

login a place !

OFFSITE OFFSITE

COMMUNICATION INSTALLATION
AT THE MIGROS MUSEUM FOR
CONTEMPORARY ART, ZÜRICH

ARCHITECTURAL WORKSHOP FOR ALICIA FRAMIS
INVENTIONS AGAINST LONELINESS EXHIBITION
IN COLLABORATION WITH ANNA KLINGMANN

GJK GMBH & MICHAEL KENNY PROJECT (c) 2000

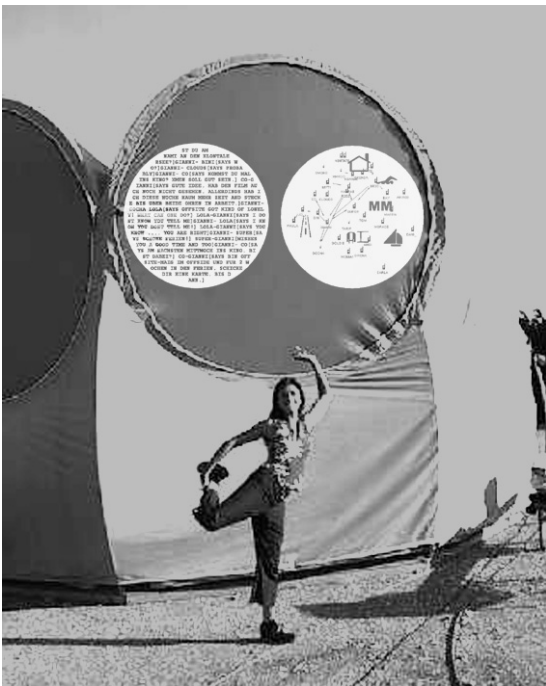
the event

“Inventions against Loneliness”

Offsite was developed for an architectural workshop organized in collaboration with *Anna Klingmann* for *Alicia Framis’* Exhibition at the *Migros Museum for Contemporary Art* in Zürich. Offsite received an award for the best workshop from the museum curator and artist *Rein Wolfs*. The theme of the workshops was to intensively research and propose actions against loneliness in the city. The workshop took place from the 28th of August - 2nd of September. The Offsite service was provided during the whole duration of *Alicia Framis’* Exhibition.

Mission Statement: “Enhanced Loneliness”

“Every individual is equipped with powerful communication devices which immediately extend the body to a spatially enlarged communication envelope. These enhanced personal envelopes have a drastic impact on the way space is occupied, controlled and manipulated both on a private and corporate level. Communication is condensed through fast feedback cycles and diversified by a constantly evolving set of commercially driven services and tools. Through these devices an apparently homogeneous infrastructure is produced where space is articulated, defined, and diversified through individual decisions and communal interactions. It is not an issue of public and private space anymore but one of selective exposures in an ongoing complex trading of personal and corporate realities. As the individual gains and extends more and more control over his or her own reality he or she simultaneously subjects him or herself to potential invasions. The workshop investigates these highly contested territories of communication in order to activate and expose the dormant potential that the omnipresence of such devices opens up.”



the concept

Login a Place !

We provide a service to log in-, connect to- and chat with people that find themselves in a certain area at a certain time. The city of Zürich serves as a case study for testing and promoting hypothetically enhanced urban behaviours, which make use of locations and proximities as new personal accessories.

How to use

Send an SMS message naming one of the predefined places and you are logged into that area. Choose your anonymous chat name. Soon you will receive a message which tells you who else is logged in at the same place. Now send messages using the various commands to one or all the people close to you. Chat and observe who you are triggering with your message or who just pretends to be here!

places:
letten* home* hb* see* langstr* tram* mm*
langstr* tram* mm*

commands:
LOGIN
SAY <command>[name]/all/[message]
ASK <command>[name]/all/[message]
WISH <command>[name]/all/[message]
INVITE <command>[name]/all/[where]/[when]
LONELY <command>
FIND <command>[name]
KILL <command>[name]
HELP <command>
LOGOUT

send your SMS to 079 OFF SITE

OFFSITE place*

www.offsite.ch

example 079 OFF SITE (079 633 7483) <>welcome, who are you? please choose a username.<>lara<>hello lara, where are you?<>letten<>welcome to letten, there is also ken, morton, chris and kalda. have fun.<>/lonely<> to all: lara is feeling lonely at the letten.<>...
g) k gmbh project with anna klingmann for alicia framis inventors against loneliness / migros museum mm for contemporary art

