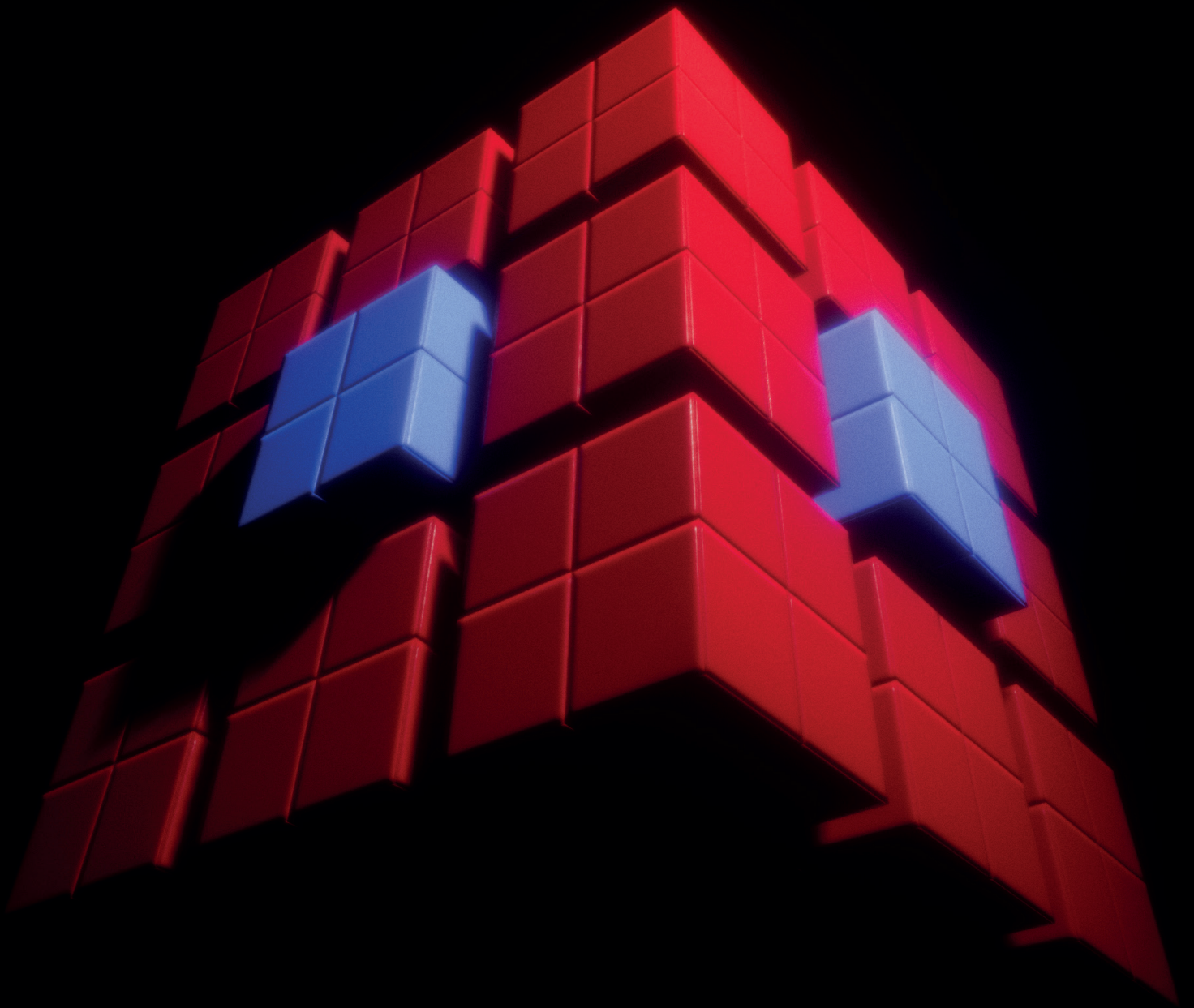# DEGRADATION

DEGRADATION
BACKGROUND

"An interactive installation inspired by the issues surrounding digital preservation and obsolescence that encourages the participant to manage and control a digital form in 3D virtual space. Mimicking our day-to-day interaction with computers and technology, in which we live an ever increasing part of our lives, how are we as the creators of this data affecting it's long term dependability?"

Our digital lives are ever present, yet also completely intangible, constantly changing and developing as we continually add to their virtual mass. Whether this is photos taken on our smart phones, documents created for work or music we've downloaded, our digital footprint is huge and sometimes hard to manage. Furthermore, keeping up-to-date with changes in technology, file formats, storage mediums and even simple items such as adapter cables can be a huge undertaking.

Whilst digital information can be convenient, it is far more fragile than we think and it's stability over time is at risk by a number of factors ranging from computer crashes to hardware malfunctions and of course, human error. More often than not, rapid digital obsolescence renders our files unreadable before we have put measures in place to future proof our information. On top of this, hardware manufacturers often use a system of planned obsolescence so we continue to upgrade to the latest models of computers and smart phones, often with little regard to the backwards compatibility of these new products and systems.

In 'Degradation' you are invited to take control of a digital form in 3D virtual space, a void that only ever exists on a screen. Your interactions with this form will ultimately serve to either prolong it's life or advance it's destruction, or perhaps you'll try to maintain it's original format and take on the responsibility of preserving this data over time.

Eventually, most of our digital information will degrade, just as we struggle to preserve physical artifacts from ancient worlds and texts from civilisations long gone, researchers are now facing the task of archiving our digital world. Soon, this document and even the installation itself will become unreadable, designed for legacy computer systems which no longer function or practical to maintain, it's formatting unrecognisable, broken or even completely lost. It's own short life-span further emphasising the concept of the piece.

'Degradation' is an interactive audio visual installation for Level Centre
by Martyn Stonehouse.

www.martynstonehouse.com

DEGRADATION
MARTYN STONEHOUSE

Martyn Stonehouse is an audio designer and interactive artist based in Derbyshire, UK.

His work ranges from 1980s inspired synthesiser scores to dark brutalist first-person games environments and interactive soundscapes, heavily inspired by obsolete technology, historical storage mediums and dystopian science fiction. His most recent projects include full design, build and audio implementation for SENSE at Level Centre as well as sound design for indie title For The Warp, a sci-fi turn based deck building game available for PC via Steam.

'Degradation' follows on from an earlier work presented as a first-person games environment and concept album called 'Digital Dark Age' - which will soon be available to download via his website.

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