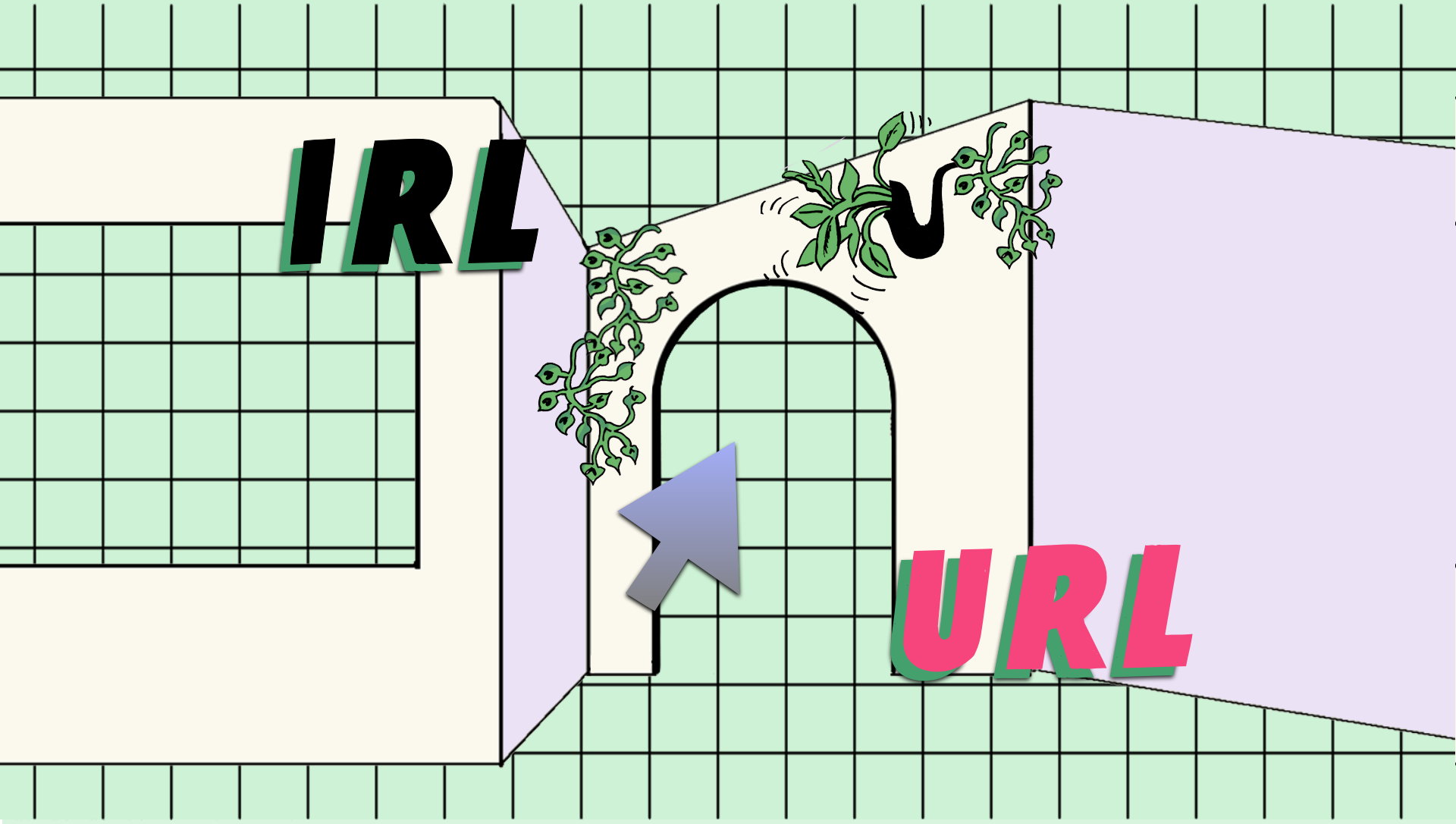
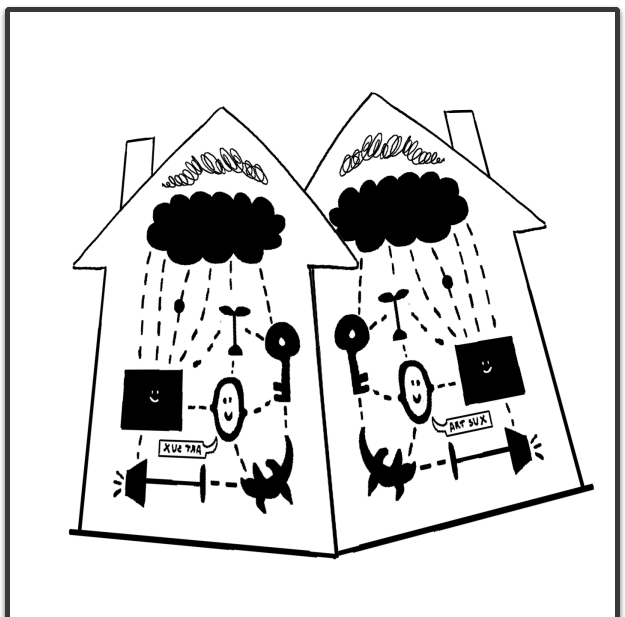


WELCOME --



IRL (In Real Life) URL (Uniform Resource Locator) is a project that explores the interaction between humans and technology in the future through speculative fiction.

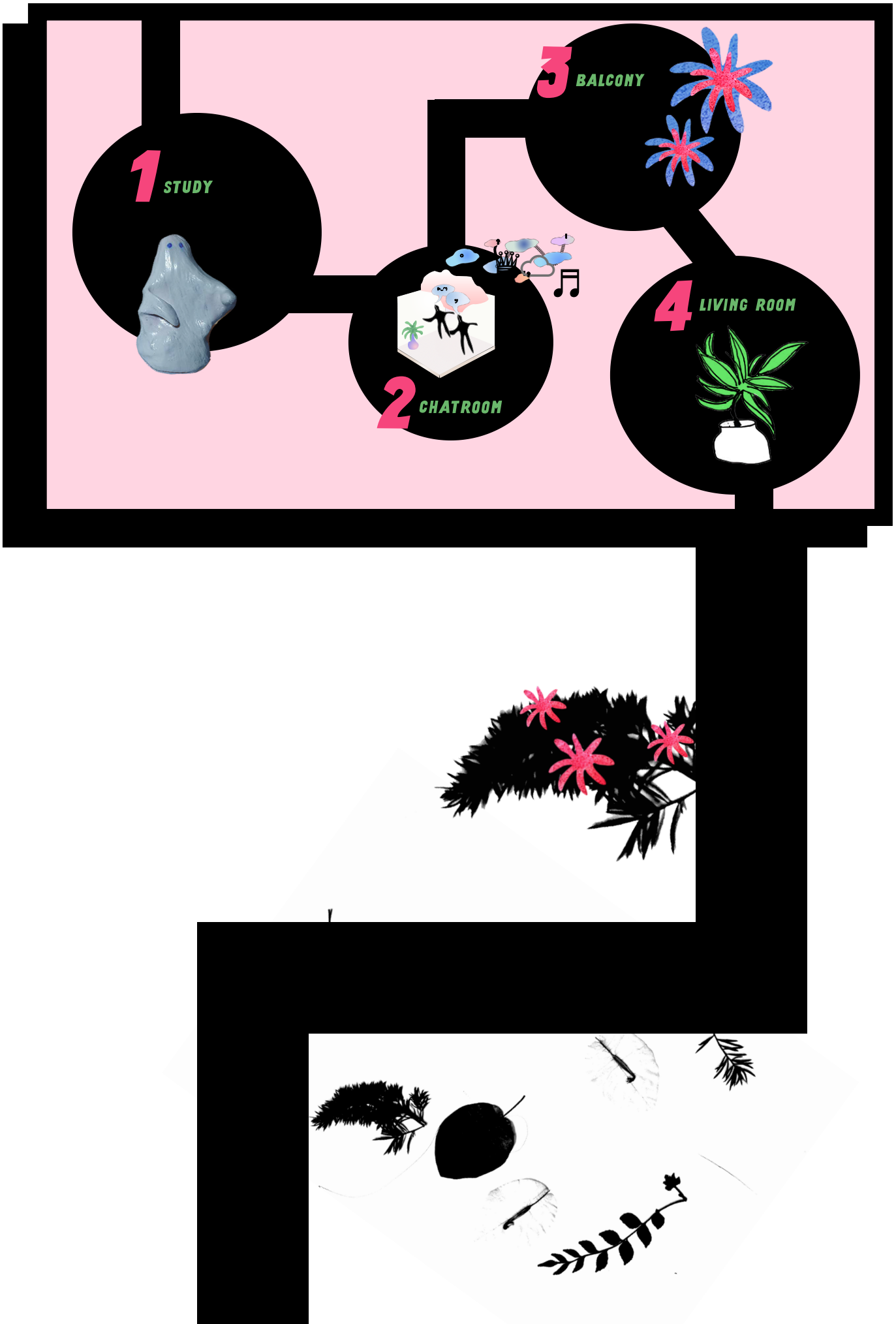
It introduces four scenarios that explore smart objects, systems, and plant futures in a space between the physical and the digital, by drawing parallels between the internet and a home space, communal and private. It explores the notion of 'edit' being the most powerful tool of the future.

