

"Touching Data" project outline

The city of Karlsruhe supports media art projects as part of the appointment as *UNESCO City of Media Arts*.

The following excerpt from the [Funding Program](#)

The city of Karlsruhe was named UNESCO City of Media Arts at the end of October 2019. On the occasion of this title award, the city of Karlsruhe has launched a new project funding program for media art. The City of Karlsruhe promotes both local media art projects taking place in Karlsruhe and projects that serve to intensify international networking, exchange and cooperation within the UNESCO Creative Cities Network (UCCN) in the field of media art and open source initiatives. 100,000 euros are available in the 2020 budget. The aim of this is to enable artistic projects that use media art to take an independent look at relevant cultural, artistic and social issues of the present day and that enrich the broad field of media art in Karlsruhe.

Media art in the sense of the advertisement includes all artistic expressions that are created, presented or used with the help of technological means.

shows the wide scope of the program.

The [OK Lab Karlsruhe](#), together with representatives of media art in Karlsruhe, would like to submit a funding application that addresses and describes the importance of digital data in everyday life.

We will present the sketch at the [Open Data Day](#) on March 7th and invite you to develop a convincing funding application, together with us until the deadline on March 31, 2020. The initial title **Touching Data / Data Touch** wants to set the framework for the project with various aspects. The basic property of digital data is abstract and symbolic: *a pile of numbers*. Only context and links make data accessible to us, so that information and knowledge can arise from data (see also [DKIW pyramid](#)).

Our idea is to make these aspects and connections visible in a mobile object so that we can reach the people in Karlsruhe as directly as possible, for example at weekly markets and other events.

The challenges are as follows:

- Find suitable data and data models
- IT + media infrastructure for mobile and outdoor use
- Aspects of "touching"
 - Emotional: data touches us
 - Active: We understand data and get it under control
 - Passive: We react to data or are influenced by it
 - Exposing: What is our * hidden * data that we do not know or can control

As media, we can imagine visualizations with video or AR, but also mechanical installations such as data-driven exoskeletons or robots (topic: we are touched).

Available data are available as data sources such as municipal statistics, price indices, stock exchange prices or climate data, but also fictitious data or data sources for speculative concepts. The connection between data and the artistic implementation should always be disclosed. For this we will provide a suitable infrastructure (github and / or database).

To support the international networking of Karlsruhe as part of the UNESCO program, we strive to cooperate with open

data and media art initiatives from suitable partner cities.

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