



PP-01

personal protestor / ozalp eroz

Personal protestor is a ball that can move around and play a recorded sound at the same time. To be an activist is very easy from now on. Record a protest with a single record button and personal protestor can do the activism for you. To use the ball the owner has to record a protest and put it on a flat surface so it can move around and play the protest at the same time.

The project is developed for Piet Zwart institute as a third semester thematic project. The subject of the thematic project was to modify, change or reveal the structure of the networks in the Rotterdam city. For me as a student my first focus point was to hack a system in the city or play with it. But because i was thinking about this subject for a long time, i found myself in a loop of ideas. Then i thought i should change my subject to produce a better motivation for myself without changing my approach. My approach is to use or produce different types of mediums on outdoor spaces. With this subject i can hack in to the city with combining different mediums, different design cultures and different tools to achieve a goal. I am usually taking street cultures like mutated supportive kommune life styles as a code and produce forms of designs focusing on the function.

skateboarding

My main inspiration is coming from giving support to illegal acts and performances on the streets which are not giving harm to any environment, animals and humans. These urban cultures are coming to life with an open network structure. These art forms usually have changing and mutating forms. They are using the structure in the city to produce natural breathing spaces with random locations which can express itself. Street art and my new inspiration skateboarding has similar unique structures. They are both coming to life on the streets by hacking and modifying the environments in the city.

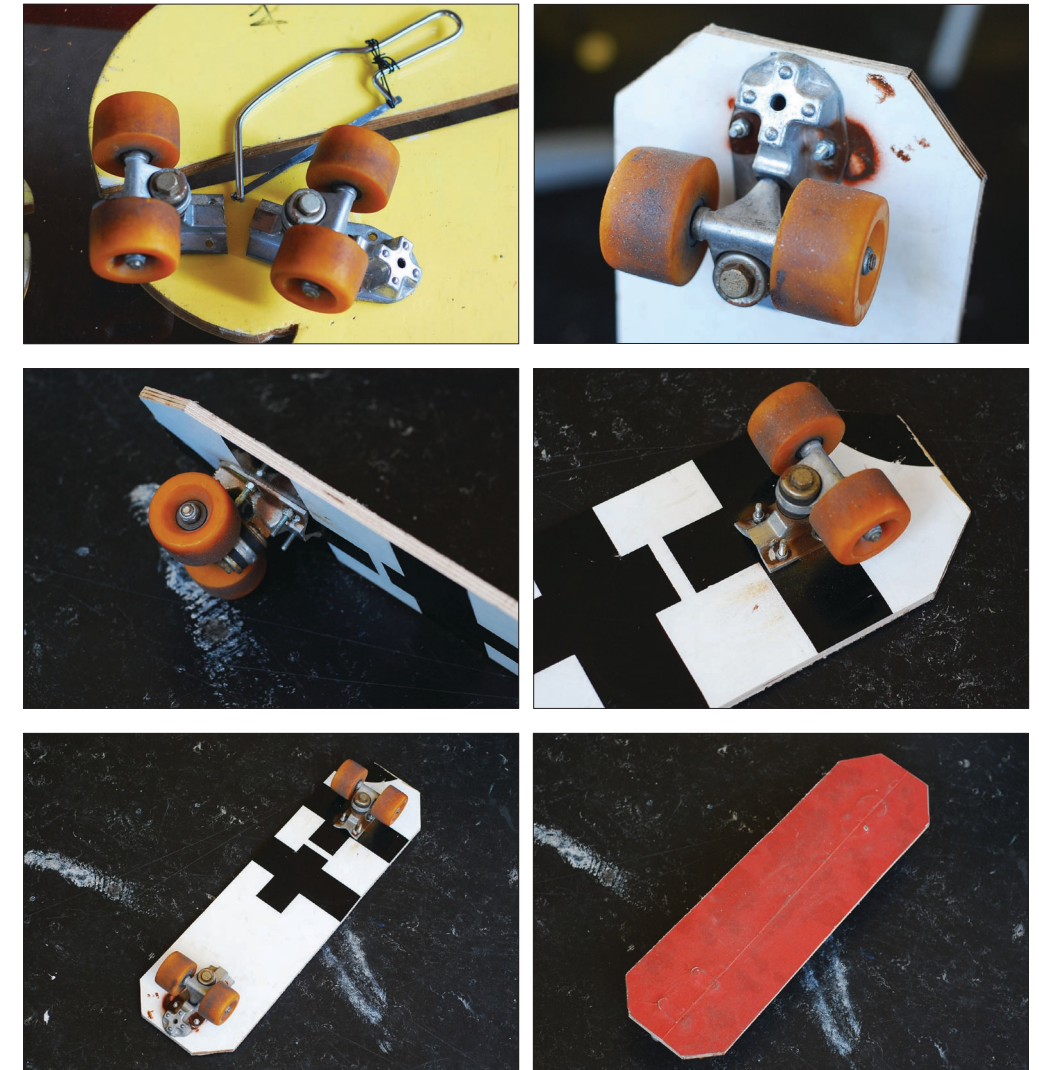
“skaters by their very nature are urban guerillas: they make everyday use of the useless artifacts of the technological burden, and employ the handiwork of the government/corporate structure in thousand ways that the original architects could never dream of” **craig steacyk 1976**