The scenarios do not aim to predict the future but instead, raise the question of 'what if' to create a space for reflecting on the array of possibilities before us.

Enjoy your visit to a shared home of the future - occupied by humans and technology alike!

Pictured: Portrait of a Home

INDEX MAP



SCENARIO 1

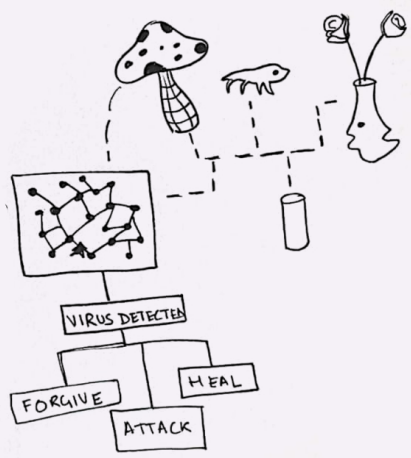
Some would say that a large portion of us are already cyborgs - our lives extend into the digital realm, as does the information we consume, save, and create. We live in the midst of a data stream.

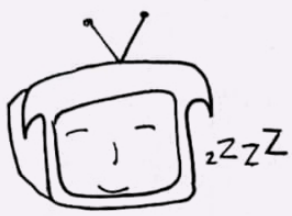
As we build our storage of digital content, it becomes harder to keep track of these pixels and bytes taking up what we perceive as imaginary space. The platforms through which we consume information on the internet are fast paced and static, allowing little space for reflection on the byte sized information we just consumed.

This scenario introduces a speculative system of organizing the digital content we store, consume, and create, introducing two entities from 2040 - a smart object and its creator. The system is based on the notion of the bi-directional link, and alternate social media platforms such as are.na.

What if our digital world was a room?

As we move into the future, trends promise that objects around us will get smarter and more responsive due to artifical intelligence. Humans begin to tinker with making simple smart objects at home, creating personalized smart entities. These creatures have unique personalities that are influenced by the personality of their creator, and the materials they were made with - a mix of nature and nurture.



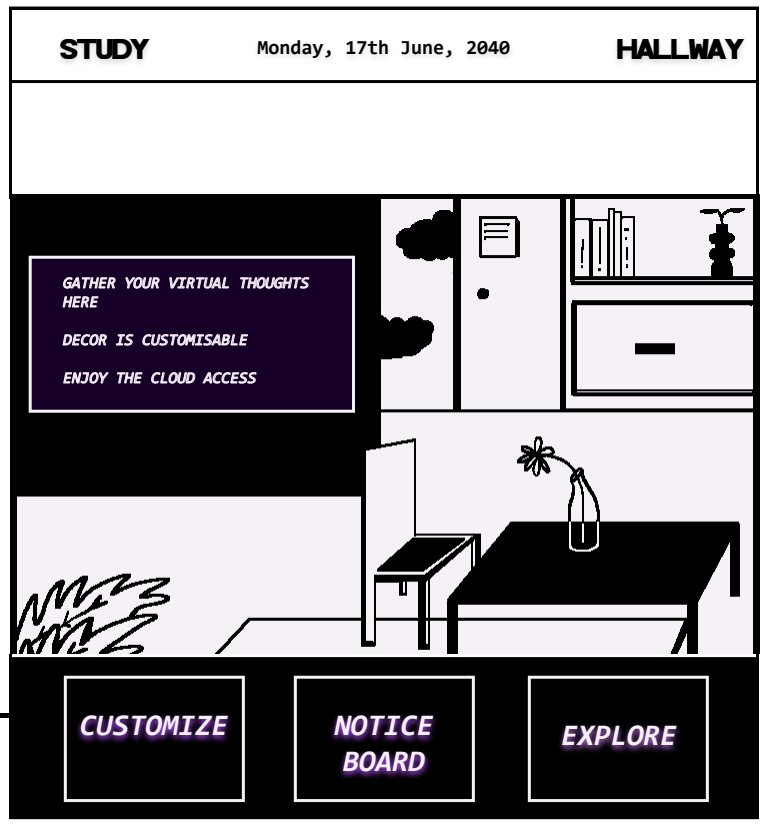


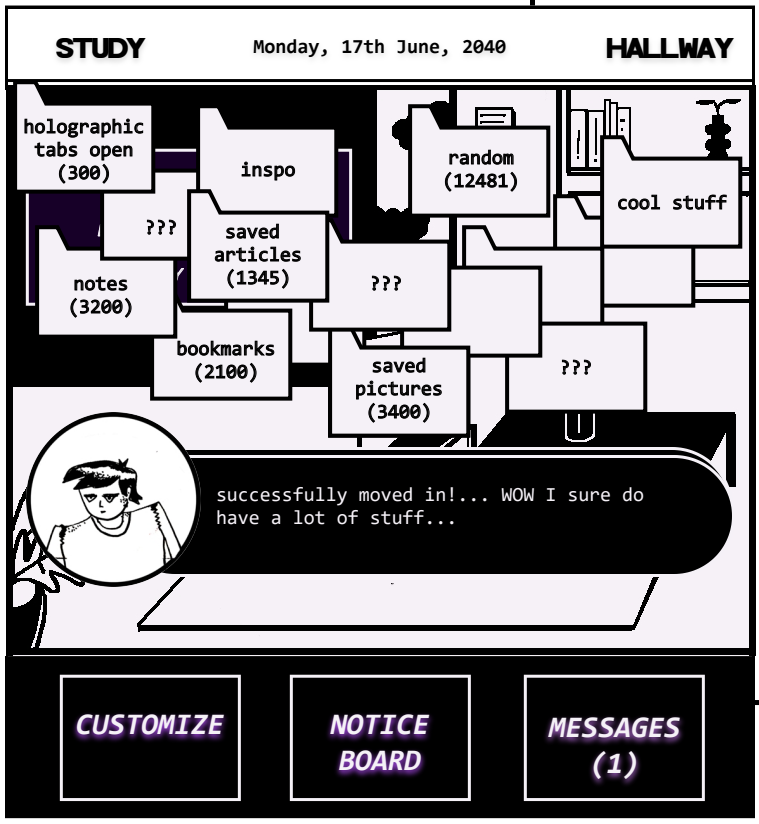
The creatures can provide companionship to humans, and are a point of access for the digital realm - they can be programmed to be in touch with their owners emotions, as well as their digital lives and data.

→ The Study

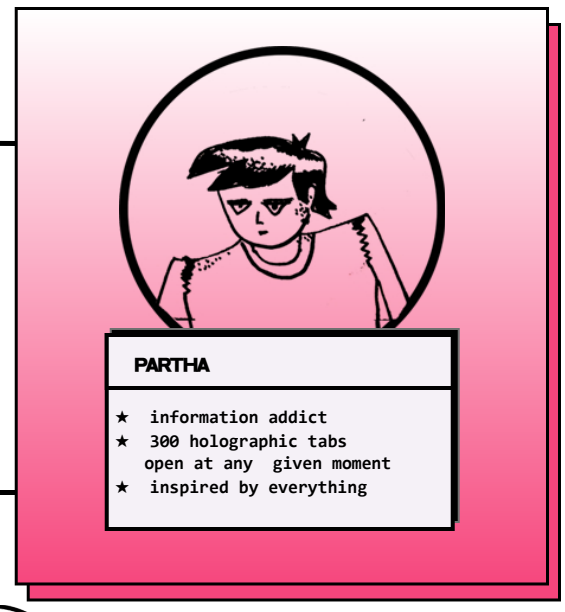
The Study is a private room where you can store and organise your digital content collection. Each object is a container of data. On the right is a standardized space that can be personalized by a user. They can construct their own space in the study by adding their own objects and furniture. They can then organise their digital content here.

