According to his ongoing project “north/east/west/south that's news to TransCodecExpress. It is a project dealing with the banality of everyday life. Testing the patterns of connection between web analogue and digital. Ivan Pope will carry a communicam, mobile phone and compass with him at all times. Images will be transfered immediately from the phone to the OK-Centrum.

These ideas are banked on the theory of the dérive [literally: "drifting"] which is one of the basic situationist practices. Dérive is a technique of rapid passage through varied ambiances that involves playful-constructive behavior and awareness of psychogeographical effects, and is thus quite different from the classic notions of journey or stroll. From a dérive point of view cities have psychogeographical contours, with constant currents, fixed points and vortexes that strongly discourage entry into or exit from certain zones. Ivan Pope is re-interpreting the theory of dérive for the virtual age.

Generative Psychogeography is an open source concept which describes a method to explore the urban environment. People are invited to walk trough a city according to an algorithm. It is as simple as this: stroll through the city on directions like 'first street left, second street right, first street right, repeat'. The simplicity of this route can be deceptive. It turns out that the route which you will take is difficult to predict for more than 3 turns (in an asymmetrical city, that is). Add to this, that by strolling like this you pass through the city in a way which is so thoroughly alien to the way you normally use the city that you find yourself confronted with the city in new light, in detail.

The Scratchrobot is an installation based on two turntables, a computer and a robot-arm. Input of text will be analyzed and then turned into signals that control the robot. They make it scratch a series of detailed information on the theory and the rules of dérive under: http://www.ivanpope.com/psychogeography/rules.html

An invitation to an audiovisual composition night in the net. The shortest way to connect East-West is the net. Comprehension problems and transmission errors are here, as elsewhere, pre-ordained. We use these “errors” as the starting point for TransCodecExpress. The transnationaly exchanged data are taken and expanded with audio and visual information and placed in the physical space of the venue - the visitors in the O.K Mediendeck will not be confronted with small screens, rather they will duck behind the screen to be in the virtual performance space reflected in the physical space. The evening focusses upon the interplay of the physical and the virtual.
THREE FIGURES THAT EXPLAIN HOW THE LOOP WORKS

J O R E G

Alex Davies is an artist based in Sydney, Australia. His work spans a diverse range of different media ranging from film, digital media, audio visual manipulations and installations. The last few years has seen a focus on various aspects of acoustic including sound effects of sound and spatialised audio environments. See http://schizophonia.com for more information.

OLIVE

OLIVE is an "artificial" word for Online-LIVE-broadcasting. It is a stable, easy-to-use program package for streaming (=broadcasting) live audio in the internet using existing compress-algorithms like mp3. With other words, OLIVE is an internet-radio-sending-station especially designed for use within various different locations (with different networks, etc.). See OLIVE in action ihttp://bon-jour.mp3/ but you can see OLIVE in action, watch out for the red-LIVE-button. A program you can find for now on. http://www.kapu.or.at

KATO SAWAKO

Kato Sawako is a young sound, video and media artist from Japan. Her works with audiofeedback are highly appreciated from international improvising musicians. For TCE she is going to do a live sound mixing-processing session with the title "every day" that follows an algorithm and will be topped off by images (video-pictures in Tokyo in real time) kato-sawako works with the staff of (FUTURE) Fabrice Hybert in spiralTV (Spiral, Tokyo) and is a member of Christopher Panzae Lab in San Francisco - DSP

FOAM

Croatian-Australian-Elsewhere group, getting into language free spaces, pan European cultural exchange and gestural manipulation. Work based extensively upon the intertwinedness of language, body, speech, sound and visual ephemera as they reach the breaking point of syntactic/systematic neutralisation. Fiddling with this speech=sound=grauchen loop also at the moment, after discovering a nice endianness bug in rsynth, after discovering a nice endianness bug in rsynth, after discovering a nice endianness bug in rsynth, ask now deals with the interchangeal values of language and sound it's a textual converting words to linear associated pictures of acoustic descriptions for thoughts. It enables users to play with the relativity of communication and it's repercussions on different levels of perception, a transformation of thought and statements into repetitive patterns of listenable subjects. This project was developed by the minister for thought for that.

THE TAPEGERM COLLECTIVE

This multi-user project is based on a gaming look and feel. A train, Eurostar, built in 3D is dynamically moving through the virtual landscape. The dynamic use of the camera creates the feel of a racing game but is also suggesting a state of a moving standstill (which is the actual situation of the work as the train is standing still all times and the illusion of the movement is made by moving the setup of the environment and the camera. This is revealed through the tweaks in the scene that show the real situation). The environment is a 3D gaming landscape, empty of any artificial code and defined as the space of Europe, using a map which shows the exact position of the train on it. A group of people are correlating connected by internet. They all have the possibility to change the direction of the train's movement by clicking on the mouse's left, right, up or down button, which moves the train to the east (right), west (left), north (up) or south (down). At each click on the viewer's (participant's) mouse, the direction of the train is slightly modified and the map is updated thus repositioning the train. The starting point is the geographical card of Europe. Train's movement is constant, its direction defined by the users. All the users that are online will be able to influence the train's movement. Their choice of direction will go through a "voting" system which will be decided by the majority of users, calculated and updated every 2 seconds creating a virtual community with the community consciousness. The map of Europe is being inverted (mirrored), and thus the east and the west do not correlate to the notion of the geographical space of Europe as we know it. The notion of space is tweaked and the viewer (participant) will find the map familiar but would have to rethink the space they take for granted. The focus of the project is based on questioning perception and the referential systems that define it, also questioning the concept of real and virtual space, movement and stillness.

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