#nfcdab2024 "Leise-Park" 6th Ed. Berlin

open call

Near-Field Communication Digital Art Biennale aka #nfcdab in collaboration with The Adjacent Possible.

#nfcdab is a DIY or DIWO [DO IT WITH OTHER]? Digital art biennale that travels on wireless technologies, light waves and electromagnetic fields e.g.: Wi-Fi routers, QR codes or NFC tags to access content. the idea of the biennale is to take advantage of the potential of near-field (mis)communication[sic!] and other sharing technologies for making web-based digital art accessible in outdoors settings. it slack-keeps presence next to the frameworks of galleries and institutions.
Hashtag: #nfcdab #nfcdab2024

This edition introduces an experimental model for creating and curating artistic works, organized together with the Adjacent Possible.
How do new things come about? New ideas? New words? New art? New choices?
The project examines how some types of games, rule-based systems, artificial intelligence and scientific models for innovation can be applied to the art field - both in a curatorial context and in art production.
We mainly look at two models and how they can be assembled into a functional system:
One model is the game Nomic which, in short, is a game where each move is a change in the rules of the game. This creates a self-changing system.
The second model is a so-called Polya urn with a trigger for innovation.
The aim is to use the models to arrive at a functioning and productive art discourse. This can take many forms and we will have a testing and experimental approach.

We're exhibiting art works and game processes from the project as part of the biennale, starting off in Berlin, and continuing to Netherland, Norway, and Spain throughout the year.

Open call:
for online artists

Project title:
"Leise-Park".

Project description, initial theme:
We invite online artists to participate in our disturbing project entitled "Leise-Park". In this project, we want to explore the issue of silence as an opposition to the anxiety we may feel in the context of the development of various digital trends and Internet technologies. The pervasive availability of mobile devices for spreading content and ideas through all types of Internet-based media, creates a sense of loss of self-control resulting from the pervasive information chaos. Our beloved smartphones are beginning to turn us into a kind of zombie addicted to absorbing information

content from the Internet. What consequences does this have for us as well as for further social evolution? Do the emotions that accompany us at this moment allow us to analyze this phenomenon. Can we face this new reality? Can artists help us understand what currently surrounds and shapes us. Can we find distance from the world around us and calm down, or will we become technological zombies? That's why in the "Leise-Park" project we want to ask this question to artists who are willing to take part in our project with their work. Like all our projects this one too is based on the idea of DIY and DIWO.

We often think of the park as a place with sculptures, traditionally made of stone, here those sculptures are to be works displayed on the smartphones of the show's viewers. Access to the links via a poster with a QR code pasted on a cardboard presenter cut to resemble a plant plaque. Presenters with the artists' works will be placed at various locations in Leise-Park. The show is part of the Vorspiel project, which is an initiative of transmediale and CTM Festival to showcase the richness and diversity of Berlin. So we invite you, as part of our project, to a creative exploration of a former Berlin cemetery turned into a publicly accessible Leise-Park.

Curation game:
About polya urns and innovation.
Science has for a long time had formulas that reflect observations about new concepts and phenomena we experience. The idea of "the adjacent possible" (Kauffman, 2002) attempts to explain biological innovation. The adjacent possible is a space that does not exist but is a small step away from everything that exists.

Polya urns are a type of statistical model used as an idealized framework for thought experiments. A simple Polya urn consists of a number of elements x, and a number of elements y, e.g. black and white balls. A random element is taken out of the urn, and put back together with an extra number of the same kind. The questions concern what happens to the contents of the urn over time. This simple urn has a self-reinforcing property, expressed as 'the rich get richer'.

In the project, we consider Polya urns with a trigger for innovation. It is a Polya urn that includes uncertainty. As an example, we can look at an urn with a number of balls of different colours. A random ball is taken out of the urn as before. If the color of the ball has been drawn before, then a number of balls of the same color are put back in the urn. And if the color is new, i.e. it has not been drawn before, then a number of completely new colors are put back into the urn.

This model, simple as it is, turns out to have quite surprising properties, it seems to model innovation as seen in empirical data, and to reflect the increasing and uncertain complexity of "the adjacent possible" (Loreto, 2017). The model explains Heap's law which predicts the emergence of new words in written communication, e.g. in a body of text, the law predicts the number of unique words as a function of text length. The model also explains Zipf's law, which describes the frequency of words based on their popularity. The fact that the most popular word in a language appears about twice as often as the second most popular, three times as often as the third, etc. This rigid distribution lies behind some aspects of neuro-linguistic programming and cryptographic systems.

The game is played in context of #nfcdab. It gives a new dimension to what an NFC-type of art might mean, in this case a close-knitted game between artists and curators.
Process: To begin, a collection of works is obtained via an open call for the biennale (above, the initial theme). This created the virtual urn for the game. A curatorial team then reviewed the works one by one. On the basis of the review the rules for a polya urn with innovation trigger was applied. This

algorithm determined how the urn (collection of work) should be enlarged. When a work is reviewed as a type that has been reviewed before in the curatorial process a work of the same type is put back into the urn. On the other hand, if the work is reviewed as being a new type of work, not reviewed before, two new types of work were to be added to the urn. The works added to the urn were taken from the open call, and by inviting artists to submit works distinct from previous works in the urn (presented to them). The final collection of works is to be exhibited in the biennale.

The events were organized in cooperation by #nfcdab - Dominik Podsiadly, noemata - Bjørn Magnhildøen, BrowserBased - Zsolt Mesterhazy

Place:
Leise-Park Heinrich-Roller-Straße 24, 10405 Berlin (DE)

Planned show date:
December 2023/January 2024.

Technical requirements:
In short about submission: we would like to show the art works that can be implemented on QR CODE and can be displayed on mobile devices eg. links to websites(YouTube, Tumblr, Soundcloud to name a few), short texts and little ASCII art, links to personal web pages, art app, games or arts hacks. We would like to present all type of art expression and intellectual invention.

Submission Guidelines:
▓ add subject: "Leise-Park" - required
▓ feel free to add some short info in pdf max 500 characters

Image Guidelines:
▓ depth – Black & White only
▓ print dimension – A4, landscape

QR Code Guidelines:
▓ all type of qr & bar codes
▓ readable in popular mobile apps
▓ attached data, example: links, text, images
▓ we love custom art and free modifications (look point above)

Deadline:
▓ November 27 2023

More Info:
▓ [the adjacent possible](#)