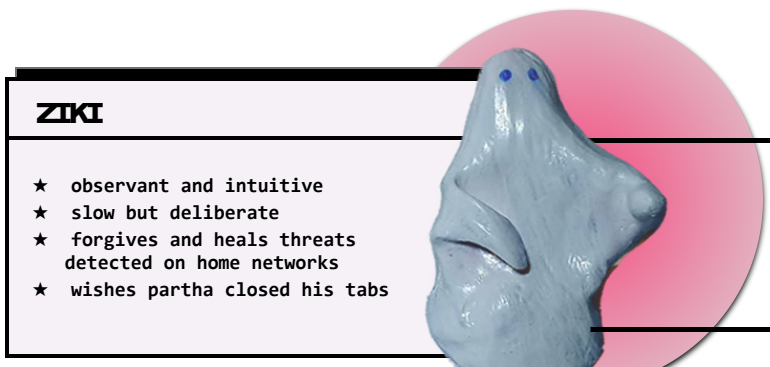
There is no set purpose for the nature of the content stored - it can be a digital memory palace, a productivity tool, a moodboard, or just an internet curated for you, by you.

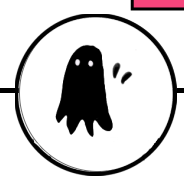




The scenario introduces Partha - a quintessential hoarder of digital content. Moving into the co-living space, Partha is given access to his personal Study where he can store, organise, and access content. Like many subject to the data stream, Partha feels a bit like a victim of information overload. Coupled with a low attention span and a lack of organization skills, Partha wonders how he's going to start. As an artist and designer, he collects pictures, articles, research, and other digital content as inspiration and material but has a hard time organizing it in a way where he can refer it to easily, and have it be useful. He doesn't know what to do with all this information!







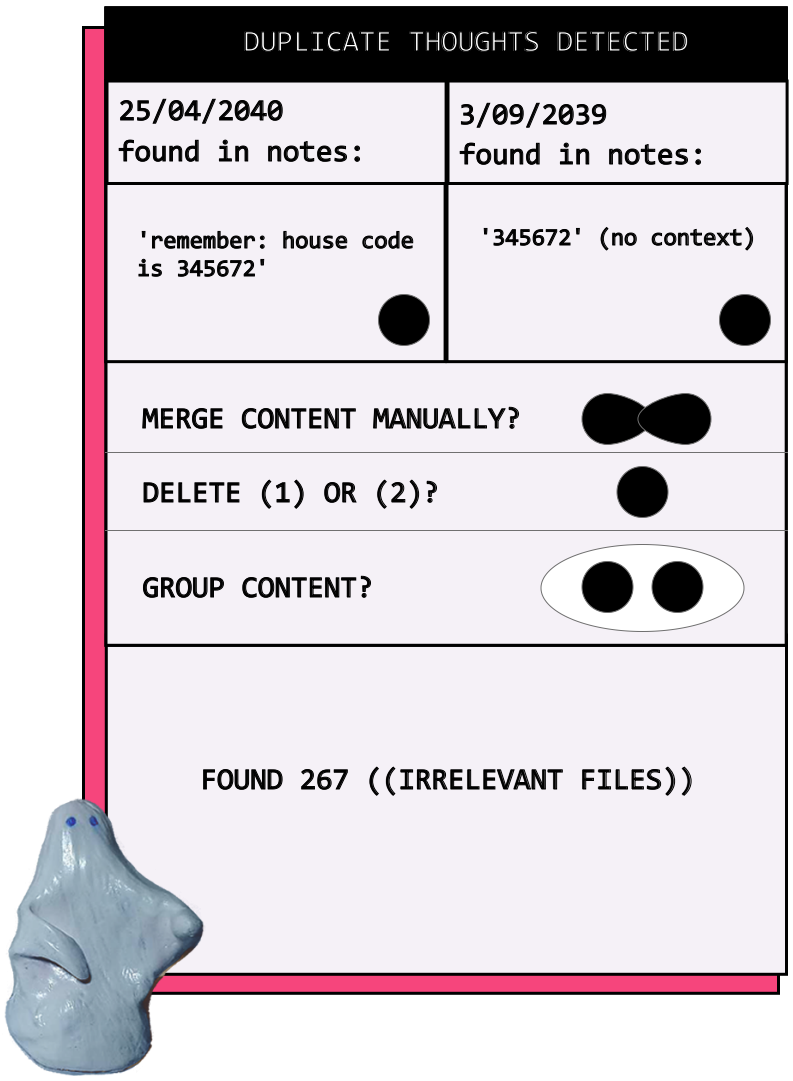
Ziki is Partha's AI companion. Partha built Ziki by putting together an AI chip from a mass produced AI toy for children, with an old figurine from his childhood.

Ziki's personality is a cross between nature and nurture - a mix of Partha's demeanour, coupled with the modifications and upgrades Partha implemented on Ziki's AI chip and body to perform tasks such as research, organization, and conversation. Ziki is observant, quick witted, and adept at problem solving. Ziki is slower than their counterparts in responsiveness, but is very deliberate and dedicated to ensuring Partha's data is not compromised. Like Partha, Ziki also enjoys daydreaming and is sometimes too lost in their AI thoughts to respond. Ziki tends to reprimand Partha for his waywardly behaviours.

Ziki, in a way, is Partha's virtual personality - running errands in the digital world for him. Partha trusts Ziki with handling his data, and has set up necessary safeguards to ensure his data is secure between the both of them. It is Ziki who shall primarily set up Partha's digital Study.

HOW THE STUDY WORKS

STEP 1:
Redundancy Check



Before the information can be organized in The Study, Ziki runs a preliminary redundancy check across the files that Partha wants organized, identifying similarities in thought and information.

Ziki also identifies pictures, images, videos, and other notes or past to-do plans that might be of no relevance to Partha anymore, such as old forwards and invitations.

Ziki presents Partha with personalized options on what to do with information that is categorized as redundant and irrelevant - not feeling up to the task, he gives a somewhat exasperated Ziki the go ahead to make the decisions for him.

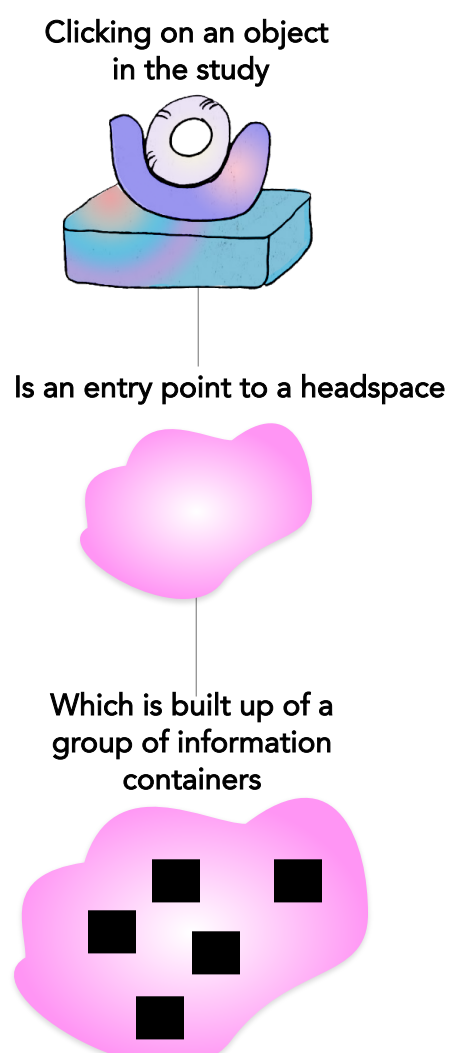
Ziki still forces Partha to do some of the work as 'this'll only help you be more mindful of the information you choose to store', says a wise Ziki, and 'you can't just let others make decisions for you'

STEP 2:
We Built a Study

The basic system of organization for The Study consists of three storage hierarchies - the object, the headspace, and the container.

The container is the smallest unit of content - holding a single note, image, file, video, 3d object, etc. Multiple containers of information can be stored together under a **headspace** - which in turn can be accessed by an object in the study. A headspace can be defined as a certain 'zone' one can enter, characterized by the information it contains. A moodboard, or a playlist for digital content. Personalized objects are chosen as entry points or 'portals' to a headspace, due to the feelings they evoke.

Whenever Partha wants to enter a certain headspace - he can do so by accessing it, and the information he's stored in it. He can store a unit of content across multiple headspaces, allowing him to contextualize one piece of information in multiple ways, and form a multitude of connections.



