

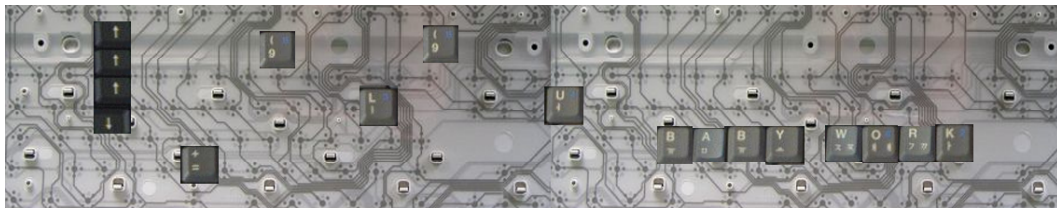


BABY WORK, the third installment of the Locker Baby project, is yet to be realized.

BABY WORK imagines a post-keyboard Etrashscape where defunct keyboards, keys scattered - A to Z, 0 and 1, letters and numbers, icons and symbols, broken words, forgotten memory.

BABY WORK designed as a performative installation situates the public as BABY who works to align lost ME (Memory-Emotion) data. The installation as a performance, the performance as an installation, BABY WORK gathers piles of discarded keyboards (donated by the citizens or collected from junkyard) in an open public space. A crane machine (a la toy grab) is erected among the piles of broken keyboards. The crashing arm of the machine picks up and throws about the keyboards, trashing them into pieces of keys. (This crashing act only happens at scheduled time during the exhibition). The public visiting the installation are asked to put on a pair of white gloves, walk about in the keyboard trash piles and collect shattered keys. Following the collection, they further arrange randomly (a la scrabble game) the keys on a large intelligent wall surface made out of metal plates inside the keyboards. This wall surface is wired and programmed to trigger sound notes. Each letter, each key when places on the wall surface generates a sound note. With many BABIES (public) working, sound notes formulated into a tune, tunes (a)synchronized into a sonic expression of collective work by babies.

YOU ARE THE BABY. WORK.



Installation specs:

Hardware -

- (1) tons of keyboards (of every type)
- (2) a crane machine (a la toy grab function mode)
- (3) wall surface with wired keyboard interior plates
- (4) white cotton gloves
- (5) sound system/4 speakers

Software –

- (1) touch sensor programming
- (2) pure data patch for sound note output