



Staller, 2009

NUISANCE MACHINES

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NUISANCE MACHINES

The nuisance machines are a series of devices aimed at triggering the formation of incidental groups through artificial, contrived methods. Incidental groups are those founded through the action (or reaction) of people to an unexpected instance or experience. Whether witnessing a car crash, or being caught out in a downpour without an umbrella, the incidental group is distinguished by the fact that members did not originally set out to become a part of the group, rather that they 'fall' into it seemingly through proximity or chance.

THE STAINER;

Disguised as a light fitting, the Stainer operates as a marking tool. The machine inhabits the ceilings of larger office environments, here the Stainer is fed data regarding company profits; at every significant loss the machine becomes active, marking those who pass below. Passers by become grouped, part of an exclusive shared experience with other 'victims', or can be viewed as a disruptive communication element within the office - a scapegoat or indicator of poor performance.

THE WHISPERER;

The Whisperer lives under tables, listening for conversation around it. When conversation stops the machine begins to quietly feed data orally into its environment. So as not to draw unnecessary attention to itself the whisperer is disguised as an auxiliary table leg. The machine is constantly streaming data from online message boards juxtaposing both the physical and digital, and, formal and informal. The Whisperer operates as a test to explore levels of distraction in its situation, and the interactions that this distraction may lead to, for instance do people realise the machine? Does its presence affect work productivity? Do people aggregate around the machine to listen to it? Is the machine treated as irritation or revered as a comforting link to the world outside its situation?

THE STALLER;

The Staller operates at floor level, integrated within the carpets of its situation. The Staller functions in two parts, monitoring productivity. On one side the productivity of the host company is monitored, while on the other side productivity of rival companies is read. The machine is activated when productivity levels are imbalanced, and triggered by people passing between the two sides concurrently, causing the Staller to snap out at their heels. The Staller aims to physically manipulate the protagonist's path through its situation, operating as both antagonist and facilitator, physically engaging with passers by whilst simultaneously facilitating and triggering conversation and communication between its 'victims', that may in turn help to increase productivity.

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