Mediamatic

Social RFID Hackers Camp 2008

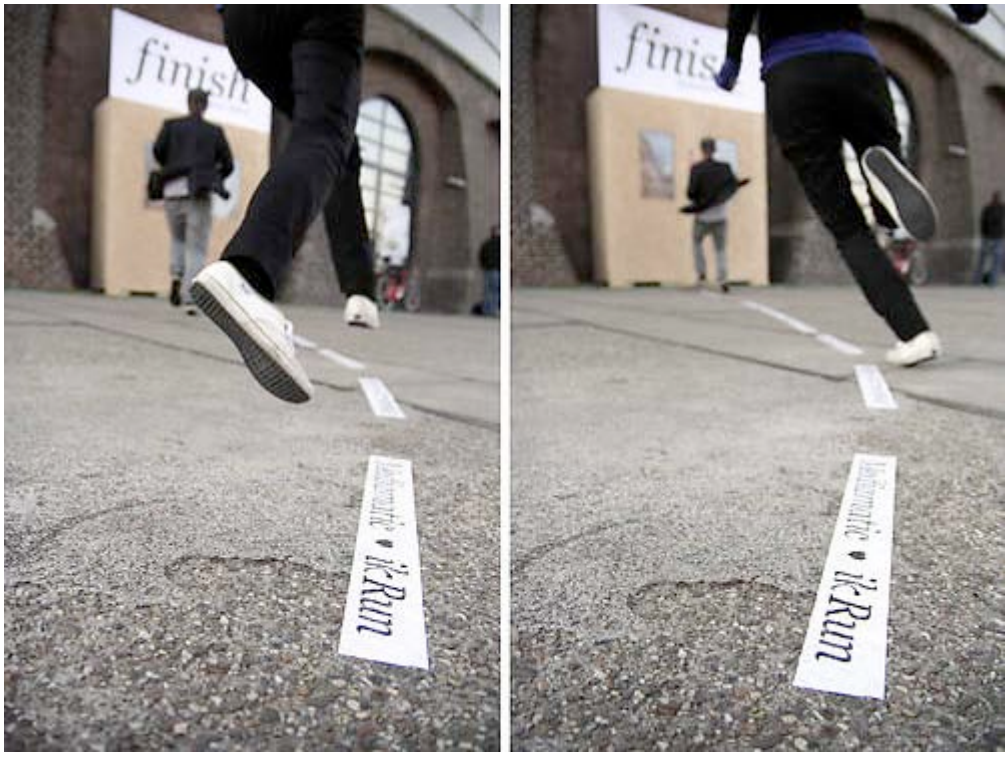
Projecten

ALEXANDER ZEH , WILLEM VELTHOVEN

ikRun

show off your stylish finish photos

ikTAG START > RUN RUN RUN > ikTAG FINISH PHOTO > WIN



ikRun finish line

ikRun Finish photos @ PICNIC 08 -ikRun Finish

ikRun Finish station almost ready -we just have to put the Finis Banner on it and add the sound! ikRun

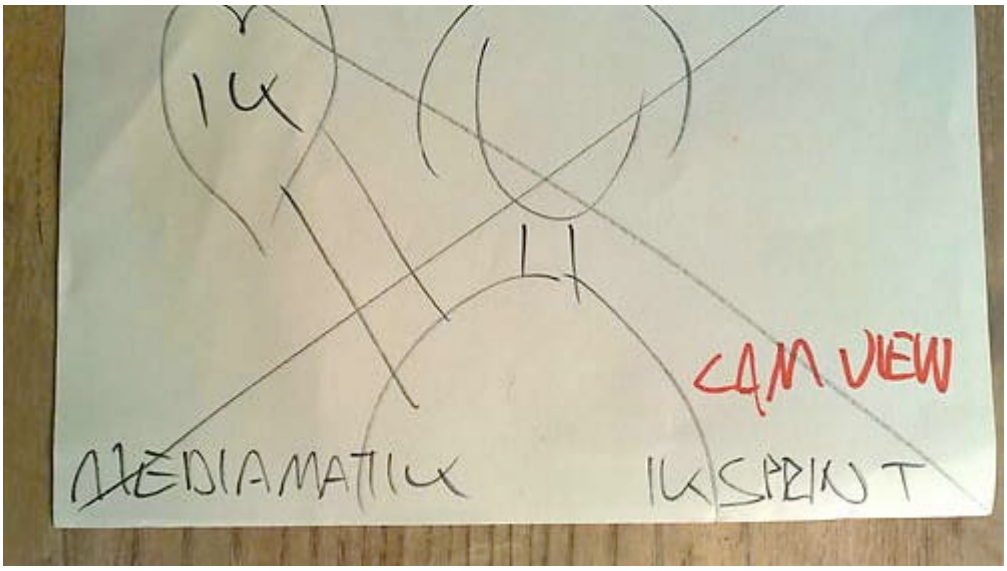
with:
WILLEM VELTHOVEN, ARJAN SCHERPENISSE, ALEXANDER ZEH

