

# Talking House

Intersection of sonic environments, human and technology

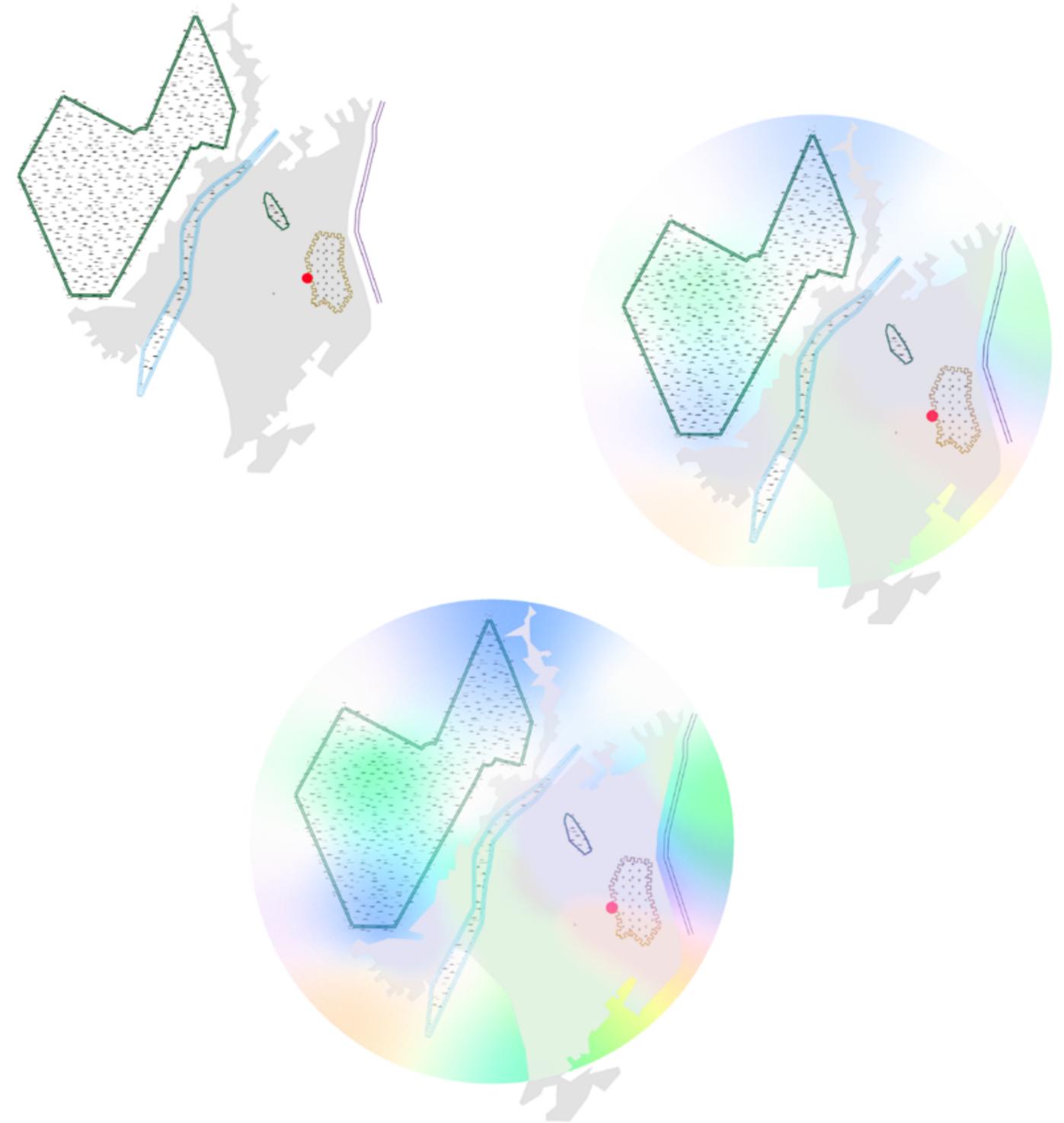
# What would a house tell you if it could speak?

**Benvenuti a “1848 Chef’s Room”, a 500 year old host introducing you to its hometown Gorizia.**

Constructed in the 15th century, this building has been listening silently to the changing sonic landscape of Gorizia, from wooden wheels turning roughly over uneven cobbles of paved streets, pregnant young women that lived under its roof during the 18th century to artillery barrage at the front line of the battles of the Isonzo.

Today, the house hears even more.

With noise sensors that are placed across the city real time data is collected and brought back to “1848 Chef’s Room”. What soundscape do you enjoy? Is it the lively restaurant in the city center or a peripheral park where the sound of birds and trees is occasionally accompanied by the low growl of traffic noise. Or do you prefer a place where the volume of crickets chirps and human voices are in balance?