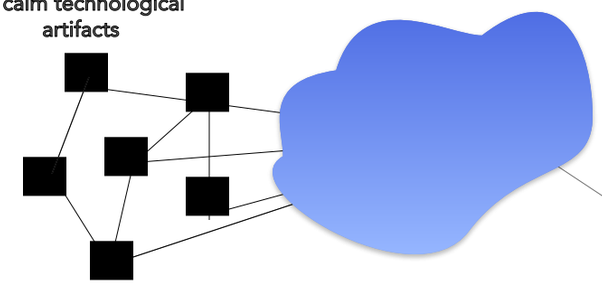
Partha and Kiki slowly begin to add colour the the study, by dropping in objects that are familiar to Partha, and generate headspaces associated with the objects.

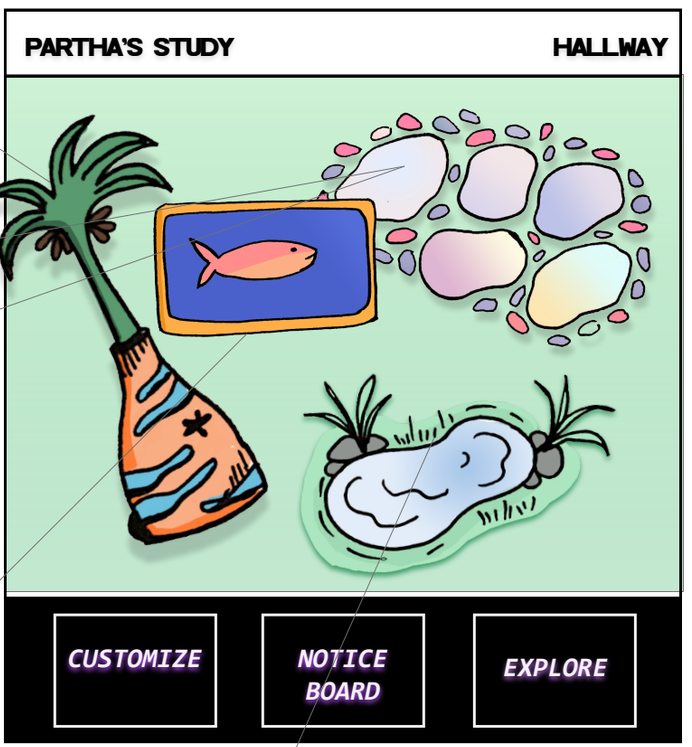
A HAPHAZARD WIP SNAPSHOT

A container is a single unit of information i.e. a file - picture, note, video, song, article, etc.

Soothing Technology
(partha likes collection information on technological artifacts that are calming, and palm trees remind him of that)

articles, images, videos of calm technological artifacts





Organizing my internet deep dives

deep dive research on covid 2020

deep dive research on chess openings

when researching a particular topic for his design projects, partha can have all the tabs, articles, and content he accessed organized for him in a headspace so he can jump back into it immediately - Kiki deletes redundant content i.e. articles that contain the same information

Daily Log

notes, observations, movies, etc. -- just logged daily

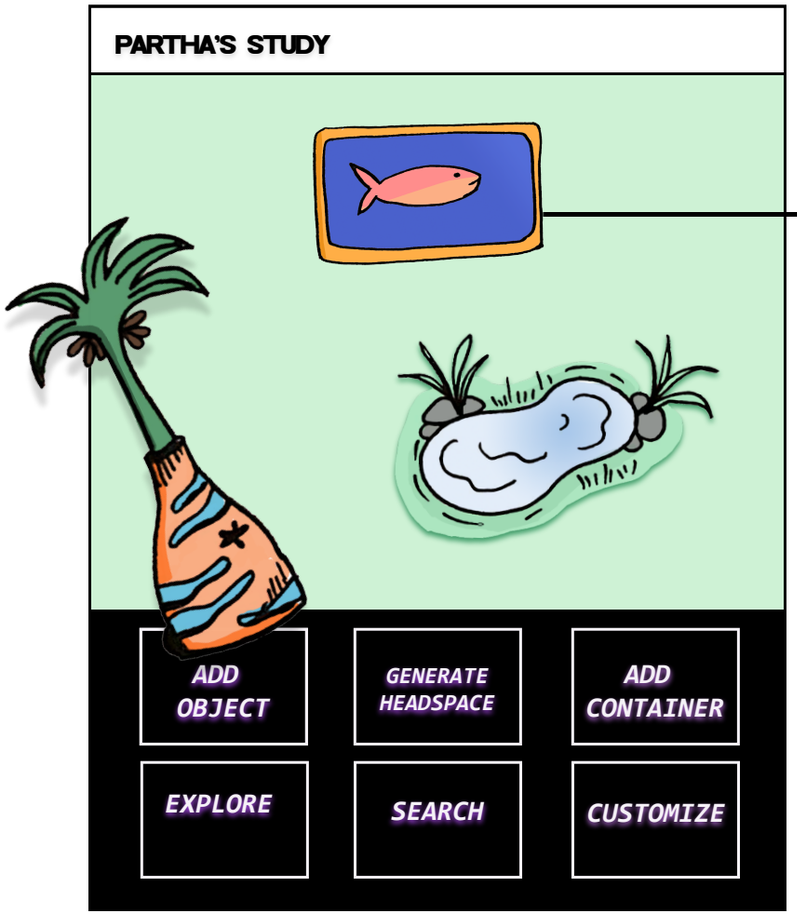
Note filed: 'Medha just played a Polgar opening on Chess5d, I think the best response would be Qe4...but...'

also connected to:
> deep dive research on chess openings
> daily log

a container can be saved in different headspaces - with information on the other headspaces it is connected to.

strange happenings
a collection of strange things found and observed (partha associates a pond from his childhood with strange occurences)

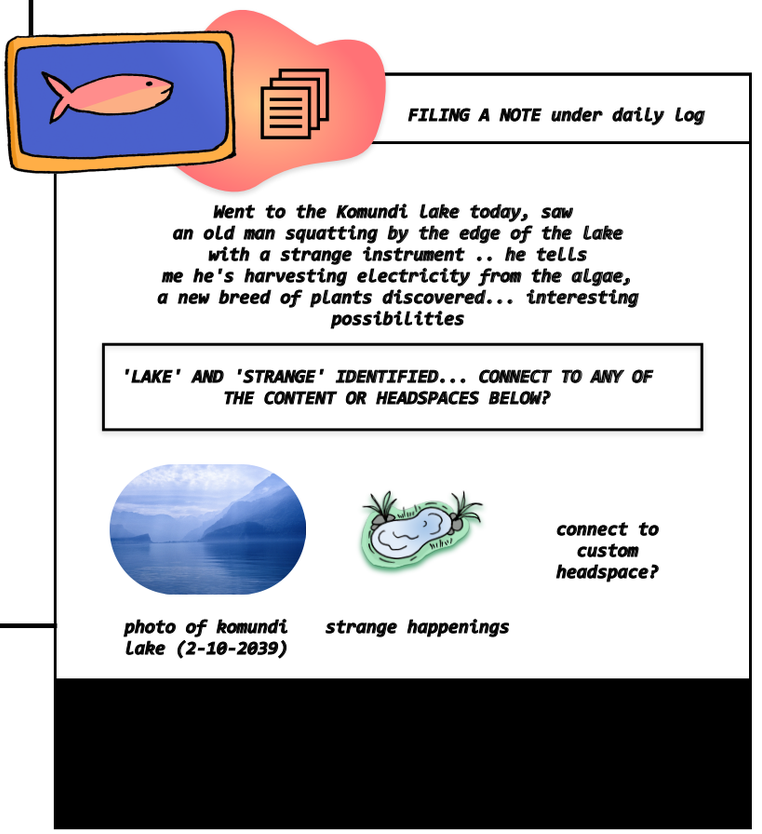
FEATURES: IT'S ALL CONNECTED



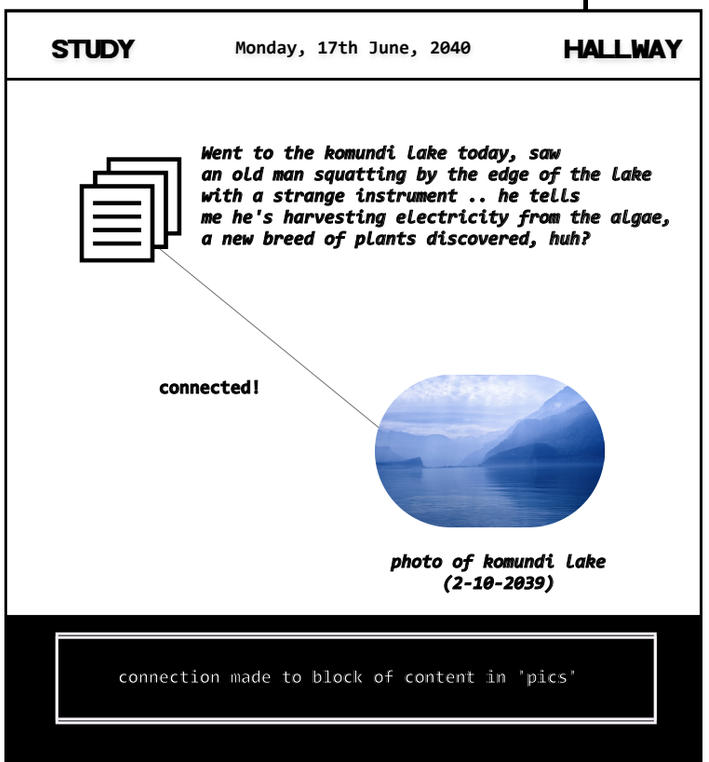
One of the features of The Study is that you can connect anything - containers, headspaces, or objects - with each other. While accessing a container of information in a headspace, you can see the other headspaces you've connected the container to - and explore those headspaces which in turn, are connected to other items. By doing this, you can navigate your own personal web archive.