ikRun, youRun, weRun!

After swiping my tag at the start station and running ca 200 meters I swipe my RFID tag at the finish station and exit the PicnicRun.

The time it took me and my RFID tag to travel between the reader locations is measured and an action photo is taken at the finish.

The photo and recorded time will be listed on a scoreboard and if available be attached to a corresponding profile on the picnic network.



20092008878.jpg -iksprint sketch cam view

MATHIAS FORBACH, AXEL ROEST, SIMON CLAESSEN

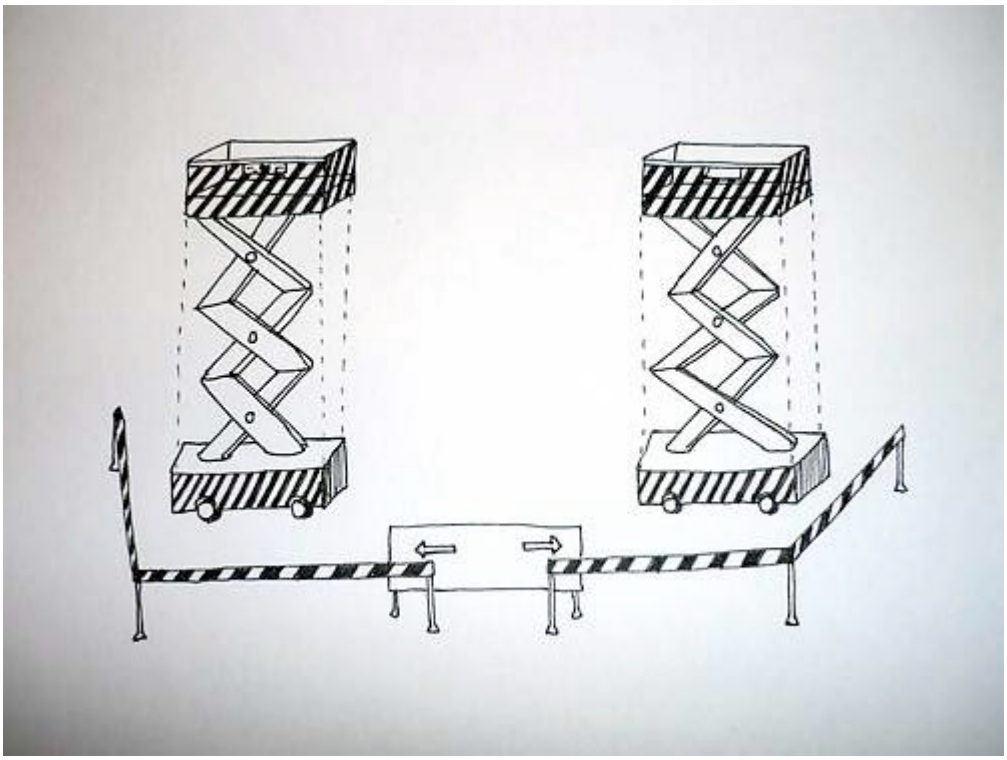
1 IKWIN!

Challenge your web popularity !

