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

• Paper / Proposal Title:

Data, stories and spaces: hybrid narrative contexts to tell the urban.

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• Abstract (300 words):

The pervasiveness of information configures infrastructures and the urban context into a sort of operating system (see Keller Easterling, Extrastatecraft) that delivers data permeating every aspect of our experience of the city. In particular, the production of narratives of the city through the languages of the metropolis (cinema, photography and comics) acts as a manifestation of these data layer but also as an area of negotiation and re-appropriation. In an encounter between a tactile perception (Walter Benjamin, Georg Simmel), and oral narrative (Juhani Pallasmaa, Hannah Arendt, Tim Ingold) as opposed to the pervasiveness of the visual, it is therefore possible to better contextualize artistic and narrative experiences that contaminate the visualization of data and the representation of urban spaces. Particular reference will be made to the visual works that insist on the representation of the city both in the narrative sphere (starting from the "sublime" work of Giovan Battista Piranesi, the Città Nuova by Antonio Sant'Elia, the renderings of Hugh Ferris for Metropolis of Tomorrow (1916) the studies Erik Kettelhut for
Metropolis, up to the involved in the production of Blade Runner by Ridley Scott and more) and in the artistic field (from the Impressionistic painters to, for example, Falin Mynd by Fuse Works) from the 19th century to the present day to outline a critical path that focuses on the production of narratives as a possible negotiating ground between agencies of different kinds (human and artificial).

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