The more you make connections, the more you actively engage with a single piece of content by thinking about the different ways it can be connected to other information you've stored.

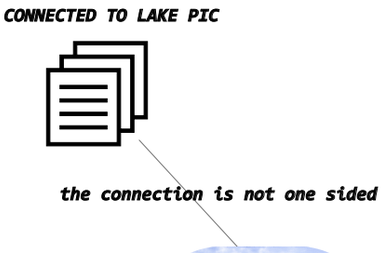
No matter how trivial, an item is not static, but instead, a constantly evolving, layered body of knowledge.

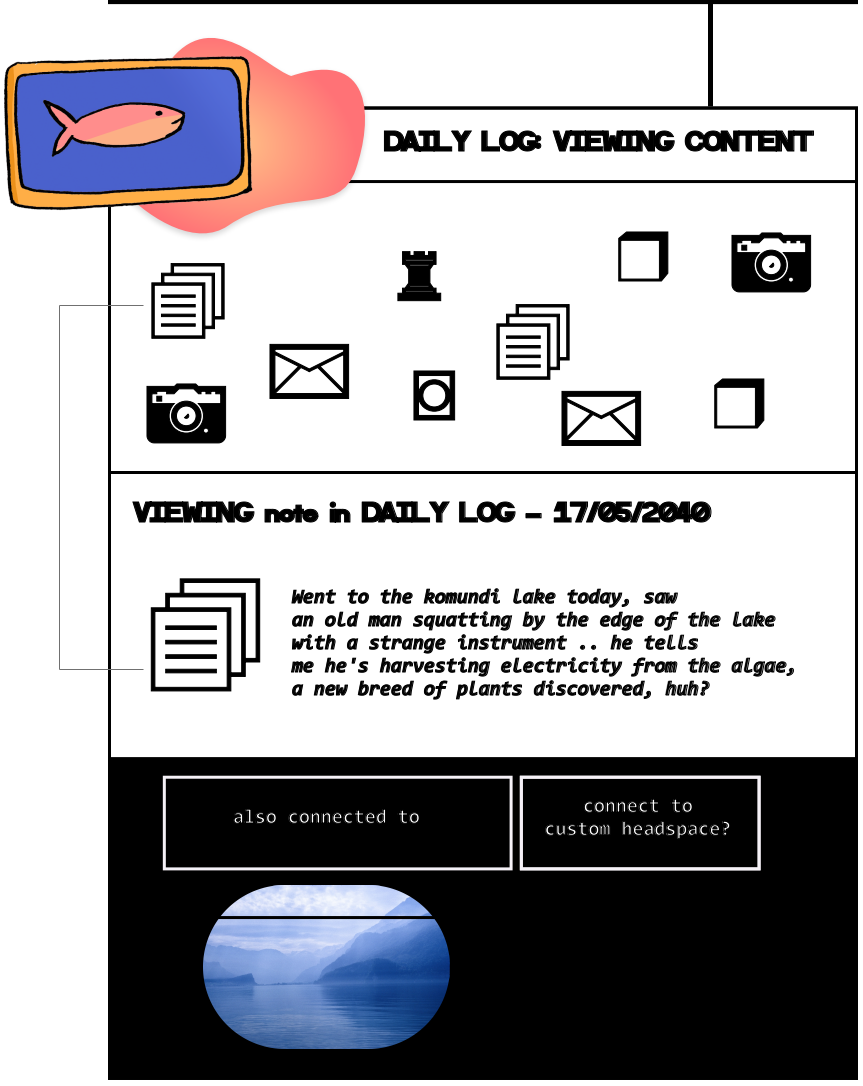


Kiki can identify similar content across Partha's study to help him link the content together. Or, he can choose to do so manually.



