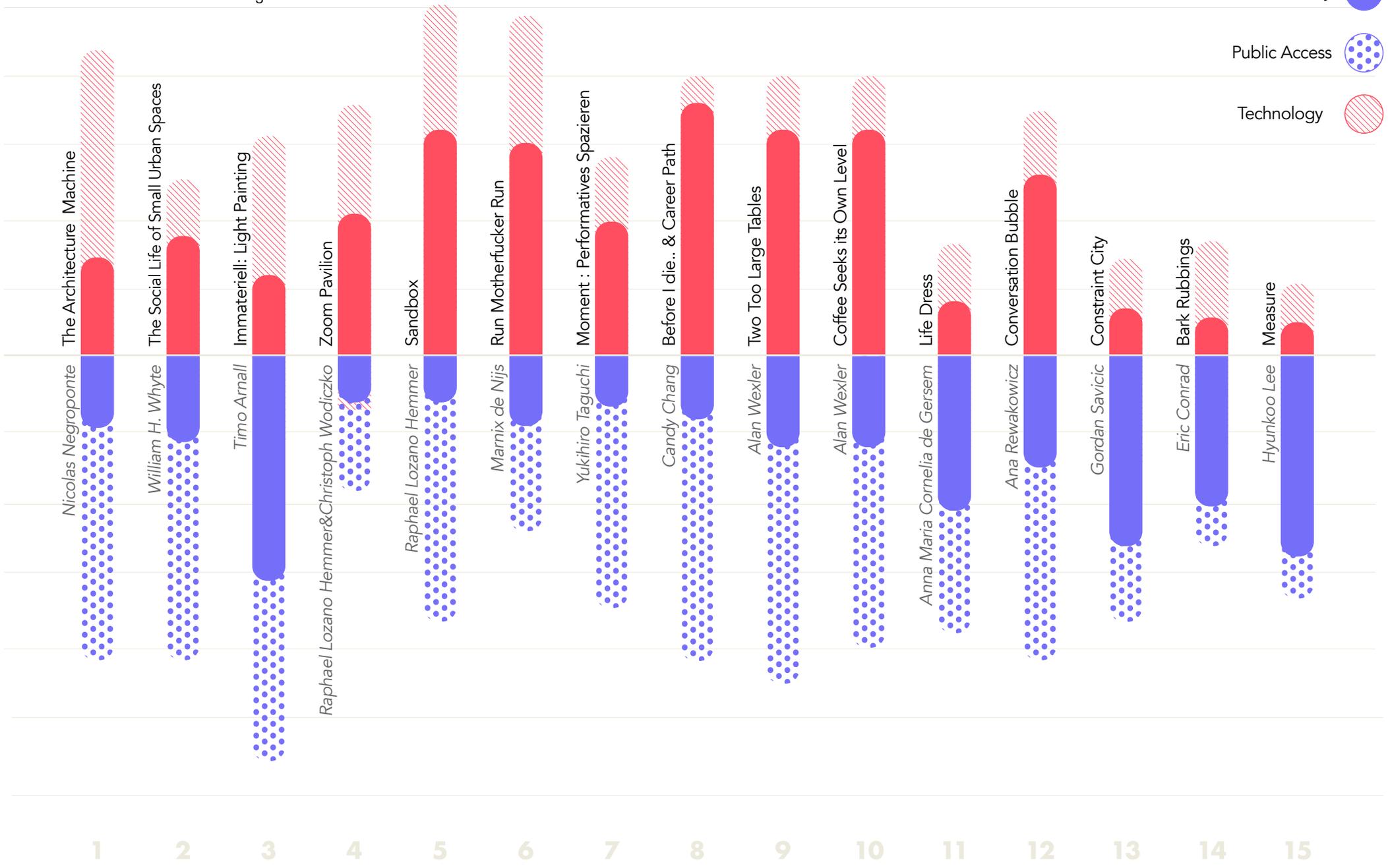


Communication (Community Based) 

Individuality 

Public Access 

Technology 



The art itself comes in different forms thus analyzing the projects listed under the topic media/architecture/performance brings with it different features and issues. Among these features is establishing clearly defined and consensual criteria for reviewing them was critical. The criteria that I was interested in and personally determined while examining these works were as follows: *Communication, Individuality (Community based), Technology, and Public Access.*

As the first one stated, most of the works had somehow a communication between participants to achieve actual functioning artwork. In *'The Social Life of Small Urban spaces'* by *William H. Whyte* had to mapped periodically of people using plazas in New York city to detect the patterns of users. Participants and their behaviors contributed to work without their conscious. Also in *'Sandbox'*, the artist *Raphael Lozano Hemmer* wanted to relate people and create an environment for connection, so participants were a necessity to qualify his work.

The next one, which is quite interesting and sort of opposed to the first criteria was 'individuality'. In *'Life Dress'*, the artist wanted to give people their own space in public which is something barely people can get. Also in *'constraint city'*, to understand the pain of everyday life, it was dependent on individuals to experience it through.

And as the next one, some works needed certain technology which are *The Architecture Machine* by *Nicolas Negroponte*. The software needed certain features to discover and reorganize the environment. Also in *'Zoom Pavilion'*, face recognition was the main part of the project, thus technical part was also quite important to connect the public and track their assembly.

And the last one I would say public access which also can be stated as the site is quite important. Since most of the projects needed their participants to perform properly, some needed to quite open to the public like in *'Before I die..'* and some were more in closed space like in *'Run Motherfucker Run'*. Which I believe dependent on the activity of participant it is quite important aspect to know your audience.

All of the works and criteria had common sense that participation was a key point and raising out the question of how to develop and complete a series of community evaluations to find out what is important to the participants. From my point of view, communicative works seem more interesting, because in each of them there were different feedbacks and outcomes. I particularly got fascinated by *'sandbox'* and how an easily approachable idea that is creating an actual urban space on a beach without any physical limitations and creates a relationship between people that passes by. Also to me, involving people into the work as contributors to some extent and maybe create the feeling that we somehow connected and our behaviors may affect others as in *'Coffee seeks its own level'* was quite impressive as well.