

Doing the Gooney 2.0

October 3-7.2009, Cryptic Nights

Centre for Contemporary Arts (CCA) Glasgow

Recipient of the Alt-W Award and supported by
New Media Scotland

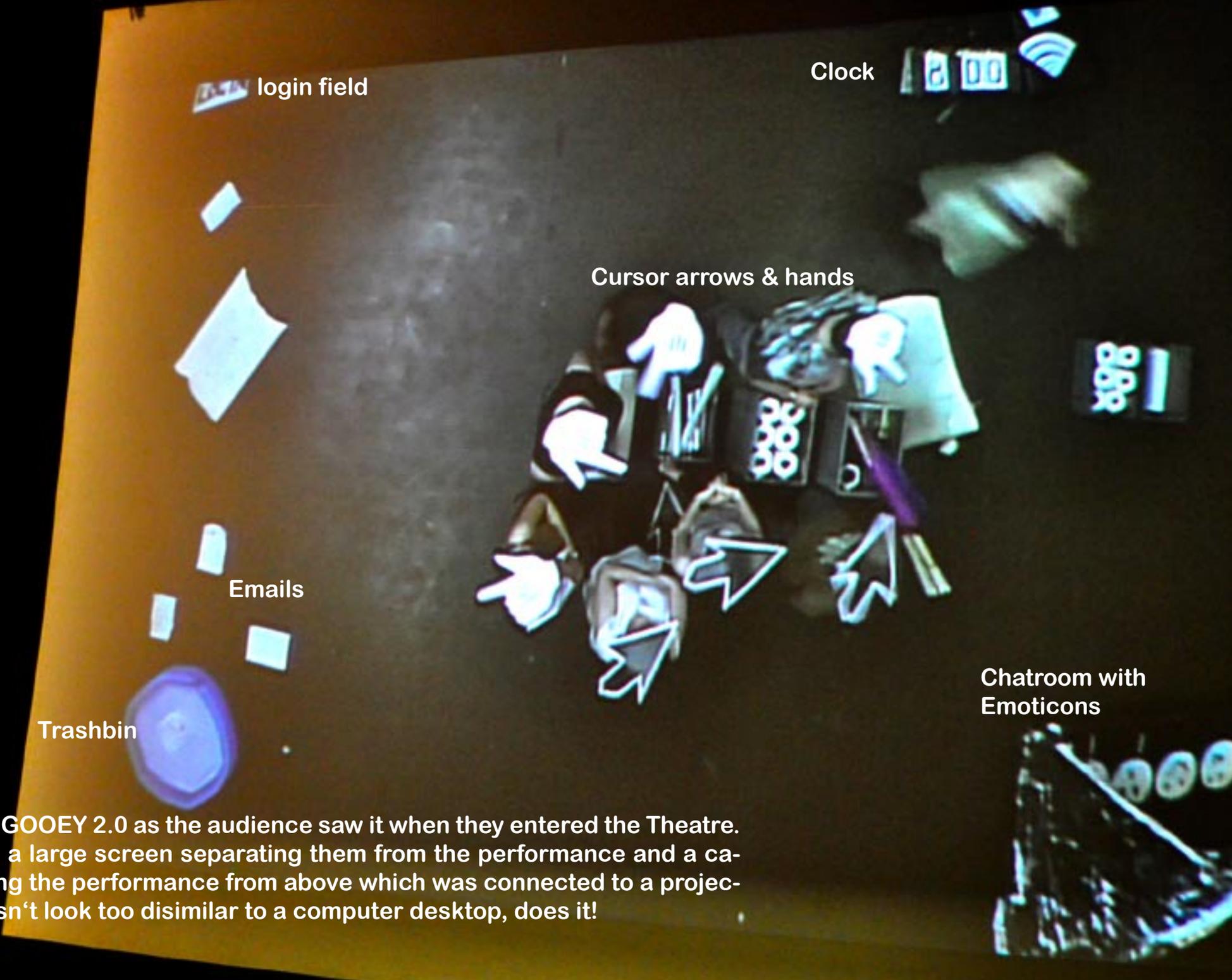




Our participants thought about how you move through a Gooey and how it's possible to recreate those movements in real life. They thought about what they use Gooeys for and whether or not these uses existed in physical form before computers became as popular as they are now. They also thought about how Gooeys can be annoying, how they can slow down and sometimes even stop working all together!