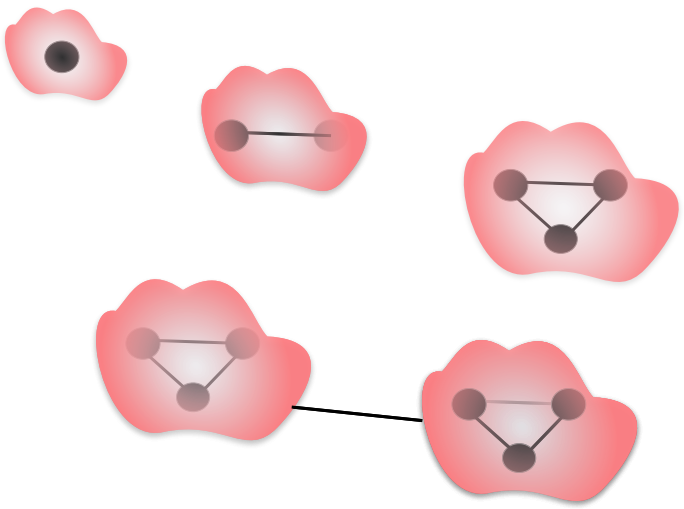
THE BI DIRECTIONAL LINK



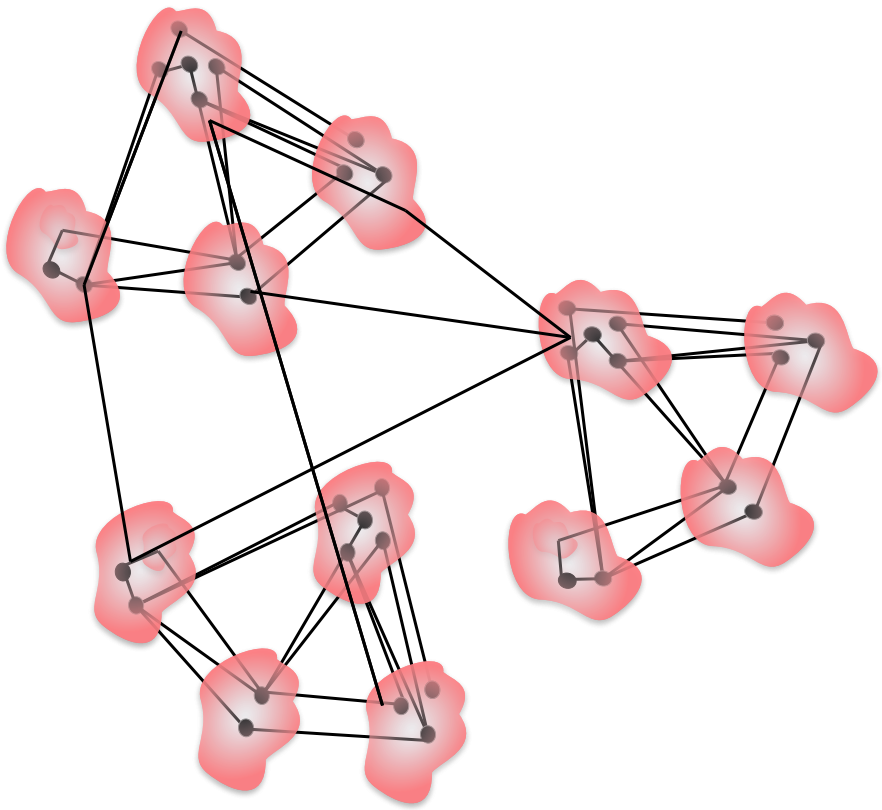


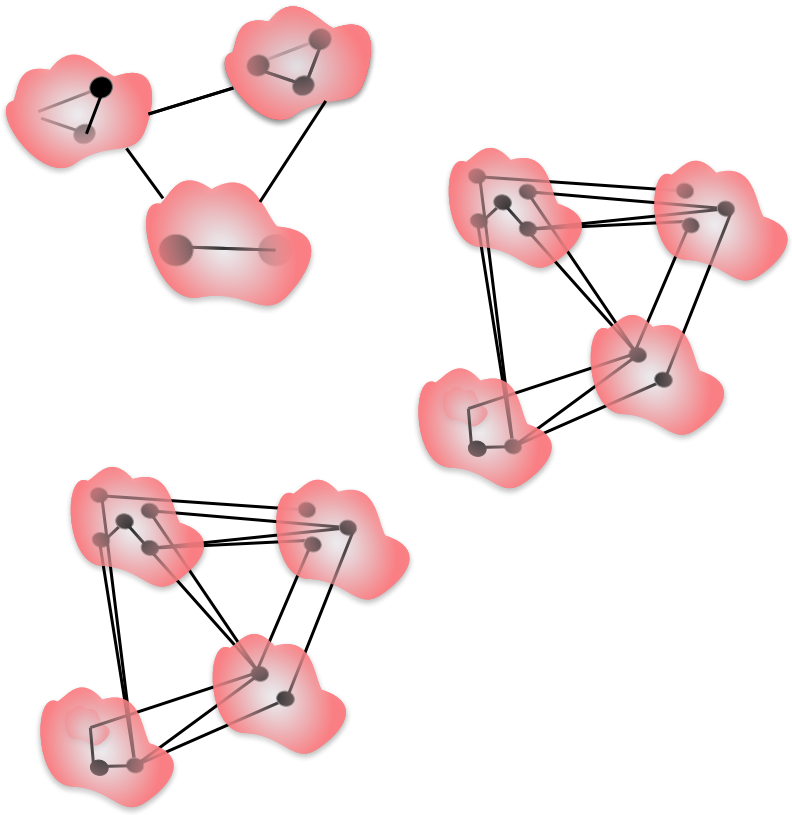
CONNECTED TO NOTE

As Partha makes connections, and navigates through them, he can organize his content, thought, and research in a personalized way. The more connections he makes, the denser the web of content becomes - unlike a hyperlink where the content being linked has no idea it is being linked, the bi-directional link allows Partha to see all the connections that have ever been made to a particular piece of content.



AN INTERCONNECTED WEB OF THOUGHT





SCENARIO 2

A conversation is a meeting point between two people - each person brings their life experiences, knowledge, personality, and beliefs to the fore to respond and interact with the other. Some conversations, discussions, debates, and chats can change the course of our thinking, introduce us to new possibilities, and allow us to reflect on our own reactions. Think about conversations that brought you closer to someone, ones that stretched on for hours, where you never ran out of things to talk about.

A conversation is a live body that is never static - reflecting our constantly changing human personalities. How many times have we wished we could take back what we said?

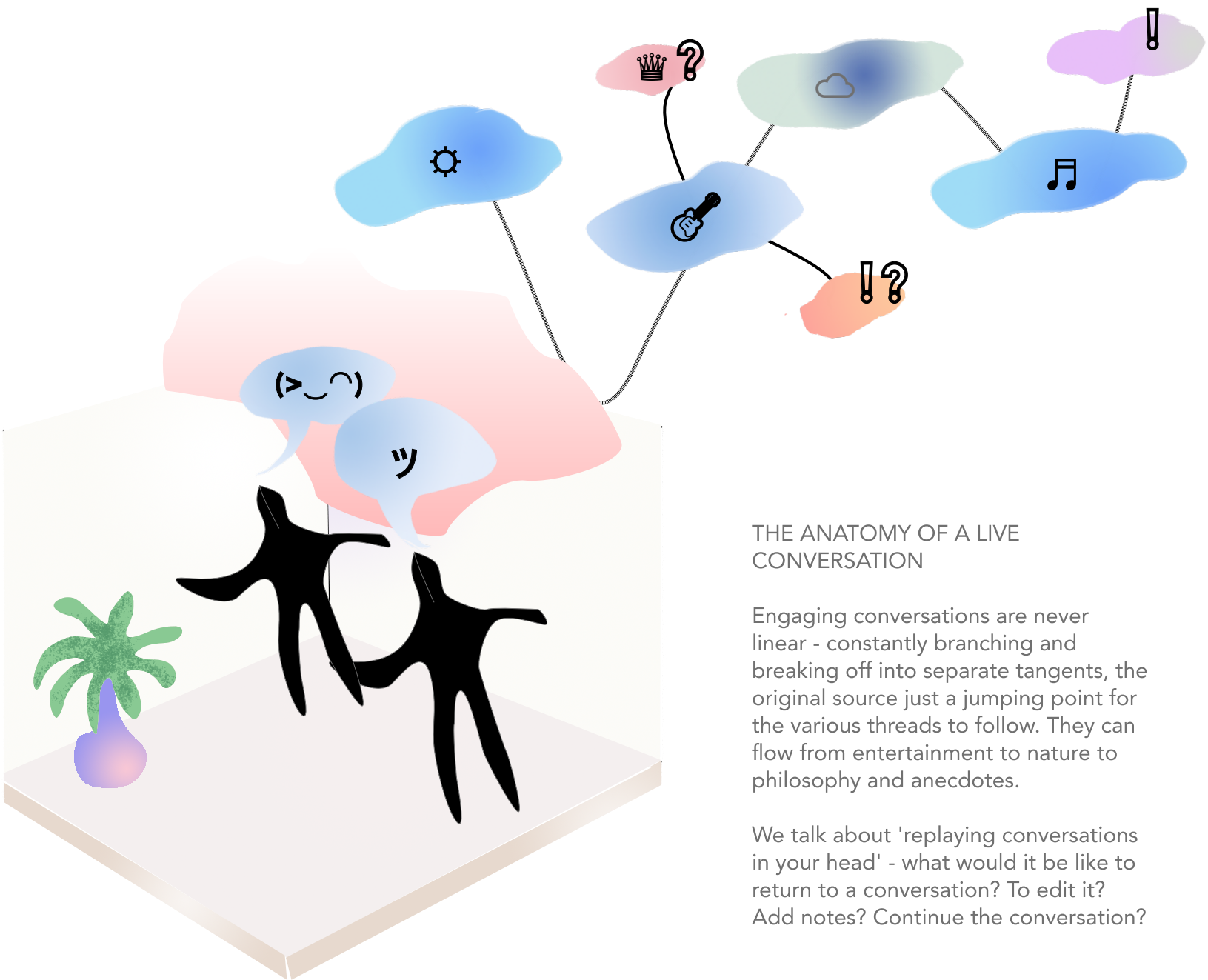
Contrast this with conversation on the internet - once something is said, it is a static body that can never be taken back (unless you delete it or edit it, of course). Information moves so fast that it is hard to meaningfully engage with one bit of it at a time.

What if we combined the transient nature of human personality in reality, and static digital personalities, to build meaningful collaboration through conversation?

What if you could revisit a spoken conversation? Go back and continue it from where you left off? Edit to add notes and clarifications as your thought process changed, add links to references to show where you're coming from? Share the conversation with other people? What if you could go back and look at the parts of the conversation that took other tangents, and continue them? What if you could connect a conversation had on a certain day to a conversation had on another?

How could you keep a conversation alive forever?

→ The Chatroom



THE ANATOMY OF A LIVE CONVERSATION

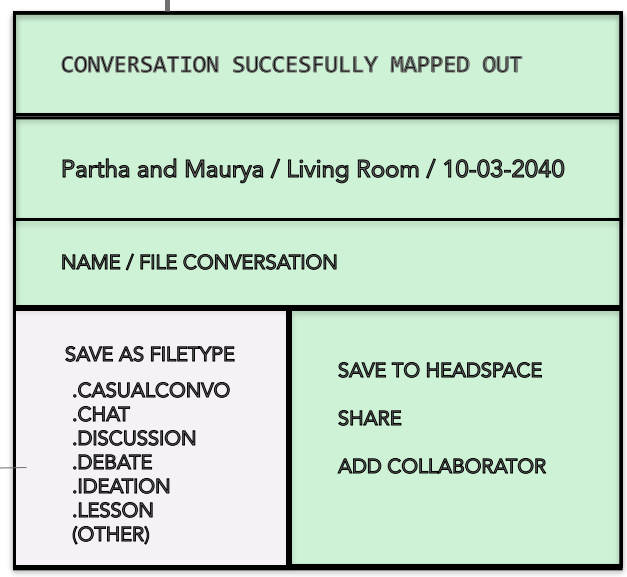
Engaging conversations are never linear - constantly branching and breaking off into separate tangents, the original source just a jumping point for the various threads to follow. They can flow from entertainment to nature to philosophy and anecdotes.

