

# The Beginning

HELLO  
@sally

# Chatter

Alicia Zink



The physical world and the virtual world are two distinctly separate worlds. The physical world is the dominant world – it is the one we live our day to day lives in – however the virtual world is becoming more and more prominent and is beginning to appear where you would not quite expect it.

The internet, the hub of the virtual world, is starting to play a major part in our everyday lives. Be it for education, networking, or just socialising with friends, many people use the internet on a regular basis. We send emails to each other, participate in chats and forums, and keep blogs.

All this chatter accumulates in the virtual world but it also trickles into the physical world, bridging the gap between the two.

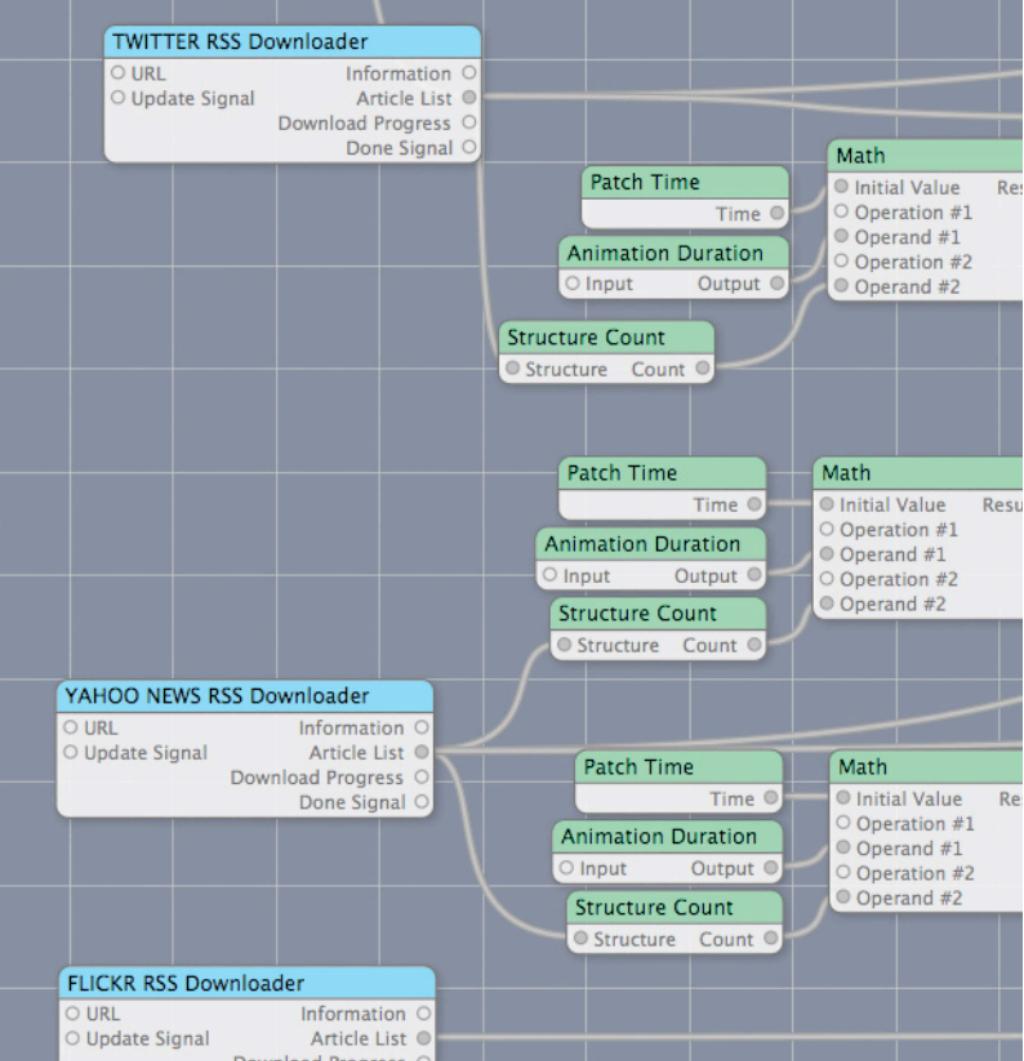


Quartz Composer File Edit Editor Viewer Window Help

+ Patch Creator

Zoom Levels

Root Patch





The visual thesis was made in Quartz Composer. It is a feed aggregator in that it searches websites such as Twitter, Word-Press, Flickr, Yahoo! and Google for any tweets, comments, news articles or blog entries that contain the words 'hello', 'hi', or 'good day'. Those words in particular were chosen because they're common, everyday words that that everyone says in conversation.

The comments Quartz finds are then outputted to the visualiser. For some feeds, their positioning and appearance is decided by the feed itself (ie: the number of characters in the feed decides what colour it will be or how far down the screen it is positioned). For others, the values are manually set so they look good in among the former feeds.