***Challenge** someone with your web popularity, and let's see and show other people how high you're ranking.*

iKWiN

And the higher ranked on google is ... ?



first plan of the platforms -The higher you're ranked on google, the higher your platform elevates.

with:
AXEL ROEST

The **iKWiN** project was developed by Simon Claessen, Axel Roest and Mathias Forbach, in one week at the Mediamatic RFID Hackerscamp 08, before the PICNIC08 Conference. You have a desk where you put your ikTag and your challenger does the same. You go onto the lift, press the red buttons and then the elevators go up. The higher you are ranked on google, the higher you go. At the end, if the result is not clear, the arrow shows who wins,

Technical

The project uses a MacBook Pro as master controller, with three Arduino's for connecting to the outside world. Two SonMicro USB RFID readers are connected to the Mac to read the ik tags.
Because of bad experience with serial drivers and ruby, and an ephemeral time frame, a design decision was made to write the Mac control program in perl. Proven technology. It calls various sub-programs in other languages, part of Mediamatic's RFID and OSC tools, to connect to the readers and anymeta db. Thanks to Erik Borra for the PHP screen scraping of Google, easier than using the API.

More links

Flickr

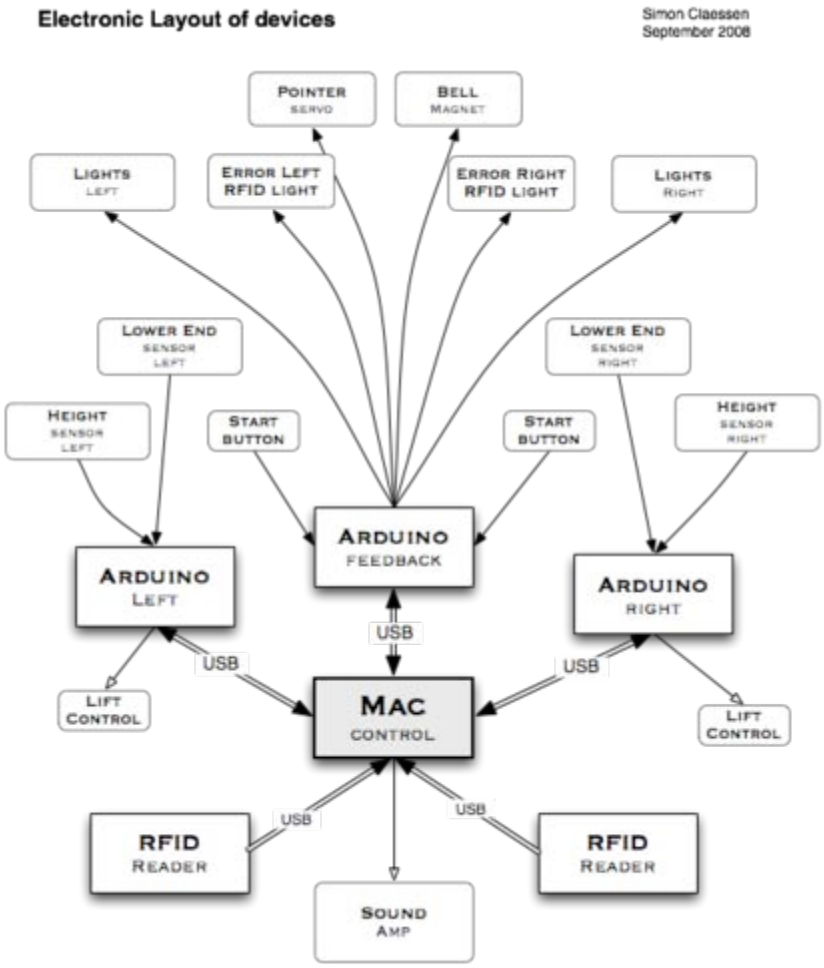
YouTube

PicnicNetwork

All Winners

Team

Axel Roest, Simon Claessen and Mathias Forbach, with help from Bas Pijls.



electronic_layout.png

rotarycoder.JPG -The two rotary encoders for the height sensors are made from two old vacuum cleaner cable winders. Because they are taken from two different cleaners, we had to calibrate them and used a pin on the Arduino to tell it if we have the right or left winder, and calibrate the height accordingly. The encoders were giving erratic signals, until we painted the enclosing boxes black against the sunlight.
The optical interuptors were taken from a VHS recorder. the white squares are made from gaffer tape on a clear polycarbonate circle.