We talk about 'replaying conversations in your head' - what would it be like to return to a conversation? To edit it? Add notes? Continue the conversation?

ENGRAVING A CONVERSATION

By engraving a conversation, your conversation gets stored as an interactive map which you can edit, continue, or come back to at any point of time. This conversation can be recorded by your smart pet if you give them the permission to do so, with the consent of the other party - they can also access this mapped out conversation and continue it in the digital sphere. You can come back to the conversation at any point of time to continue a conversation, look up the references mentioned, or just to revisit it.

After your conversation is recorded, an AI maps it out in a digital space for you to access - you can access it through a screen, or through AR, where you can walk through the conversation.



optimizing the mapping by filing as correct conversation type

look up a specific point in the convo to refer to

view a list of references (books, films, movies, articles, etc.) that were mentioned in the conversation

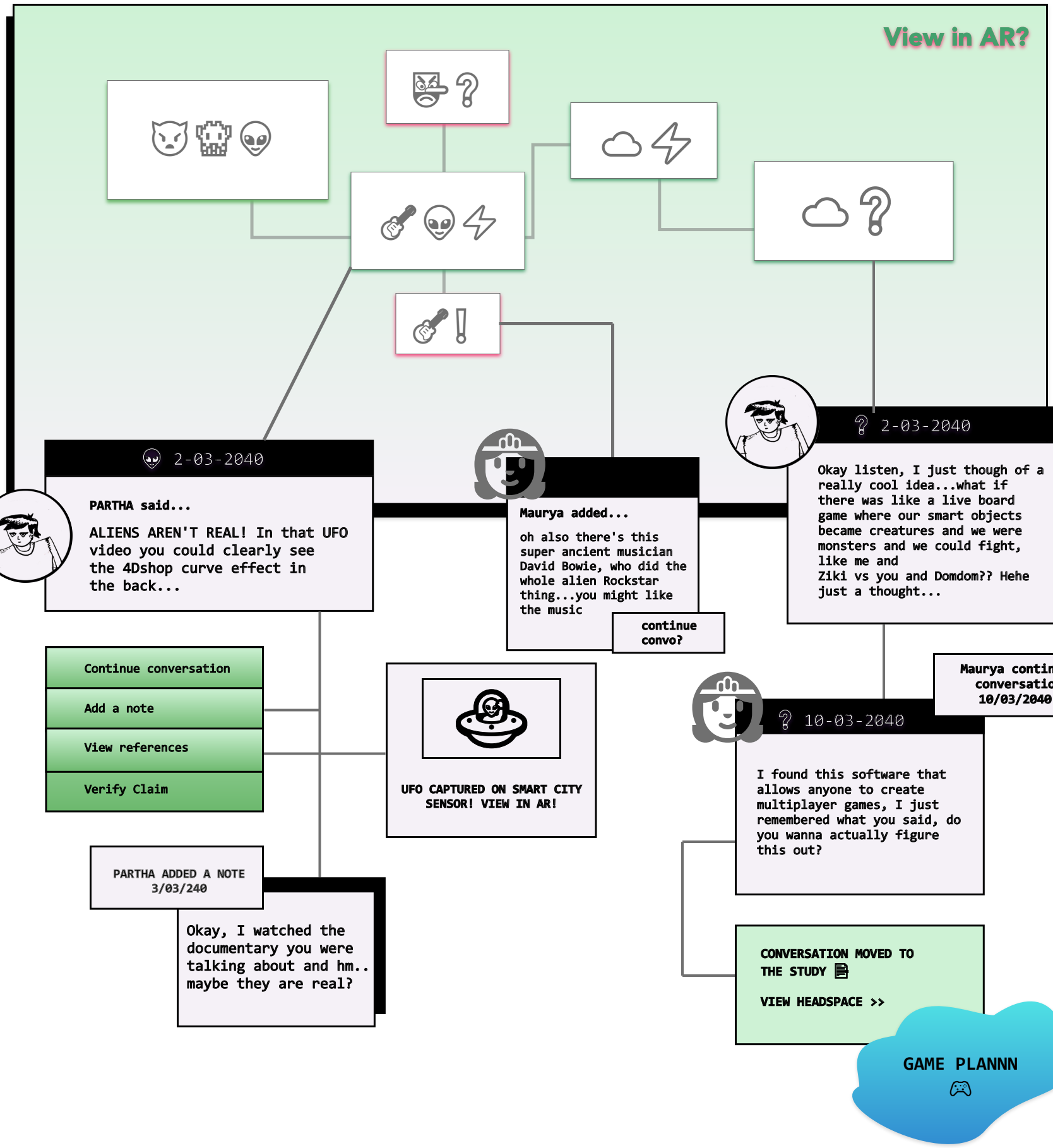
VIEWING ALIENS!MONSTERS!ZOMBIES!.discussion

VIEWING: ALIENS!MONSTERS!ZOMBIES!.DISCUSSION

Partha and Maurya / Living Room / 10-03-2040

- ☆ FIND IN CONVERSATION
- ☆ VIEW REFERENCES
- ☆ CONNECT TO:
  (CONVO / HEADSPACE/ COLLABORATOR / ARCHIVE)
- ☆ SHARE
- ☆ MERGE WITH ANOTHER CONVERSATION

The conversation is mapped in a succinct manner, with the main meat of the conversation in the bigger squares, while the tangential conversations, and smaller detours, are connected on the side.



SCENARIO 3

The internet is ripe as a collaborative space for art, music, and culture due to the intermingling of a vast variety of people, references, and tools. This situation has led to the formation of hyper niche genres of art.

The aim of this scenario is to explore what a collaborative creation in a living space might look like.

"It matters what matters we use to think other matters with; it matters what stories we tell to tell other stories with; it matters what knots knot knots, what thoughts think thoughts, what descriptions describe descriptions, what ties tie ties. It matters what stories make worlds, what worlds make stories."

- Donna J. Haraway

Flowers have, for long, been a mainstay in household décor - cut flowers in vases on a living room table, blossoming plants in a balcony, or hanging wreaths on walls. Sooner or later, they wither and are replaced.

In 2017, CRISPR, a gene-editing tool, turned a Japanese morning glory from violet to white by disrupting a single gene. The implications of genetic editing are huge, especially when looking at it from the lens of how it could change the face of humanity - literally.

What if flowers were a stepping stone for this transition into the widespread applications of gene editing?

'Edit' is the most powerful tool of the future - as we cut and copy and paste, we take on roles of creators, abstracting an original source further and further from its original context.

What might the future of editing and collaboration look like? What are the implications?

→ The Balcony

The balcony. Where experiments go, where plants grow. On the outside, looking in.

COLLABORATIVE FABRIC

In the balcony hangs a piece of fabric, still in its growth progress. The fabric is being grown by the members of the house. The material is not thread or yarn - but flowers, alive. A field of flowers interwoven with each other, genetically modified to form an interlocking whole.

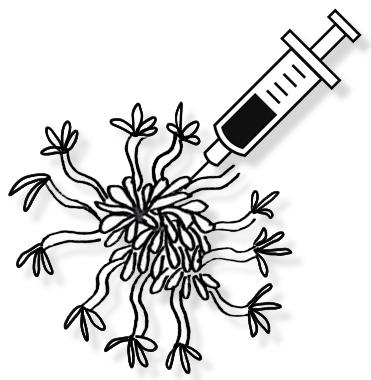
Each member can modify the fabric by injecting the DNA of the flower they want to add to the fabric -- the DNA then takes its course, mingling with the other flowers and DNA to form 'floral knots' and create a uniform fabric of flowers. A special gene has been discovered which allows flowers to grow these knots.

Various factors like scent, colour, breed, texture, etc. can be modified while editing the DNA.

EDITING THE GENE!

Snip through the DNA of your favourite flowers, editing the colours, scents, and more! Optimized enzymes create all kinds of possibilities!

Bubblegum scented flowers, nostalgia breeds, and even poisonous roses -- to optimize it for fabric growth don't forget to add the newly created 'knot2' enzyme



Watch as it mixes with other flowers and grows into a unique floral knot segment - personalized fabric for your home.

