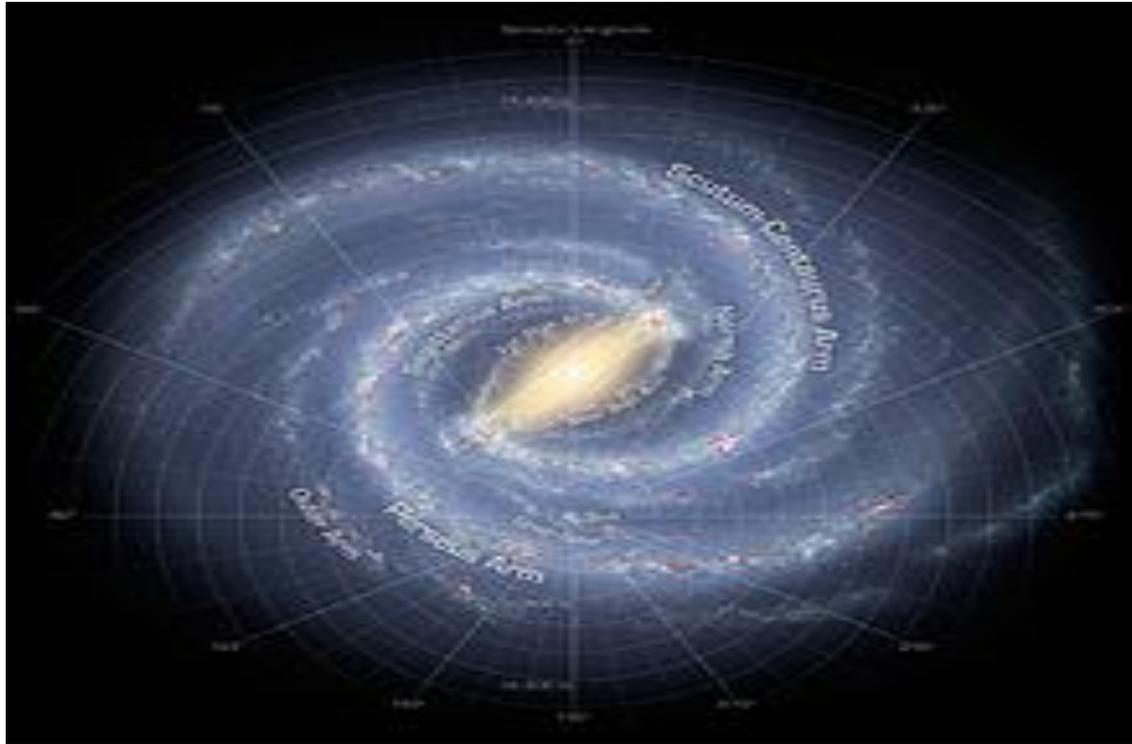


Global Journey Facilitator



Tika Moini

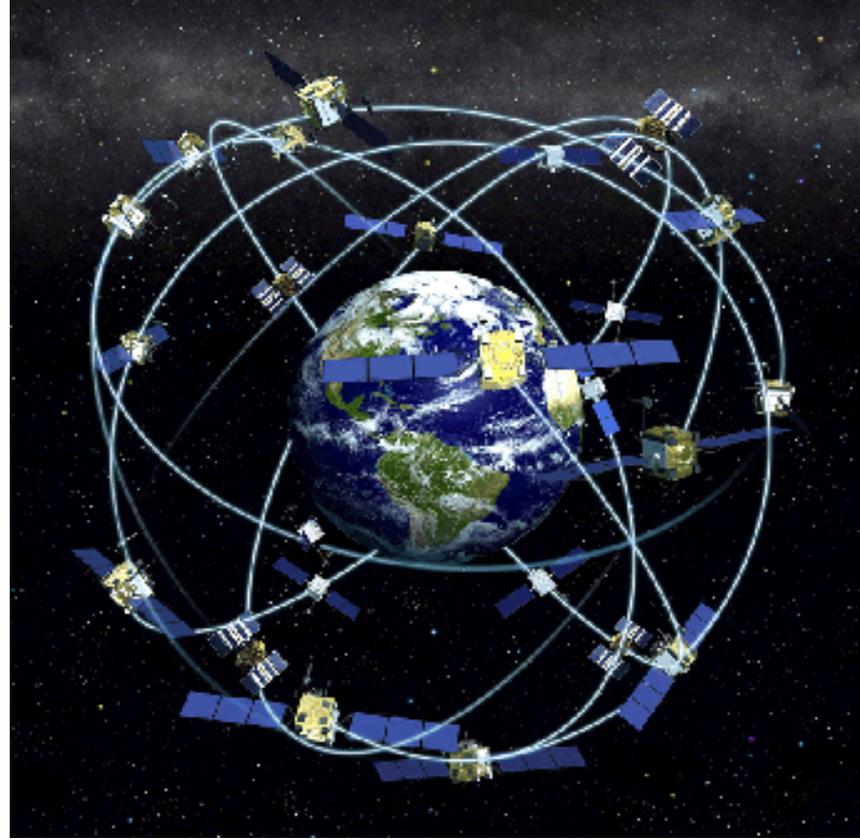
The Global Journey Facilitator utilizes Global Positioning System technology, Google Earth Mapping and Imaging, and two creative and informational databases to output in one of two ways. Either a digital visual simulation can be chosen and the participant can sit back as an observer through a journey of real world possibilities, or directions can be produced and the participant can take the journey for themselves, guided and informed by the FJS.

Global Positioning System

A navigation system based on a network of 24 satellites placed into orbit by the U.S. Department of Defense.

24 satellites lie in an orbit about 12,000 miles above us, travelling at 7,000 miles an hour, powered by solar energy with back-up batteries and small rocket boosters to direct them in the right path.

“GPS satellites circle the earth twice a day in a very precise orbit and transmit signal information to earth. GPS receivers take this information and use triangulation to calculate the user's exact location”



Set up as an installation, this program will also be available online or to downloaded onto any smart-phone.

The user stands before a large projection, where they are able to directly interact with the projection before them through using a hand-held touch screen device that connects to the projector.

The installation begins by creating a projection of a Start and End box that waits to receive input from the viewer for an exact location (similar to how you would begin a GPS route calculation).



