy Stratford @FuturEverything andy@futureeverything.org

Save The Date Every Thing is Connected 20-22 March 2018 Manchester UK