IMG_4532.JPG -Two solenoids, running on 24volt push the up and down buttons. because the solenoids came without a spring, a homebrew spring is provided in the form of bended tieraps. the silver gaffer tape provides some rudimentary protection against rain (not available for testing) The solenoids are held on spot with some Lubic profiles. All wiring was done with flexible cat-5 cable, soldered to DIN-6 or DB9 connectors. The three arduino's were housed in old scsi drive casings. they provided 5volt and 12volt to drive the Arduino, solenoids, lights, bel and servo.

MATT COTTAM

Breathylzer

Picnic with drinks

Come blow in a straw and learn whether or not it is safe to drive (or operate other machinery.) Breathylzer measures blood alcohol from your breath, reads your conference RFID badge and logs your level of intoxication. See how your drinking skills compare with others at PICNIC. Come back several times and trend your drinking with us!

Breathylizer.jpg -Breathylizer door Matt Cottam en Jasper Speicher.

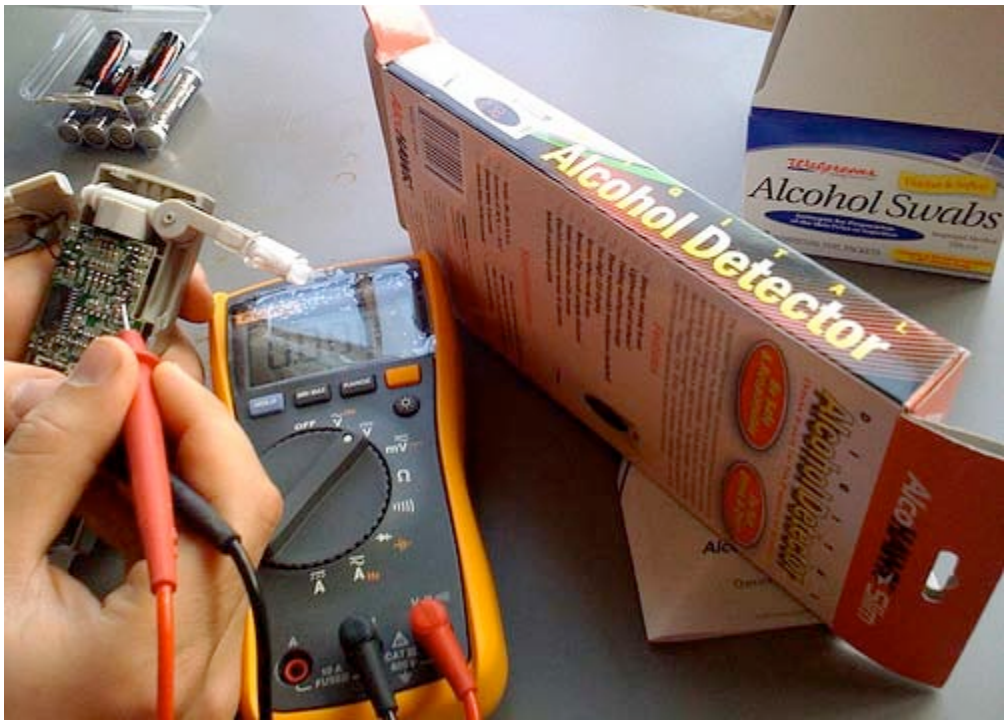


Image from Matt Cottam

with:

MATT COTTAM, JASPER SPEICHER

This project was originally a Tellart project involving a Breathalyzer (blood alcohol detector) hacked into an iPhone. People would blow on the phone and be told whether they were in a condition to drive or not. The project was called the duiPhone (Driving Under the Influence Phone.) For the Mediamatic Hacker Camp, Matt Cottam and Jasper Speicher are building an expanded version by integrating RFID and visualizations of drinking statistics at PICNIC. This time the breathalyzer will be hacked into Flash via an Arduino and be coordinated with the TikiTag data to link alcohol readings to individuals. The final form will likely be a kiosk of sorts with a screen, a big Start button and a mouthpiece with replaceable drinking straws. Time is flying here at Camp so we are working on these core features first while keeping a wish list of additional features on deck.