The most amazing thing about these cultures is, they are hacking or using modern tools to create new cultures to express themselves.

“Skateboarding was probably born sometime in the late 1940s or early 1950s when surfers in California wanted something to surf when the waves were flat. No one knows who made the first board, rather, it seems that several people came up with similar ideas at around the same time. These first skateboarders started with wooden boxes or boards with roller skate wheels attached to the bottom. The boxes turned into planks, and eventually companies were producing decks of pressed layers of wood -- similar to the skateboard decks of today. During this time, skateboarding was seen as something to do for fun besides surfing, and was therefore often referred to as “Sidewalk Surfing”.” **wikipedia (skateboarding)**

The first skateboards were made by people who wanted to surf in the city. They were cutting the roller skates in to two parts with a metal saw and they were attaching it to a wood pane which is strong and flexible

enough to carry a person. After the skeleton was finished they were attaching a sandpaper to the skateboard to hold the shoe while skateboarding.



► I built up a skateboard with my friend Yaman Zencirci just like the original old skateboards and we were amazed because it was working very well.

After creating their own tools to surf in the city, they were trying to improve their skills by trying different situations in the city. So one of the first skateboarding group z-boys in West Los Angeles area started to search their own territory to skateboard. After sometime they started to appear on the hills trying to improve their skills but because they are going fast, hard to control and making too much noise, they started to have problems with the police. After they discovered empty pools in the territory which were not being used because of the drought in the city. They were cleaning the pools with vacuum cleaners and carrying the rubbles out from the pools to skateboard in it. But because they were in the public space they were having a lot of problems with the police. After skateboarding became a part of the popular culture they started to organise competitions and started to create their own stunts in the city.

The amazing thing about skateboarding is, it has its own behaviour. Because it is hard to find the balance while skateboarding and because there is no option to stop without learning skills, it is extreme to get in

the psychology of a skateboarder. The skateboarders mustn't afraid of falling down and breaking their bones. This dangerous act in the city was creating its own urban culture. The people were starting to create groups in the city and find good locations to skateboard. Because they needed good locations they were ready to deal with any local problem that can appear in the city.

The street artists are acting in the same way. They are using the city as a playground. If it is possible to compare the walls with canvases the walls have more possibilities than canvases. An artist can do much more things on the walls. And they have more viewers than the galleries. So the passion for the walls is a big motivation point for the anonymous street artists. They also need spaces in the city and they also need to build up their own tools and playgrounds.

These two inspiration points and concepts are coming from the errors in the city. They are mutating and becoming a part of a reality in the city. They are hacking in to the city and changing everything they need without using any laws and politics. But this act doesn't mean they don't have a political view. Most of the famous street artists have political views. An other amazing thing about these urban cultures is they acting like tribal groups and they are moving and improving themselves with an open sharing system. They are moving all together like squads to capture a space in the city. They are sharing their knowledge all together and they are not using individual spaces. If there is a wall they want to paint, they are painting it all together. The drawing becomes more powerful if different artists put drawings on other artists drawings. If an artist doesn't like an old painting on the wall, he has to draw and combine his drawing to make a new one.