Wanting Jobs Agent Mac  
Midtown): Hello. I have recent

lished a new

Agent Mac

duplicate text  
bulletin SEO  
Travel Blog | Travel Journals  
Forums

Agent Wanted  
twitter peeps!  
have recently  
ver and I will

5d5  
Women's Connection invites everyone to  
Women's Hollywood

urnal  
Hello,  
name  
Jayne  
I'm a  
to Nu

ello all, it's 5:45pm! Did you  
hello Look at my hot p  
that? I have work soon  
[tp://tinyurl.com/ko](http://tinyurl.com/ko)

you must regis  
Hello Kitty, the Japan  
will mark her 35th bir

# 3 Signs]]

The final work was projected in the campus' common room. This room was chosen because, just as the internet is the hub of the virtual world, the common room is, in a way, the hub of the campus. It's where people go to eat, sleep, relax, work on projects, chat... it's the social area.

The chatter on the projection is not set up in a way that is easy to read. For one, it is taken out of context. Secondly the comments are arranged in a way that they are cut off or partially hidden. It is much the same as being in a cafe. Everyone around is holding their own conversation, and one can only pick out parts of each conversation.

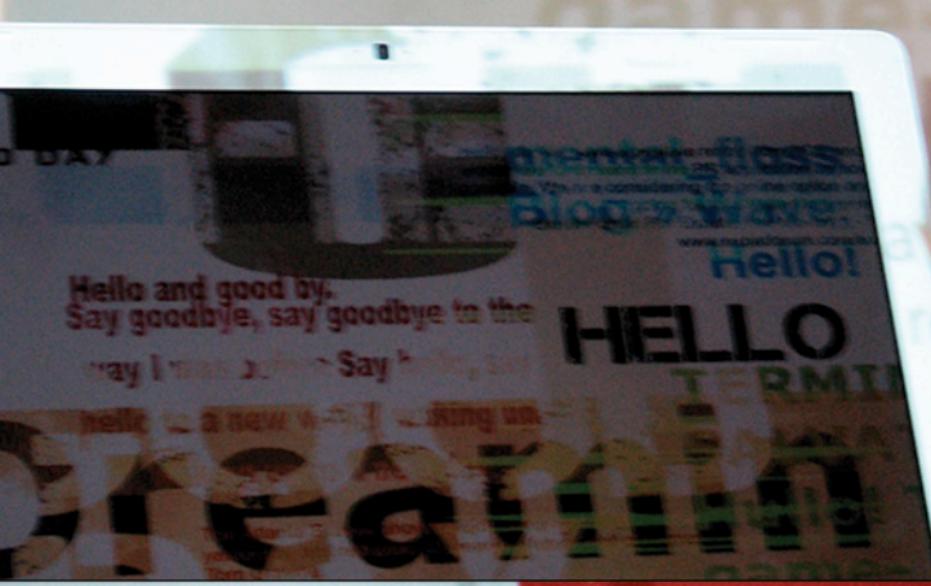
With a quick glance one may not get anything out of this work, but if one was to sit and watch for a time, the comments begin to form new conversations with each other, taking on a new life in their new setting.

HELLO

I RM

king up

YEAH! game-



A large, red cylindrical container with a black band and a black cap, sitting on a dark surface. The container has white text and a graphic on it. The background is dark.

ometimes all it takes if you'  
Hallo, ich wünsche all  
k is to get back to the ba  
schoener Sonntag! ----- P

## 1. Marketing 4 P's for Instagram

# all one nice sun let's Simplify #marketing

Hong Kong and São Paulo, Sanrio Digital ( [www.sanriodigital.com](http://www.sanriodigital.com) ), Kong and Boston, and o GameMaxx ( [www.gamemaxx.com](http://www.gamemaxx.com) ), São Paulo, today announced Hello Kitty Online in Brazil. Hello Kitty Online is a new game based on the Sanrio character Hello Kitty, developed by GameMaxx. The game will be available in Brazil and other countries in Latin America and Asia. The game is currently in development and is expected to be released in early 2008.

What is the next stage? The virtual world is becoming stronger and stronger, but it will not necessarily surpass the physical world. Humans are physical beings and our bodies must reside in the physical world.

One possibility is that the virtual world will continue to leak over into the physical world until the barrier between the two worlds becomes obsolete; we exist in our physical bodies and the virtual world comes to us. Another possibility is that we give up our physical beings and go to the virtual world; the physical world becoming nothing more than a storage shed for our unnecessary bodies.

PR  
n fransisco, hello  
x at my hot photos I poste  
and winter!  
[nyurl.com/kogzv5](http://nyurl.com/kogzv5) Kisses

(you must register first)

Hong Kong and São Paulo, Brazil – June 1, 2006 – Sanrio Digital ( [www.sanriodigital.com](http://www.sanriodigital.com) ) based in Hong Kong and Boston, and online games publisher GameMaxx ( [www.gamemaxx.com.br](http://www.gamemaxx.com.br) ) based in São Paulo, today announced they have partnered to bring Hello Kitty Online in Brazil.

VIDEO

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...the past few weeks. I spent time in between surgeries thinking. Who is he? What are his views? He has to... everything about his new person... antok the Destroyer of Flammable... - <http://shantok.livejournal.com>

# Shantok Modern Wing gives

# FAREWELL.

Thinking  
should  
outside

2009, the future  
on Saturday. Paul  
among 226 graduates

I'll do it  
BYE