Breathalyzer @ PICNIC, Amsterdam from Tellart on Vimeo

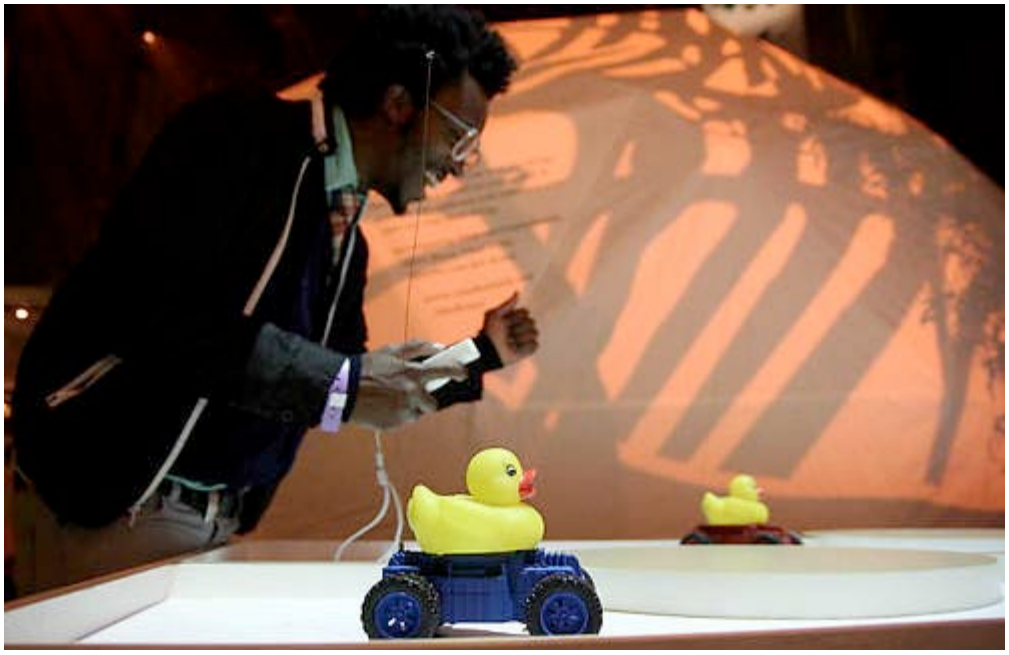
'i like' racing

DIRK VAN OOSTERBOSCH, HEERKO VAN DER KOOIJ, MARC BOON, VLAD TRIFA

Duck Race

Mario Cart goes physical

Two players race physical toys ducks in a virtual pond to win popularity on the Picnic network. If the players can convince the audience to support them in their race by scanning their badges not only will their ducks get faster, they will also be 'liked' on the network if they win. The audience members that choose to participate will be able to influence the outcome by scanning their badges at the right time during the race.



DuckRace.JPG -DuckRace by Dirk van Oosterbosch, Heerko van der Kooij, Marc Boon and Vlad Trifa.

Gameplay

The two players have to scan their tag to start the game, and if both players are ready the audience members get a few seconds to scan their badges to pick a side. Then the race begins. Because both players start at opposite ends of the track, they will have to cross in the middle. The racers can control their ducks by steering with a wii-mote. Even though the track is already difficult, the participating audience members can make it all a little bit more difficult by scanning their badges again. For example by quickly scanning your badge when a fish appears on the pad, the flow the fish create will influence the speed of your duck.

Radiocontrol_auto.jpg

45682893_152f502b2b.jpg

LUIS FERNANDEZ, NEIL MENDOZA, KAI-TING LIN,
ROBIN GAREUS, ANDRAS SLY SZALAI, THIJS GADIOT

The Breedrs

Breedrs is an interactive installation running a social game created for a conference environment. It consists of an artificial life environment, a digital ecosystem, in which creatures survive in competition with other creatures. Each visitor to the conference has a creature of their own, generated from the keywords in their profiles in the PICNIC network. The visitor can then use her RFID tag to release the creature into the pond.

54446-500-316.jpg

The Breedrs is a social interaction game, designed for a conference-like environment. In it different interactions take place. Interaction between humans with one another and between virtual creatures that result from the interactions between humans.

The game is designed to be played in the context of a conference where there's sufficient time and interpersonal interactions to make the game interesting.

Players use their RFID tags to play with their creatures, in a way it can be said that the RFID tag contains the creature. Loss of the RFID tag therefore implies loss of the player's creature.