the errors in the city

I think to change or give a shape to a city, there must be a motivation point and a goal. People has to enjoy a circumstance so they can move all together to change the structure. I thought i should reveal an error or create one to motivate people to move differently. My first idea was to create a game which needs contribution. The contribution of the game mustn't have to be limited by the number of people. The game has to contain all individual and dividual attempts. I started with creating a game that can be played in a crowd but it was really hard to build up a game with a subtext. So changed my mind and started to look for what is missing in Rotterdam. I realized that the city of Rotterdam is wrongly build physically. The first problem for me the city is very windy. The weather is changing very fast and the wind is boosting the weather conditions in a bad way. The streets are too wide and the apartments and houses are always standing all alone against these weather conditions. If there is a surveillance camera on a street, it can see everything happening on the street because the streets are too wide. For me the normal Rotterdam with these hard weather conditions, all the buildings has to be close together to avoid the wind to enter the living spaces. With of all these problems it is impossible to enjoy on the streets with big groups of people. This makes it impossible to let the people to create an error to place the possibility of creating a new urban culture on the streets.

I started to see this situation in the city as an error. The problem, i wanted to create had to contain an individual problem because it is so hard to gather people on the streets. I realized that there are no protests happening in Rotterdam. Everybody has their own individual world but also everybody has a political view but nobody wants to do anything about anything. So i thought i can create a machine that can shout a protest.

the sweeping robot

I found a sweeping robot on e-bay. I was amazed about this robot because it is not a robot first of all. It has no processor to scanner no nothing on it but it can move randomly if you put it on a flat surface. The structure of the robot was very brilliant. There is a motor in the middle of the ball and there is a weight near the hard plastic structure so when the motor turns, the weight creates a momentum and the ball starts move forward. If the ball gets stuck, it starts move randomly at that space and gets out of the problematic space.

The second thing i thought was to attach a sound board on the ball that can record sound and play it back in a loop. So it would be ball that can protest and move just like a real protestor. The ball can shout an individual protest and if there are lots of balls at the place, they can shout the same thing all together. I thought the ball can be a little solution to all the people who wants to protest something. They can buy it from a store and put at a central place and the ball can do its own work.

Before starting this project i was very interested in the "institute for applied autonomy".

The Institute for Applied Autonomy

"The Institute for Applied Autonomy (IAA) was founded in 1998 as a technological research and development organization dedicated to the cause of individual and collective self-determination. Our mission is to study the forces and structures which affect self-determination and to provide technologies which extend the autonomy of human activists."

On their web site they are building up professional machines for the use of activism. The projects they are building up, has to be called professional because the projects are always realistic and affective. With their projects they are not leaving any questions and any gaps between mechanism and usability. The projects always have a very simple solution to the problems and the projects they build up are very strongly built up. An other brilliant idea about their projects is, they are always leaving an empty subtext about the use of the projects because if an activist wants to use the project, he can fill the subtext politically. With this solution they are preventing themselves from getting evicted with any political charge.

I take "institute for applied autonomy" as an example and an inspiration for my project because the personal protestor has to be realistic and reliable.

building the ball

Building the ball has its own problems also. The first problem is the budget. To be realistic and critic to my project, the ball has to be cheap because it will get lost or broken after one use if the owner will not look

after the ball. For the first prototype this is not a matter because the materials i use with this project is around 200 euro but the ball i bought from ebay is 6 euro which means if the ball goes to mass production it will not be higher then 9 euro. The second thing is it should have a security system because the ball has to roll around for a long time. If the ball stays at the space more then one hour it is enough for a protest. So i thought i should put a motion sensor if somebody wants to pick it up from the floor it can start play a loud alarm sound and this can prevent people to touch it for a long time. The third critic is, it should have a hard plastic around it because if somebody kicks the ball the mechanism can get damage. so the ball has to be small as possible to build up a strong plastic around the ball. With these three rules the ball can work very well compared to the project.

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The project is still in progress i will finish this part of the article after i build it up again with the new materials i found.

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► first version of the ball project which has a broken motor inside.

the design of the box and the ball

The design of the box contains testicle drawings at the both sides and the name of the first version is bastard. I painted testicles on the both sides because the people who wants to use the ball have to have a belief and confidence to themselves. And i used very contrast blue, red, yellow and light yellow to attract attention. But because i couldn't find the right paint colors i wanted, i painted a yellow layer over it and give some worn out affect to let this attraction a little bit oldschool and retro enjoyment.

The name of the ball is bastard because it shouts around and hits everything around and this gives a crazy feeling to the ball.