

Research:

* Making ‘data’ palpable, tangible and accessible – creating new experiences through the design and construction of networked, sensing and intelligent ‘things’ and software.

➤ Cultural Computation /

> Small-Faraway /

> Behaviourables & Futuribles /

> Interactive & Immersive Environments /

> Ludic Systems /

GreenScreen

adelmootranto

Projects

30/11/2007

CETL, CSF, Green, LED matrix, Pyramid, Screen

10/2007:



Built to communicate the Centre for Sustainable Futures (CSF) CETL (Centre for Excellence in Teaching and Learning) agenda and sustainable information about life at the University of Plymouth the ‘Green Screen’ has been installed. This large scale LED matrix fill the top 3 floors of the windows of Atrium A of Portland Square. This full colour screen will display information and graphics that describe ecological and social data collated from a day in the life of the University campus. Waterfalls of water will be seen cascading down the building changing in size according to how many taps were turned on and how many toilets were flushed in a day. Fire will leap up the building describing how much energy was used to heat buildings, and forests of trees will be seen to fall depending upon how much paper was used. The system will be publicly interactive through mobile phones and will be able to show a wide variety of movies, messages and graphics.