

S A C H I K O H A Y A S H I



FLURRY

interactive installation

year of production: 2005-2006

concept, image, sound arrangement and lingo programming: Sachiko Hayashi

additional programming and technical solution: Fredrik Petersson, the Interactive Institute, Stockholm

produced by the Interactive Institute

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thanks: Björn Norberg, Sound contributors and Tale contributors (see below for detail)

Flurry is an interactive installation where re-experiencing through interaction becomes the key focus. Under the theme of snow, people's memory of snow, both private and official, have been collected in the forms of text, voice and sound. As these are triggered by the public's interaction, a complex picture of human reactions toward snow emerges, letting you re-live your own memory of snow and receive new memory that enriches your own.

On a large back-projection screen digitally animated snowflakes are projected. As these snowflakes come into contact with the public, they melt and disappear, each releasing a snow-tale or a snow-sound. The screen is placed in the middle of a room, almost dividing the room into two halves, with one side of the screen being utilised for interaction while the other half remaining as a space for observation.

Having its snowflakes act as hyperlinks to retrieve personal stories and associative sounds of snow donated by people, Flurry acts as a small scale Xanadu, a matrix of information retrieval in which human memories of snow are merged or made contrast with one another through interaction in a complex flux. Text, a brief history of scientific discoveries on snow, runs continuously on the top of the screen as in TV news bulletins, accentuating its objective informativeness while juxtaposing itself with the subjective nature of voice and sound. As snowflakes melt and unfold their snow stories and sounds, the act of interaction becomes almost a metaphor for meeting other humans who reveal their inner secrets. In addition, by utilising both sides of a back-projection screen, Flurry also emulates "Shadow Play," one of our oldest theatre traditions. The result is an installation that invites its visitors not only to interact but also to ponder the way we relate to each other by sharing our thoughts and experiences in various forms of expressions.

Consciously engaging the technique employed in "Text Rain" (Utterback & Archituv, 1999) and "Bubbles" (Münch and Furukawa, 2000) and thus placing itself in this particular tradition of interactive installation, Flurry takes one step further to shift its focus from development of technology to reflection over narrative traditions through which human knowledge and experiences have been handed down, shared and re-lived for centuries.

The text is sampled from several sites on the Internet. The snow stories are collected from interviews and will be renewed when Flurry brought to a new country, ensuring that personal tales are told in the language spoken at the

place of the exhibition. 9 composers/musicians from 6 different countries, with no knowledge on who else was involved, created a 30-seconds-to-a-minute-long soundclip each after their association of snow specifically for this installation. As several flakes melt simultaneously with each flake triggering one soundclip, an unforeseen collective music composition of these contributed materials (sound and voice) is created.

Sound contributors: Chris Cutler (UK) , Gary Smith(UK), Jair-Rohm Parker Wells (USA/Sweden), Art Clay (USA/Switzerland) , Nicholas Economos (USA), Magnus Alexanderson (Sweden), Jens Hedman (Sweden), Zbigniew Karkowski (Poland/Japan), Miroslaw Rajkowski (Poland)

Tale donators in Sweden: Olof Bendt, Looove Broms, Alex Bustamante, Tina Finnäs, Halina Gottlieb, Magnus Jonsson, My Lindh, Peter Lundén, Johan Drott Löfgren, Cecilia Narström, Björn Norberg, Bjarne Nyquist , Fredrik Petersson, Johan Thurfjell

Flurry is produced by the Interactive Institute, Stockholm. It was shown at the National Museum of Science and Technology, Stockholm, as part of "Man Machine" exhibition, 2006.