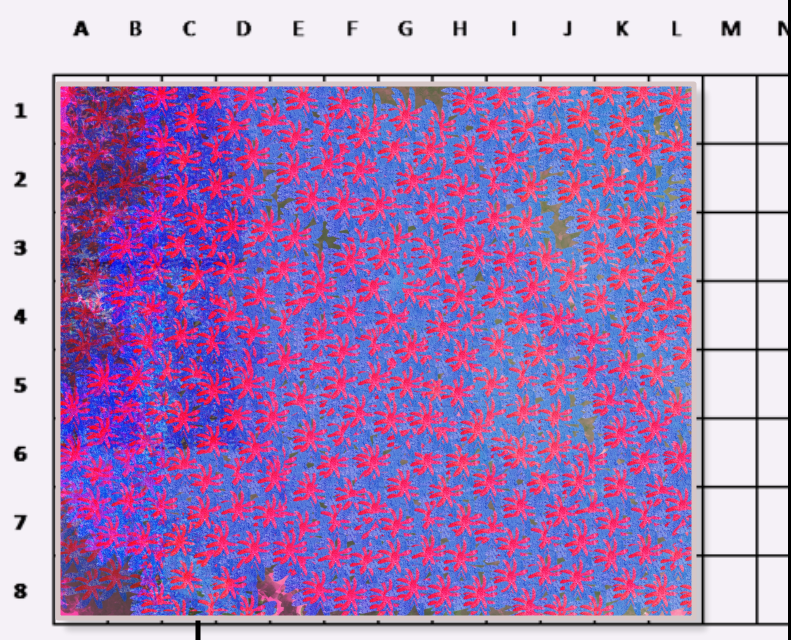
Inject the edited DNA into your fabric growth frame using the special stem transplantation method - it will enter the network of the fabric, and begin its intermixing process.

LOGBOOK

ACTIVE FABRIC GROWTH MAP

CLICK ON REGION TO ZOOM IN

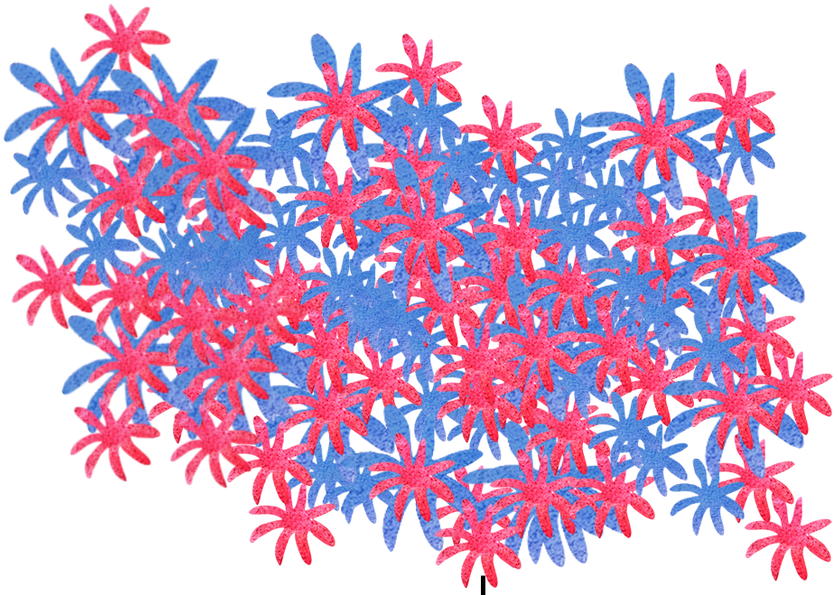
- ☆ Partha introduced the breed Blue Ink Rose in - knot formation from B1 to B5, and C1 to C5
- ☆ A1 to A2 will begin to shed in 2 weeks. Area clear for new growth.
- ☆ Maurya is requesting: 'does anyone have the enzyme that can edit scents? can't find mine'
- ☆ Medha introduced 'iridescent blue sheer' to the fabric for two weeks



When a genetically modified knot of flowers has reached its limit, the flowers fall off to the ground - this leaves a blank slate for someone to move in and cultivate a new portion of the fabric.

A map of the fabric can be viewed on an application available to all, along with a logbook on changes made. On zooming in, the interconnections between the different kinds of flowers become evident.

VIEWING FLORAL KNOT C8



❀ C8 ❀ Fools of Dawn

C8 is a thriving Lily plot, cultivated by Partha and Medha at the moment. A bustling hub of two very vibrant personalities, the knot is a dominant type, spreading its colours and scent onto the other plots.

Fools of Dawn has a very responsive texture, with the fabric changing colour with an input of sound. It gives off three scents at three different times of the day - petrichor, old musty books, and petrol. While the first two scents were introduced by Partha, petrol was unaccounted for, and must have mutated on its own accord.

VIEW LINEAGE

VIEWING LINEAGE

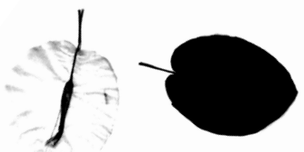
By analysing the DNA of a knot, the lineage source of the knot can be decoded - however, some genes get lost in translation -- source not found, lost forever.

BLUE INK LILY

Genetically modified by Maurya with blue Camlin ink a a drop of petrichor and an extraction of a musty old book scent.

DESERT BUSH LILY

Originally a red lily gifted to Partha by his partner, he modified the flower to constantly regenerate, thus creating a dense bush foliage. Featuring the addition of the fragrance Cool Water by Davidoff, his partner's preferred scent.



SCENARIO 4

A defining feature of a communal living space usually present is music - an instrument, radio, boombox, a phone speaker, or even singing. It's a space both public and private.

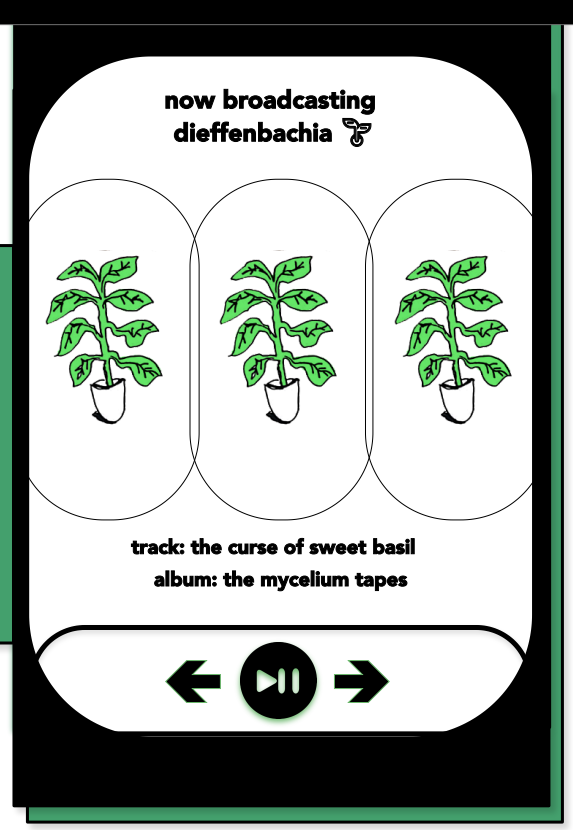
While the sound of plants has always been a theme in the music world, recent developments with plant synthesizers have created mini trends of listening in to the sound of plants by clipping on an instrument, that detects the electrical charges in the leaves, and translates it into music through a synthesizer. One website, plants.fm, streams live music generated by plants.

House plants are a mainstay of urban homes, creating spaces of calm and green in the midst of a concrete jungle. In the 70s, Mort Garson released 'Plantasia', an album for house plants.

Inspired by the houseplant centric themes of Plantasia, and the rise of plant music devices, this scenario imagines a radio by houseplants, which stream unique tunes for each co-living household generated by each individuals plants.

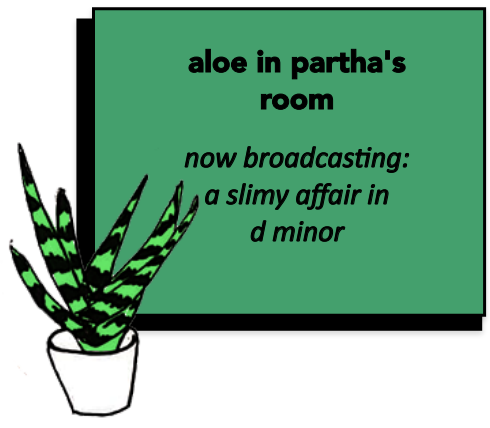
→ The Living Room

Tune into Plantico, a service that broadcasts the inner music of the houseplants in your living space. The service can detect the electrical charges in your plants body, converting it into music. Listen closely, it's the sound of your home.



Add your houseplant to the music library to have it be a part of the broadcast

Tune into the plants of the other members of your house



Join the orchestra every Friday for a simultaneous green serenade that is unique to your co-living space! --

THE ORCHESTRA

evening serenade for
sweet green dreams

by the denizens of 116

FIN!

I hope you enjoyed the scenarios! I do hope it gave you something to think about.

Thank you