Once we'd decided on all these things we started to construct our Gooley and practicing how to move things around. Here's a picture of a participant sending a cookie, something that is usually invisible and sent to your computer when you look at an Internet site, only in Doing the Gooley a cookie is moved around with a broom and takes longer! The next step was to perform the Gooley in front of an audience in the theatre.



login field

Clock

Cursor arrows & hands

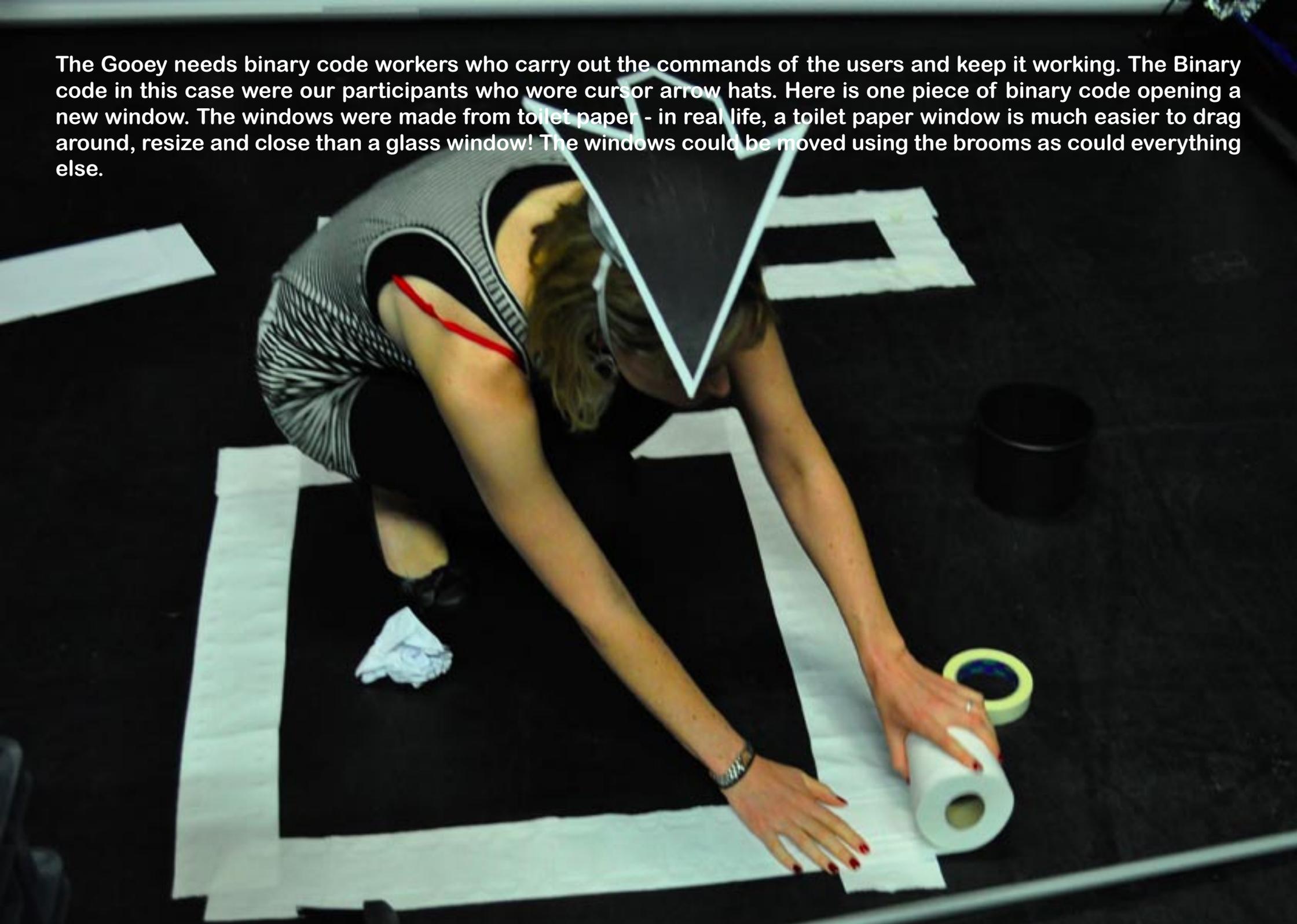
Emails

Trashbin

Chatroom with Emoticons

This is the GOOEY 2.0 as the audience saw it when they entered the Theatre. There was a large screen separating them from the performance and a camera filming the performance from above which was connected to a projector. It doesn't look too disimilar to a computer desktop, does it!

The Gooey needs binary code workers who carry out the commands of the users and keep it working. The Binary code in this case were our participants who wore cursor arrow hats. Here is one piece of binary code opening a new window. The windows were made from toilet paper - in real life, a toilet paper window is much easier to drag around, resize and close than a glass window! The windows could be moved using the brooms as could everything else.





The Gooley 2.0 featured a help icon who escorted the audience INTO the Gooley so that they could begin using it. The help icon was based on ,Clippy‘ the old Microsoft aid that during its ,lifetime‘ managed to be more annoying than helpful. Our version of Clippy ended up being very highly strung and at the end of the performance logged in all the audience members in an attempt to sabotage the Gooley! **BAD Clippy!**

Once Clippy had logged in the ,users‘ they were rolled around on a wheeled office chair and shown through the Gooley. They could tell their binary code assistants to carry out different commands for them, such as sending an email, chatting to another user or playing a game. Most of the users were so shocked about being behind the screen, however, that they didn‘t know WHAT to do with themselves and ended up in fits of giggles.