letten* home* hb* see* langstr* tram* mm*
OFFSITE place*

send your SMS to 079 OFF SITE
naming one of the predefined places to join

www.offsite.ch

the elements

Commands

place* to 079 OFF SITE (079 633 7483) [place][number]

send one of the predefined places* [letten home hb see langstr tram mm]*, your name or both to 079 OFF SITE to log in
ken: letten 079 offsite <> system to ken: welcome, please type in a username <> ken: ken <>
system to ken: welcome at the letten
ken, there is also caro, annie and morton
maria: maria 079 offsite <> system to maria: welcome maria, where are you? <> maria: tram <>
system to maria: welcome in the tram
maria, there is also billy

SAY <command>[name/all][message]

use the command SAY to tell one person whatever you want or to everybody by using the parameter [all]
caro: say annie again at the letten! <> system to annie: caro says again at the letten! <>
annie: say all hello everybody <> system to all: annie says all hello everybody

ASK <command>[name/all][message]

use the command ASK to get an information from someone or from everyone by using the parameter [all]
morton: ask all what 's up out there <> system to all: morton asks all what 's up out there <>

WISH <command>[name/all][message]

use the command WISH to offer your wishes to one or all by using the parameter [all]
kroso: wish all a nice day <> system to all: kroso wishes all a nice day

INVITE <command>[name/all][where][when]

use the command INVITE to make a date with someone u like or invite all of them by using the parameter [all]
lara: invite fabio bellevue 1900 <> system to fabio: lara invites you to bellevue at 1900. confirm (y/n)? <>
fabio: y <> system to lara: fabio accepts your invitation to bellevue at 1900

LONELY <command>

use the command LONELY if you feel so and want to contact you
udo: lonely <> system to all: udo is feeling lonely at see <> gusta: ask udo wanna meet in ten minutes at badi enge?

FIND <command>[name]

use the command FIND to search for a very special or a lot of unspecial persons
marla: find sabin <> system to marla: sabin is in the tram right now

KILL <command>[name]

use the command KILL to kick the one out who is getting on your nerves
uschi: kill gabi <> system to gabi: you had been killed by uschi <> system to uschi: gabi is gone

HELP <command><command>

use the command HELP to get an explanation of any command
paula: help wish <> system to paula: wish [name] sends a goodie to someone special / wish [all] sends it to everyone

BYE BYE <command>

use the command BYE BYE to log out
renda: bye bye <> system to renda: bye bye renda, nice day and till soon

bonus commands: [for experienced users only]

IAM <command>[description]

use the command IAM to describe yourself
lolita: iam 15 and interested in travelling through america

WHOIS <command>[name]

use the command WHOIS to get a few details about somebody
vladi: whois lolita <> system to vladi: lolita is 15 and interested in travelling through america

WHOAMI <command>

use the command WHOAMI if you lost your identity or orientation
max: whoami <> system to max: you are max and at the letten. greetings to your friend, mr. alzheimer.

How Offsite works

Offsite's connection engine runs on a server that receives and sends messages from handy users and provides their anonymity. The connection engine parses incoming messages for commands, places and user names in order to allow them to perform suggested actions. The database is connected to WWW.OFFSITE.CH, where the ongoing communication can be tracked in an realtime applet.

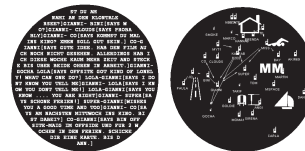
Key Features

- Anonymous Communication with SMS
- Sophisticated Message Parsing
- Point to Multiple Point Communication
- Dynamic Mapping of SMS Messages on the Web