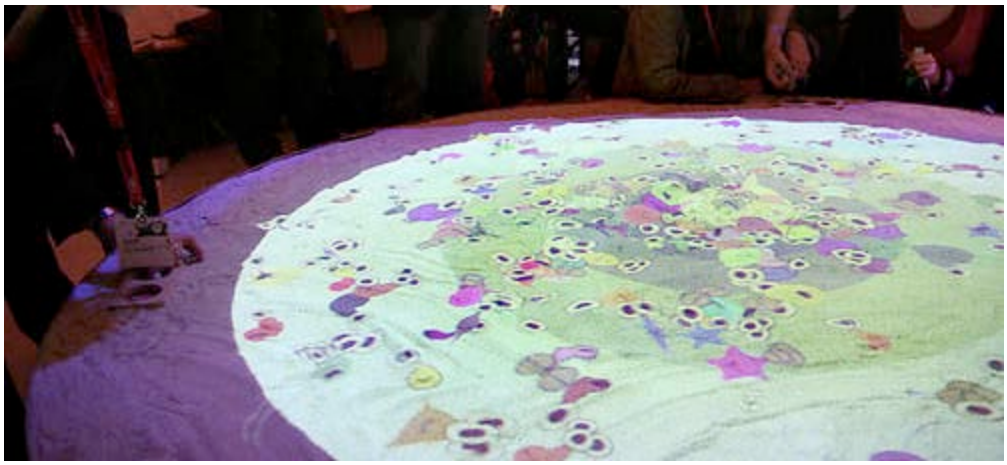
The interaction tries to link two people for the short time required to produce a new creature. Two people meet, they like each other's virtual creature and they let their creatures reproduce using one of the interactive installations. As creatures reproduce they become more or less fit for the Pond environment. As a player, your interactions with other players will determine every aspect of your creature. In a sense, the creature is the embodiment of your activity in the conference.

If your creature pairs-off with a fitter creature the resulting creature will be fitter and will survive longer in the Pond. This provides an incentive for the human breeders to seek out the alpha creatures, the fittest ones owned by other players. If you want to progress in the game you have to seek out a particular type of individual which is owned by a particular player physically present in the conference. These players will be in high demand and might be selective towards other players.

Creatures are designed to be rather neutral, but they have eyes, colors and unique features to inspire attachment from the owner. They move in primitive ways to give a sense that they are alive.

This work was developed from concept to final installation in four days, within the context of the Mediamatic RFID Social Hackers Camp in september 2008. It was developed by a team of five people including Luis Fernandez, Thijs Gadiot, Kai Ting-Lin, Neil Mendoza and Robin Gareus. This work was shown at PICNIC 08 in the Westergasfabriek, Amsterdam.

Check Luis at: portfolio.spinningkid.info/index.php?/workselection/breedrs/



Breedrs.jpg -The Breedrs door Luis Fernandes, Neil Mendoza, Kai-Ting Lin, Robin Gareus, Andras Sly Szalai en Thijs Gadiot.

