



**Take me
I'm yours!**

Take Me I'm Yours

Artwork for ISEA 2011



**When you're done
eating me, put a small
candle inside me, light
it and put me on a wall.**

Introduction

Take Me I'm Yours is a third generation Internet of Things (IoT) artwork that evokes 'actions'.

1st Generation – Read Only

The first generation of IoT technologies simply recall immaterial data that is associated with an artefact when it is scanned. Barcode scanners in supermarket checkouts, or near-field scanners used to check passports at airports, devices 'read' tags and codes and recall data upon that item from a networked database.

2nd Generation – Read and Write

Second generation IoT technologies allow for the writing back of data on to a database via a tag. Systems such as www.talesofthings.com or www.stickybits.com allow consumers and owners of artefacts to 'write' information back to a tag allowing others to recall and further comment.

3rd Generation – Read, Write and Act

A third generation proposed by the artist and designers of Take Me I'm Yours involves not only the reading and writing of/to tags, but the passage of instructions and actions through objects to facilitate their movement through space/place. The tendency for the first two generations of IoT is that objects are not shared in the actual world - only the immaterial data that they are associated with.

Take Me I'm Yours is an iPhone app that allows users to read a traditional barcode that is associated with everyday consumer items. Upon scanning a code the user is prompted with an action to do something with the artefact: "Give me to your neighbour", or "Take me to work with you".



**Open me up in the
car park and offer
me to the first person
you meet.**

Through actions that correspond with 'real world' contexts 'Take Me I'm Yours' encourages the movement of things through people, places and circumstances to provoke new histories and question the perceived function and value of artefacts. When the Cornflakes packet is browsed at home by a family and it says "Turn me inside out and design your own packet", the artefact is given a voice that provokes a self-transformative action.

The artists would like to launch the Take Me I'm Yours in Istanbul during ISEA 2011. By associating actions and instructions with Turkish consumer products, any item will be able to recall an instruction. Launched and presented through a workshop and short talk. The project team require a venue from which to present and disseminate the artwork, and an installation inside a gallery. The installation will simply consist of a shelf containing a range of popular consumer items that all have their own bar code. Visitors to the gallery will be invited to use their own smart phone to scan artefacts and listen to and follow the instructions from their phone. The artist team will replenish the shelves throughout the exhibition and we can expect to see objects move throughout ISEA and out into Istanbul.

The system is in beta form at present but will be trialed in Europe during the Summer in anticipation of ISEA2011 in September.



**Take me to work and
leave me on your boss's
desk with a message
that says "Take me
home to your kids".**

Artistic Team

Take Me I'm Yours is a project developed by: Rachel Clarke, Christian Dindler, Daniela Petrelli, Duncan Shingleton, Rachel Charlotte Smith and Chris Speed.

The Take Me I'm Yours artwork was developed during the Heritage Inquiries: A Designery Approach To Human Values workshop at the DIS 2010 conference in Aarhus.