

hauntology



Maker: Joe Fintham
Digital Writer: Tim Wright

hauntology.net
timwright.typepad.com
flickr.com/photos/tags/hauntology

Don the headpiece

pick up the picture frame

Feel the image in your hands;
listen to the sounds
touch old things

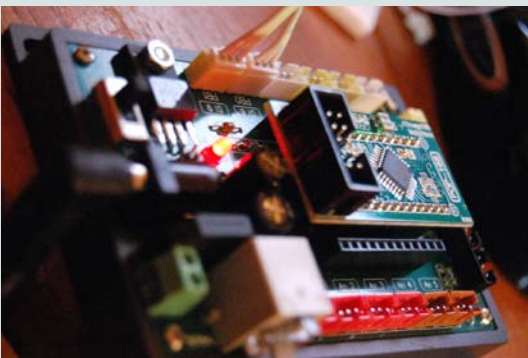
Explore the chest and find the casket

Open the casket and leave a haunting of your own

what would you like to keep in the box?

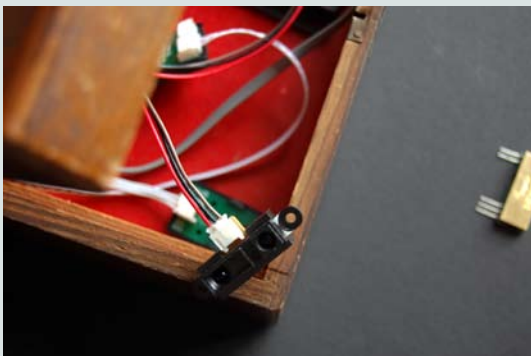
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These objects are the prototype of an interactive narrative installation which will appear grow and evolve in exhibitions at Bournemouth Media School in June and the KUBE gallery in Poole in October.



The project, “Hauntology”, is a way of exploring interactive stories in novel ways, ‘haunting’ old objects of the analogue world with digital sounds and images. I combine everyday things – furniture, knick-knacks, antiques – with sensors and microchips, and am able to take the movements and actions of people in spaces and the way they interact with objects to generate digital interactive narratives.

How can we interact with pervasive computing in new ways other than consoles and keyboards? What is the aesthetic experience of combining old, lived-in objects and bric-a-brac with the paraphernalia of microcontrollers and electronics? How can people literally enter into and participate in narrative experiences in embodied ways? How can computed stories be absorbing rather than alienating?



This haunted story uses infra-red sensors and digital switches, analogue measurements and generative algorithms, to create a unique audio experience for every user. **Tim Wright**, digital writer, wrote the dramatic monologue which is shaped by your actions. When you leave your voice behind, you haunt the piece with your take on the story, your breathe, your fingerprint, the air you have moved, the sounds you have made.

what would you like to keep in the box?