FABIENNE SERRIERE, EDWIN DERTIEN, RALPH MEIJER

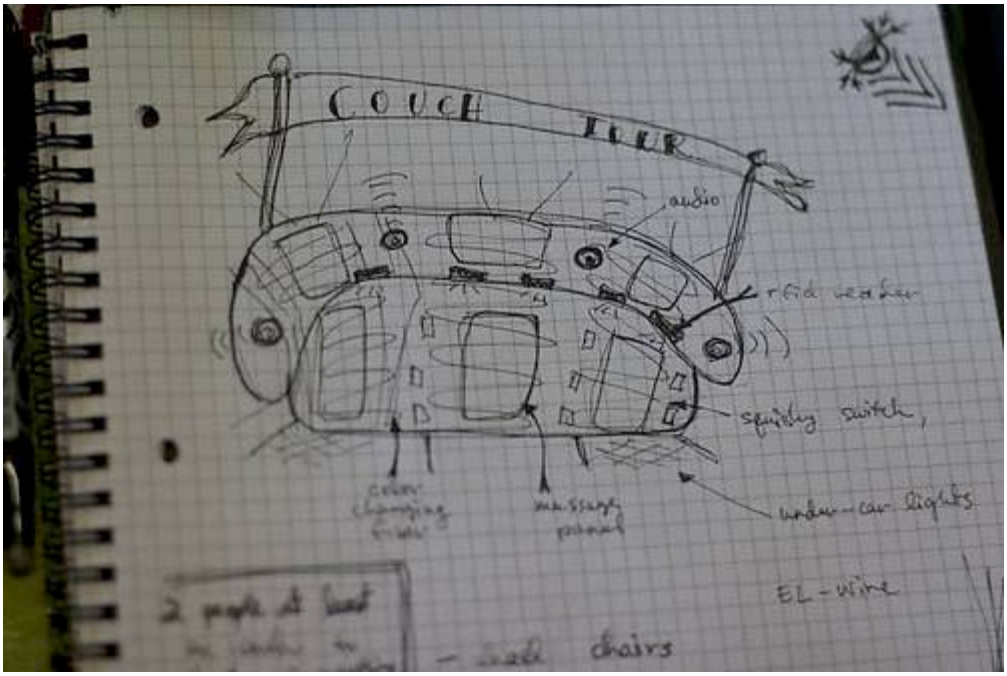
Mobile Massage Couch

sit down, friend up, relax

Get a massage and get friended for getting a massage together

oooh yeah -massage couch in action at picnic 08

-massage couch in the workroom with finished velvet cover before electronics



-preliminary sketch for the mobile massage couch

with:
RALPH MEIJER, EDWIN DERTIEN, FABIENNE SERRIERE

The Massage Couch is a project to connect people during the PICNIC 08 conference. It was developed and built by Edwin Dertien, Ralph Meijer, and Fabienne Serriere. The couch has two massage seats which are outlined by el-wire to guide the user to sit and swipe his/her rfid badge on the arm of the couch. Once two participants swipe in, the massages commence. Third parties can gift massage units to the persons currently enjoying a massage. When massage credits go up, an LED matrix display in the arm of the couch reflects the changes graphically. Audio is built into the center front of the couch. Mobility was achieved by the addition of wheels to allow the couch to move around the PICNIC grounds.

Post-PICNIC notes (to be written up with photo documentation soon):

- El-Wire Hacks: Orange EL-Wire, removed switch circuit, shorted 2 pins to have it always on so the control for blinking comes from microcontroller. Orange EL-Wire is connected using LM317 Voltage regulator set to generate

LUIS FERNANDEZ, NEIL MENDOZA, KAI-TING LIN,
ROBIN GAREUS, ANDRAS SZALAI, THIJS GADIOT

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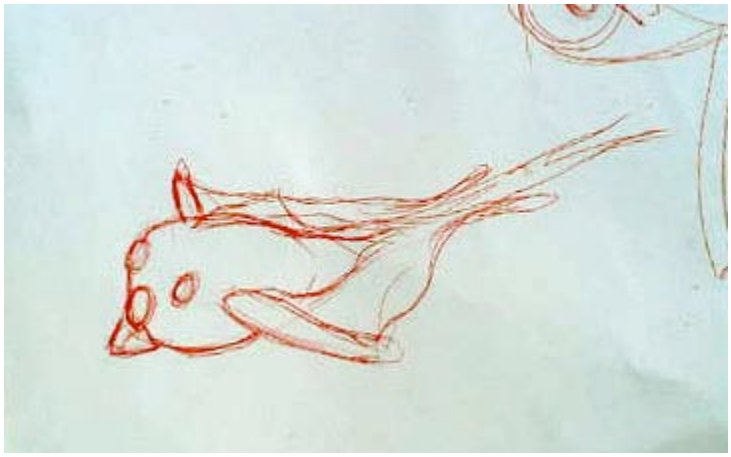
MARK WUBBEN, ERIK BORRA, EELCO WAGENAAR,
MARTIJN PANNEVIS, ADRIAAN WORMGOOR

vBird

vBird is a social bird which likes to fly, but cannot; it needs people to help it fly.

bird.jpg -vBird in Flight

The vBird is a product of the RFID Hackerscamp 2008. It's a bird and likes to fly but it cannot on its own; Picnic attendees can help it on its way, and it will shout with glee when it gets to fly. Vbird also likes to meet new people so letting multiple people give him some flight-time adds to his joy. He likes to make friends with all the people he meets - using the IK-tag formally introduces you to him.



