

School: School of Creative Industries

Researcher: Ron Herrema

Project Title: Coding the Contemplative Collective

UOA 33: Music, Drama, Dance, Performing Arts, Film and Screen Studies

Research Timeline

| Date | Rationale of research activities and decisions undertaken | |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | Infínity | \$ echo |
| 04/06/2014 | | Accepted to Hack The Space event at the Tate Modern |
| 13- 14/06/2014 | | Hack The Space event takes place at the Tate Modern. \$ echo developed as a web art application by Ron Herrema, Guy Armitage, Gavin Clark, and Marko Sirves. Herrema developed the sound design for the final work using Pure Data (Pd). |
| 14/06/2014 | | \$ echo wins the Hack The Space event |
| 16/06/2014 | | \$ echo receives media coverage in The Guardian: https://www.theguardian.com/artanddesign/2014/jun/16/hack-the-space-tate-modern |
| 24/07/2014 | | Agreement with <u>The Space</u> to receive £4000 R&D funds for winning the event |
| 01/08/2014 | Beginning sketches for a second generative, meditative work, following similar principles to the artist's previous installation and iPhone app, <i>Dancing Wu Wei</i> . | |
| August- September 2014 | | Team works to develop the backend and frontend of the \$ echo web app/artwork, to enable public deployment |
| 18- | Selected artist for Music Tech Fest and B3 Media's Hack the Artist in Ljubljana, Slovenia. Further development of prototype for <i>Infinity</i> | |
| 08/10/2014 | | Meeting with Director Ruth McKenzie of The Space. Agreement to fund the developers (£11,520) for the work completed and public deployment of \$ echo, with a plan to show it to Ai Weiwei upon her visit to China the following week |
| 30/10/2014 | | Project ends. |

| 01/11/2015 | Beginning of TalentLab residency with B3 Media, an artist residency program co-managed by the University of Nottingham's Mixed Reality Lab. | |
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| Feb-May 2016 | User-Centred Design process of <i>Infinity</i> app with MRL researcher Sean McGrath. A series of 12 user observations and interviews were carried out at MRL, in London, and electronically. | |
| 21/03/2017 | Infinity released on the App Store as an iPad app. | |
| 08/06/2017 | Presentation of Infinity research findings at Journal of Media Practice and MeCCSA Practice Network Annual Symposium, The Media Convergence Research Centre, Bath Spa University | |