START: ----
END: ----

Start: _____ End: _____

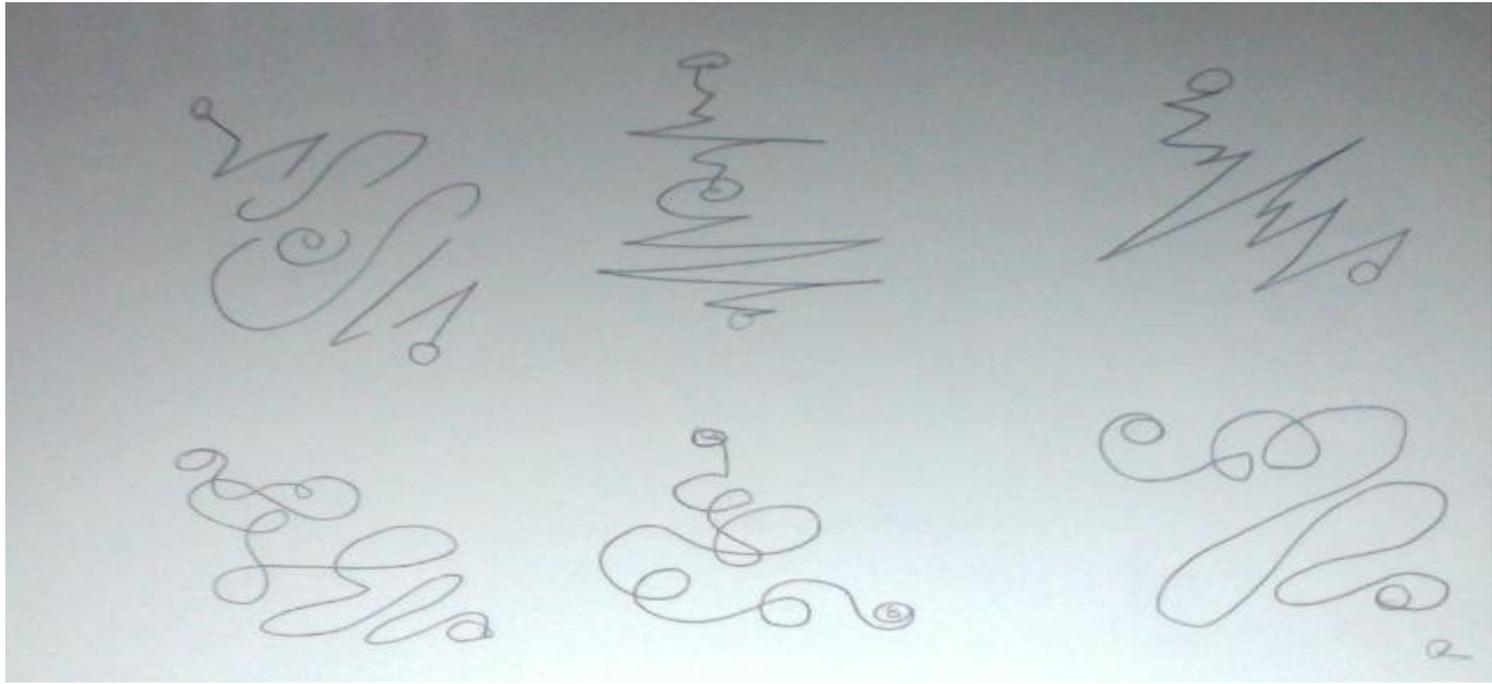
Choose your time of journey:

Journey in Time

or

Journey Through Time:
(choose a date or period in time)

Choose your Footprint:



Based on the time period chosen a series of pathways will be created. The program accesses a databank of stored places and information on the area where the journey has been requested and creates different paths (accessing a line drawing database) including these areas and spots. Each pathway will form on the screen individually, providing snippets of places and things that will be included on the journey. Keywords may also be entered to alter a pathway to include a type of activity, sight, or history.

Choose your type of Journey:

1. Outdoor Experience:
Directions and guide

2. Indoor Experience:
Digital Visual Simulation
(projected on screen)

Journey in time: Outdoor Experience

This facilitates a set of directions and turns the program onto a route navigator and guide for your outdoor experience. Either audibly or visually telling you where to go, where to stop, and which direction to look at, while giving you information and references about what you are seeing, where it came from, and who designed it. The world is filled with art, we just need to take the right turns and stop at the right places to recognize it. This creates a route that is just as much based on the journey as on the destination. Information is also given about the history of where the participant is placing his steps and different people and things that have passed through the path he is now travelling.

Journey in Time: Indoor Experience

Utilizing Google Earth Imaging and Mapping technology, the outdoor experience is brought indoor through a digital visual simulation that is projected on a larger than life screen before the participant. The participant may now visually travel wherever he or she wants through this aesthetic route and see more satellite and personal images of the points they choose to close up on. This version of the program will automatically bring the viewer up close to parts of the pathway that are set up on the route for the viewer to see.

Journey Through Time: Outdoor Experience

This journey is facilitated according to the date or time period selected and can be taken in real time and space with an audible or visual guide that directs you through present space while giving you a history of the spaces you are walking in and visuals and information about what it used to look like and what artworks or artists may have passed through their or been inspired there.

Journey Through Time: Indoor Experience

Created with Google Earth imaging and mapping in collaboration with different image hosting sites, historical records, and an imaging database, this journey is facilitated depending on the date or time period selected and then projected on the large screening area before the participant. All this information is put together to create a visual journey down that space the way you would have wanted to in that time period, including present day perspectives at times to place the viewer in better context.

References

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