Places that correspond with Real Locations



Connection Engine for People and Places

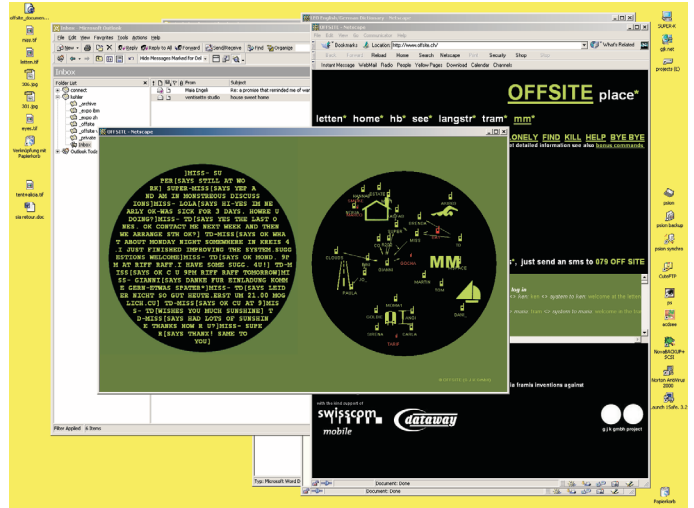


Individual Anonymous Handy users

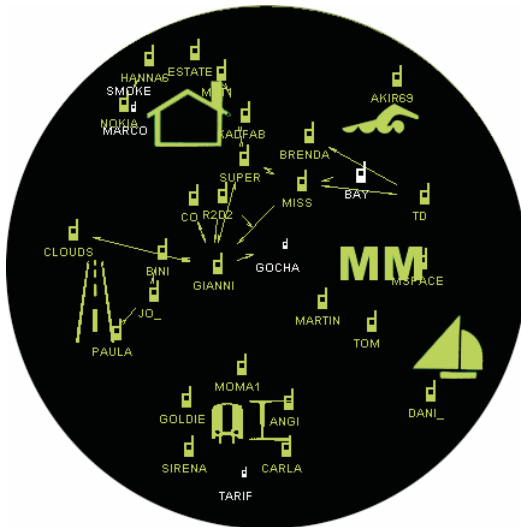


MISS

the connection engine



WWW.OFFSITE.CH



Communication Excerpt User "Miss"
 Doubleclick the handy icon to get an intimate insight into somebodys dialogs

Customizable Map of the Connection Network
 Users are shown visible by name and their handy icon. Arrows show established Communications and red blinking handys mark people feeling lonely.

]MISS - SU
 PER [SAYS STILL AT WO
 RK] SUPER-MISS [SAYS YEP A
 ND AM IN MONSTREOUS DISCUSS
 IONS] MISS - LOLA [SAYS HI-YES IM NE
 ARLY OK-WAS SICK FOR 3 DAYS. HOWRE U
 DOING?] MISS - TD [SAYS YES THE LAST O
 NES. OK CONTACT ME NEXT WEEK AND THEN
 WE ARRANGE STH OK?] TD-MISS [SAYS OK WHA
 T ABOUT MONDAY NIGHT SOMEWHERE IN KREIS 4
 .I JUST FINISHED IMPROVING THE SYSTEM.SUGG
 ESTIONS WELCOME] MISS - TD [SAYS OK MOND. 9P
 M AT RIFF RAFF.I HAVE SOME SUGG. 4U!] TD-M
 ISS [SAYS OK C U 9PM RIFF RAFF TOMORROW] MI
 SS - GIANNI [SAYS DANKE FUR EINLADUNG KOMM
 E GERN-ETWAS SPATER*] MISS - TD [SAYS LEID
 ER NICHT SO GUT HEUTE.ERST UM 21.00 MOG
 LICH.CU] TD-MISS [SAYS OK CU AT 9] MIS
 S - TD [WISHES YOU MUCH SUNSHINE] T
 D-MISS [SAYS HAD LOTS OF SUNSHIN
 E THANKS HOW R U?] MISS - SUPE
 R [SAYS THANK! SAME TO
 YOU]

future outlook

Location Based Communities

We conceive communicative spaces that are based on social phenomena but that are intimately linked to physical behaviour, proximity and place. It is our intent to combine the idea of community build-up with those of the foreseeable parcelling which will take place in the market of the electronic space.

Augmented Fiction

We develop visions which include, merge and overlap fictional realities with personal- and even commercial ones. We think of games which take place in realspace and realtime, games in which the agent / observer situation gets completely blurred and stunning new (un)realities are produced.

Content by Masses

We currently imagine engines in which content can be created, distributed, published, promoted, traded and rated by individual users rather than by established news providers. We look for a high degree of personal impact on massive databodies and smart customizations generated through simple user behaviours.

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