Ping

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Ping

- a global communication experiment
- an organism in the networks via World Wide Web
- a visual newsgroup made of films, pictures and objects
- an environment made into a map
- a series on TV

Ping appears as a visual intersection between the global Information-network Internet and the worldwide broadcasting TV-station *Deutsche Welle TV*. It is a series on TV, that is generated by the Users of Internet. The interrelation of the two media creates a potential to communicate interactively over the audiovisual media and to generate a binary landscape the User can interact with via the World Wide Web. The Viewer of Ping on TV is led through data- and informationspace by the Eye-Agent, who takes a walk in the network-landscape. By deciding on looking at a particular environment and moving around accordingly, the Eye-Agent shows the landscape to the viewer via satellite. Ping is an experiment to make global discussions visible via TV, while creating a place in the networks for visual interaction, that can be reached via WWW. You can walk on Ping and choose from different films and objects to interact with or you can position your own object on the landscape, that then becomes part of the Ping organism. You get connected to views and visions of people from several different countries and continents at once.

Ping is a series of 3-minute views into the networks, that is created and generated by potentially 20 million users of the Internet, who position binary information via the network on a 2D map. Ping translates this binary information, which may be still images, movies, 3D-models or audio tracks into 3D-geometric objects and merges these objects to an imaginary sphere, where a landscape is thereby generated. Seen from a point in space that is far away, it looks like a moving organism, that is changing form and communicating with the Eye-Agent.

The User can be anybody, who has access to the global data network Internet and wants to contribute to Ping in form of binary information.

The Viewer is the person who watches Ping on TV and who is represented by the Eye-Agent in this model.

The Eye-Agent is taking the place of the producer or editor, who decides which images are taken for the film that is rendered and then broadcasted via Deutsche Welle TV. It looks at Ping from far away, moves between the positioned objects in the landscape, or enters the objects. Its moves are defined by interest for new developments on Ping, e.g. newly positioned objects. The orientation of the Eye-Agent is its experience and interest simultaneously. Depending on what it has already seen, it makes its moves in the direction of its interest, which is defined newly in a cyclus of a week time by the themes announced in the net. When the Eye-Agent moves around on the landscape, it sees the 3D objects as abstract geometric forms. By entering the object, it sees the content, which can be a moving sequence in form of a 2D film, or an internal property part of an object, depending on what has been positioned on the map by the User. It reacts on the objects on the one hand and on the other it moves due to his own internally programmed characteristics.

The network is the global computer-network Internet, which can be accessed from any part of the wired world. From there the User can access the World Wide Web, where a map of the Ping-landscape can be seen. On that map, which is empty at the start of the project, the User defines a point, on which the image, film sequence or object he wants to contribute, is represented by an icon.

The objects may be placed via the map on the landscape interactively. Objects beeing present on the map are shown as icons. The User accesses the Ping landscape through the WWW Ping map. The objects are translated into elements of the Ping landscape following given rules which assign some properties of the objects to their geometric appearance (e.g. the duration of a film sequence relates to the size of that movie-object in the Ping landscape). The newly positioned object will appear as an icon again on the Ping-map indicating the generated change in the Ping landscape for the next person accessing Ping.

The broadcast is all that is seen by the Eye-Agent making up the TV series, which can be received worldwide. Because Ping is a visible intersection of two worldwide media, there is a possibility for an interaction between the Users and the Viewers. Because Ping is intended as a series, the interaction can develop from one part of the series to the next as much as the organism Ping grows and develops its form of binary information and character. Live broadcast and online interaction are intended for further development.

The first broadcast of Ping on *Deutsche Welle TV* is scheduled for the end of May in the TV magazine *Boulevard Deutschland*. Exact data and time will be announced at the WWW interface of Ping [?].

Participants in the project (alphabetically by name)

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References

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URL `http://www.artcom.de/ping/mapper/`

[2] Steffen Meschkat, Antya Umstätter: *Ping.*
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