Through an interactive installation and the narrative of the Talking House, historic and present day audio data is presented with the help of maps, infographics and audiovisuals. How do technological developments, role of nature, political situation and economic interest affect the tones that surround us? This site specific project creates an exciting city guide that asks guests to explore Gorizia based on historical and present sound environments. It invites you to listen actively.

Place your hand on the wall of the “1848 Chef’s Room” and experience a unique and invisible Gorizia.

Sound Device - Assembling components :

Longitudinal Waves

1-The sensor emits ultrasonic wave

2-The sensor receives the sound echo

3-The sensor calculate the distance and the intensity of sound

Record Device

Sound Data Visualization

Sound intensity in average time

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## Context

Whether with our everyday interactions or decisions on a global scale, the relationship between human and the natural world, seems to be at stake. We thought about a project where we try to find harmony between nature, human and technology. It is an approach to interrogate our ecosystem and the climate change through new design aesthetics, as well as, future oriented and sustainable design thinking.

We live in a world where our actions have transformed nature in such a way that even in the deepest

rainforest the sound of heavy logging machinery can be heard, hence bringing organisms and animals' species in risk for distinction. The "Talking House" is a way to let the viewer feel the power and omnipresence of sound, to agree on that our behaviour is part of something bigger.

This project is an intersection between design, art and new medium that aims to transform ideas, numbers and data to create awareness and insight in the real world.



## **About the project**

*Titel:* Talking House

*Company:* 1848 Chef's Rooms

*Team:* Lucy Li, Jihen Ben Chikha, Simon Platzgummer

*Type:* interactive installation

*Project idea:*

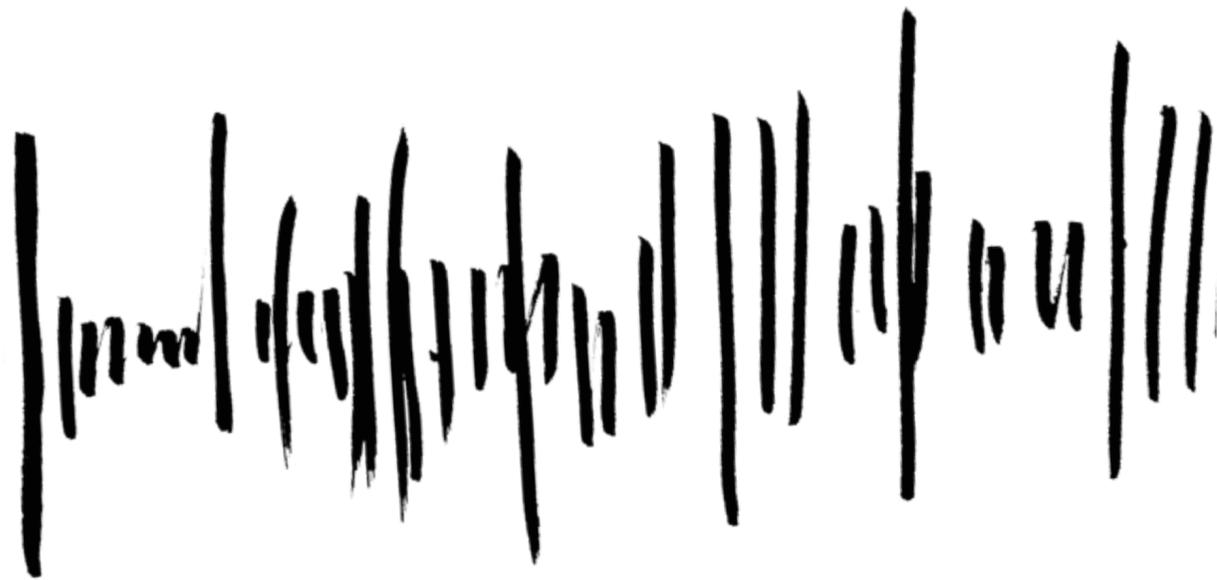
An exciting city guide that asks visitors to explore Gorizia based on historic and present sonic environment.

*The reason for the chosen company:*

Diversity of clients, rich history, junction point of visitors and Gorizia



### Provisional timeline



Title	Effort (weeks)	Completed	Period
<b>Project analysis</b>			
Brain storming with the team: ideas, tasks, contributions, etc.	2	60%	July -August – 2020
Define project needs: human and material resources	3	0%	
Project specifications: full documentation and a guideline	2	0%	
<b>Experiments</b>			
Proof of concept -	1	0%	September-october 2020
Proof of concept - materials: pick-up project artistic materials	2	0%	
Experiment validation: results analysis, what to change, feedback, etc.	2	0%	
<b>Implentation: Research &amp; Development</b>			
Prepare the project: sensor installation (FabLab collaboration) + Creating house in 3D	4	0%	October 2020
Data crawling: collecting data	2	0%	
++++		0%	
<b>Publication</b>			
Create a Website or a blog for the project / catalogue	2	0%	November 2020
Postmortem: conclusion, future work	1	0%	