Project
mrt 2008

ikCam

Interactieve tool om sociale netwerken te verbinden

Maak een portret of ga op de foto met uw nieuwe contacten. De ikCam plaats de beelden direct op uw profiel.

Deze nieuwe RFID toepassing is zeer geschikt voor conferenties en andere bijeenkomsten. Op een speelse manier ku andere leden van een community. De ikCam maakt sociale netwerken persoonlijker en leuker.

ikCam tijdens Kom je ook? -

Door een ikTag te gebruiken maakt de ikCam een portret voor op uw profiel. U kunt met meerdere mensen ikTags plaatsen. Dit groepsfoto op, ook is iedereen dan vrienden van elkaar in het netwerk.

RFID toepassing

Als bezoeker van een bijeenkomst of een tentoonstelling krijgt u een ikTag met daarin een (RFID) chip. Deze chip is gelinkt aan netwerksite.

ikCam bedienen

Met de ikTag activeert u vervolgens zelf de ikCam. Uw voornaam verschijnt automatisch in beeld. Als de foto is genomen wordt uw portret direct op uw profiel gepubliceerd.

Groepsfoto's en snapshots

De ikCam is ook zeer geschikt om contact te maken met andere deelnemers van een bijeenkomst. Als meerdere mensen een ikTag activeren, wordt een groepsfoto gemaakt. Binnen het sociale netwerk raakt iedereen op de groepsfoto gelijk bevriend met elkaar. Zo kunt u dus makkelijk elkaar terugvinden als het evenement is afgelopen.

Een leuke manier om nieuwe contacten feestelijk vast te leggen!

Voorbeelden

De ikCam is al enkele malen succesvol gebruikt tijdens tentoonstellingen en evenementen. De ikCam staat bijvoorbeeld ieder jaar bij PICNIC en is afgelopen jaar succesvol ingezet bij het symposium Kom je ook? en tijdens de Estafette van Netwerk CS. Bij de tentoonstellingen van Mediamatic is de ikCam altijd te vinden.

Bekijk ook de foto's gemaakt tijdens Kom je ook? en de Estafette

ikCam tijdens de Estafette van Netwerk CS

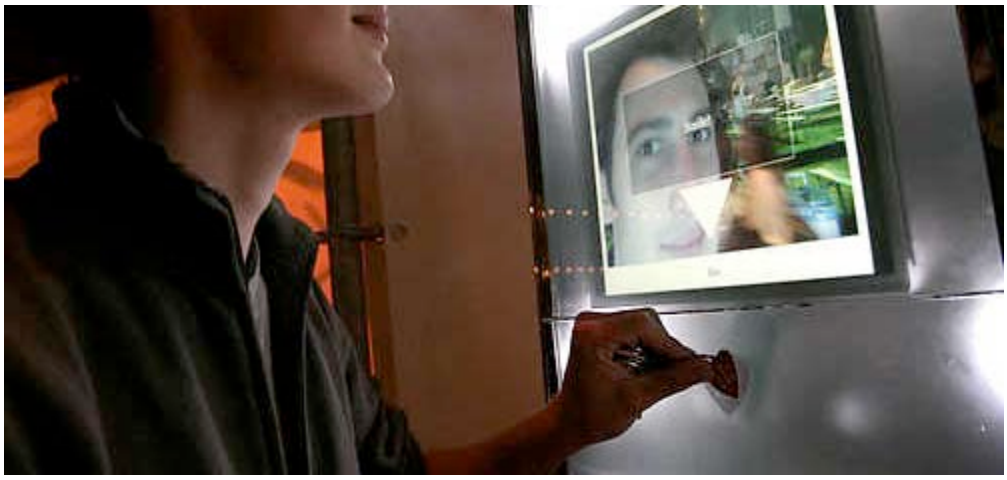
ikCam resultaten

ikCam tijdens de Estafette van Netwerk CS

ikCam tijdens Kom je ook?

ikCam foto's op de beamer tijdens de Estafette van Netwerk CS

ikCam tijdens de Estafette van Netwerk CS



ikCam tijdens PICNIC 2008

Foto van de ikCam in Westergasfabriek tijdens PICNIC 2008

Nieuwe vrienden maken bij de ikCam tijdens 'Kom je ook?'