Sometimes unexpected things would happen inside the Goey. Here we have a screen-saver that started up without warning.

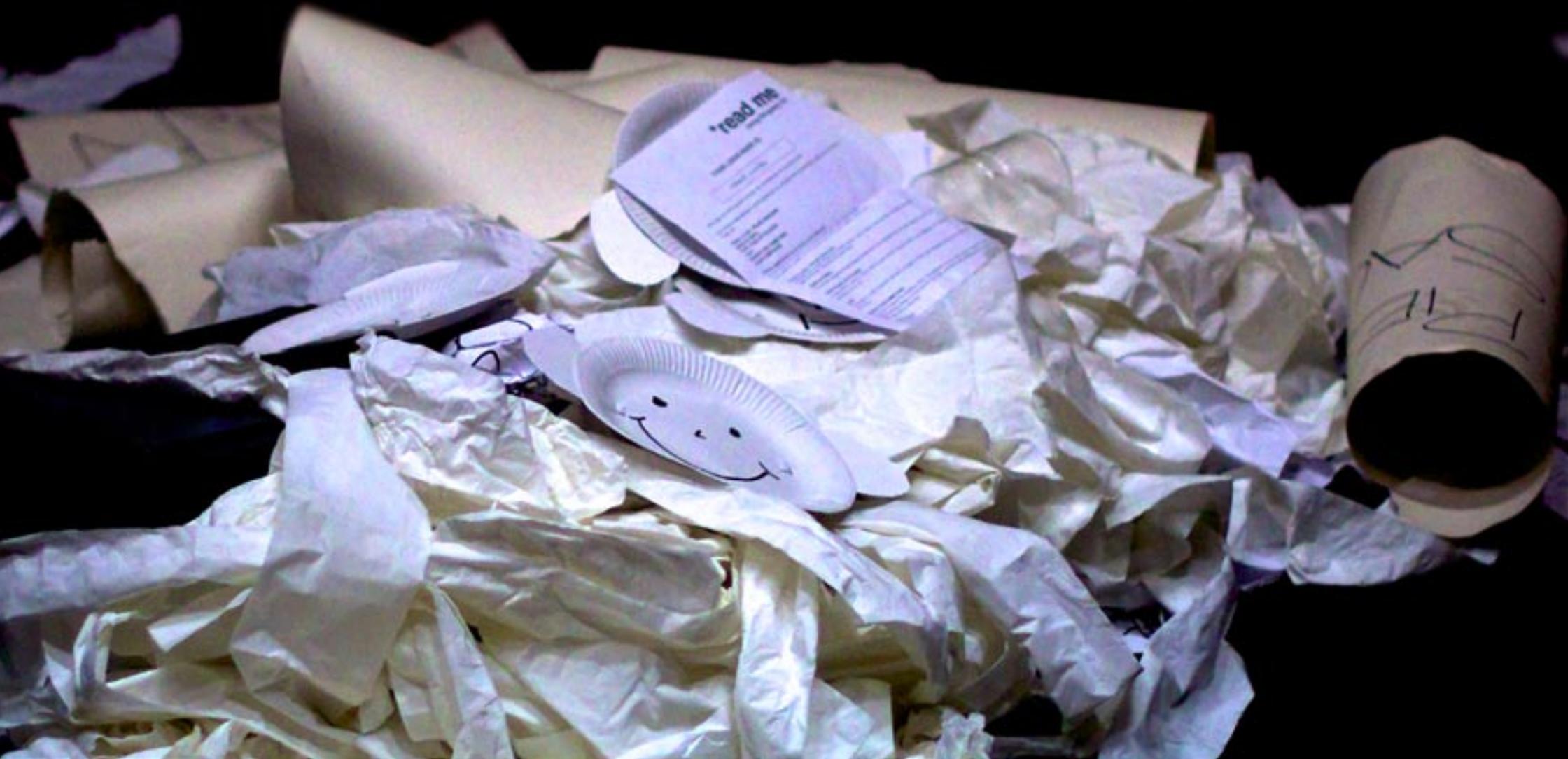
Other times the work for the binary code would just get to be too much and they would have to take a break. They did this by twirling a rainbow-coloured umbrella above their heads for a while - everything else stopped moving.





The Goopy was also a lot of fun - you could play a game of PAC MAN!

At 8:45 pm the Gooey 2.0 crashed for good and all that was left was a pile of unread emails, useless read-me's and discarded user profiles. Is this what the inside of a computer trash bin would look like in real life? We think so!



These ladies are the gooeyTEAM - Malve Lippmann and Catriona Shaw - who are responsible for the project. For more information please visit: www.gooey.de



Doing the Goopy is a versatile project and can be adapted to suit most venues. What's more, it's a huge amount of fun. After Doing the Goopy, you'll never look at a computer screen the same way again.

