URBAN ASSEMBLAGE: THE CITY AS ARCHITECTURE, MEDIA, AI AND BIG DATA.

• Paper / Proposal Title:
PlastiCity: bicycle mobility as protean assemblage

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• Abstract (300 words):
An instrumented cycling assemblage drifts freely throughout New York inspired by the bodies of water which shape the city. For three consecutive days and nights rider and bicycle explore their potential for spontaneous discovery and engagement. The desire to flow freely, to be movement, is guided by the natural and social vectors of the city. Movement is assumed as a territory-specific esthetic language, and the shape of the evolving cycling meander as a performative interpretive composition. Like water the bike assemblage is characterized by its protean materiality adaptable to the dynamic forces and relationships configuring it. To explore this fluid plasticity the cycling assemblage seeks constant contact with the bodies of water present in the territory, the intersecting urban infrastructure, and those who inhabit them. To seek water, to follow water, to cross water, to enter water, and ultimately to become flow in the context of the rigidities of urban life.

The bicycle and the cyclist are densely instrumented to register data and media and generate a live digital portrait of the city. A project-specific technology records location and the dynamics of movement and relates them to a set of aesthetic tools used by the
rider to express the improvisational encounter with New York. An iconographic marker set, a color palate, texts and images are all integrated into a live interpretive cartography of the emerging experiential assemblage. This digital cartography is exhibited in real time at the conference and on the internet.

The project integrates art research, experimentation, production and exhibition into a unified assemblage framework. To deepen this convergence of traditionally separated stages remote viewers of the live interpretive cartography engage in live texting and dialoguing with the rider. The bicycle assemblage (rider, bike, data) and the interpretive cartography converge into a synthesis during a stop and presentation at the conference.

Live link: https://pedaludico.org/PlastiCity

• Author(s) Biography (200 words each):

**Fabian Wagmister** is associate professor at UCLA’s School of Theater, Film, and Television and is the founding director of the Center for Research in Engineering, Media and Performance (REMAP). At REMAP he has pioneered the use of technology in general, and physical computing in particular, to examine place, body, and movement as subject and medium. His art-as-research and production projects entail generating environments for participatory interpretive creativity, environments enabling transdisciplinary collaborations and community engagement. He has developed long-term collaborations with diverse communities in Los Angeles and Buenos Aires to generate reflexive media systems emphasizing cultural and locative specificity. In this context technology and culture converge into a performative social practice of investigation and expression.

Fabian’s recent projects explore mobility as a defining factor of individual and collective identity and agency. Inspired by a situationist and Deleuzian theoretical framework he seeks to defunctionalize movement in a diversity of urban, rural, and wild settings and transform it into a tool for reflexive engagement, action, and creative production. He combines extensive drifting processes, interpretive cartography tools, and live media documentation to generate personal and collective works merging investigation, experimentation, and exhibition into a synchronous performative experience.