



David Elliott, Andrés Colubri, Patrick Tierney Public / Pirate Community Radio, 2009

Internet Application: <http://publicpirate.com/>



Public / Pirate Community Radio is an ad-hoc mesh network of micro powered FM radio transmitters. They work as an autonomous Radio Bulletin Board System allowing anyone in the local community to phone in and add their message to a streaming broadcast. The system tries to be as cheap as possible using common off the shelf products and open source software. The system is designed to facilitate international connectivity between local communities through the use of Voice over IP. Members of a local community can become more connected by having a pervasive forum to voice their interests and concerns. Multiple communities with related interests can foster a sense of connectedness, even internationally.

This project is supported by UCLA Design I Media Arts and UCLA Art I Sci Center & Lab.

Biographies

Andrés Colubri is a visual performing artist, hacker, researcher and open source advocate. Originally from Argentina, he originally studied Mathematics and then did research in computational biology at the University of Chicago. He afterward spent some years in the United States moving between diverse areas of scientific and artistic practice, from bioinformatics to media arts and interactivity. He is particularly interested in digital performance and interactive technologies, and has been involved in several theatre and performance projects at the University of California, Los Angeles. He is currently exploring the languages of live cinema and VJ'ing while developing his own custom software tools for visual performance. He is also collaborating with Ben Fry and Casey Reas to extend the real-time capabilities of the Processing programming language and environment.

David Elliott is an artist who strives to use simple materials to address complex concepts. He has a background in photography from the International Center of Photography in New York and in fine art from San Francisco Art Institute. He is primarily interested in social conceptual work that touches on games, psychology, politics and design.

Patrick Tierney is a student of architecture at Princeton University, previously having studied at UCLA with the department of Design I Media Arts. He is currently working in Los Angeles for an independent video game developer.



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