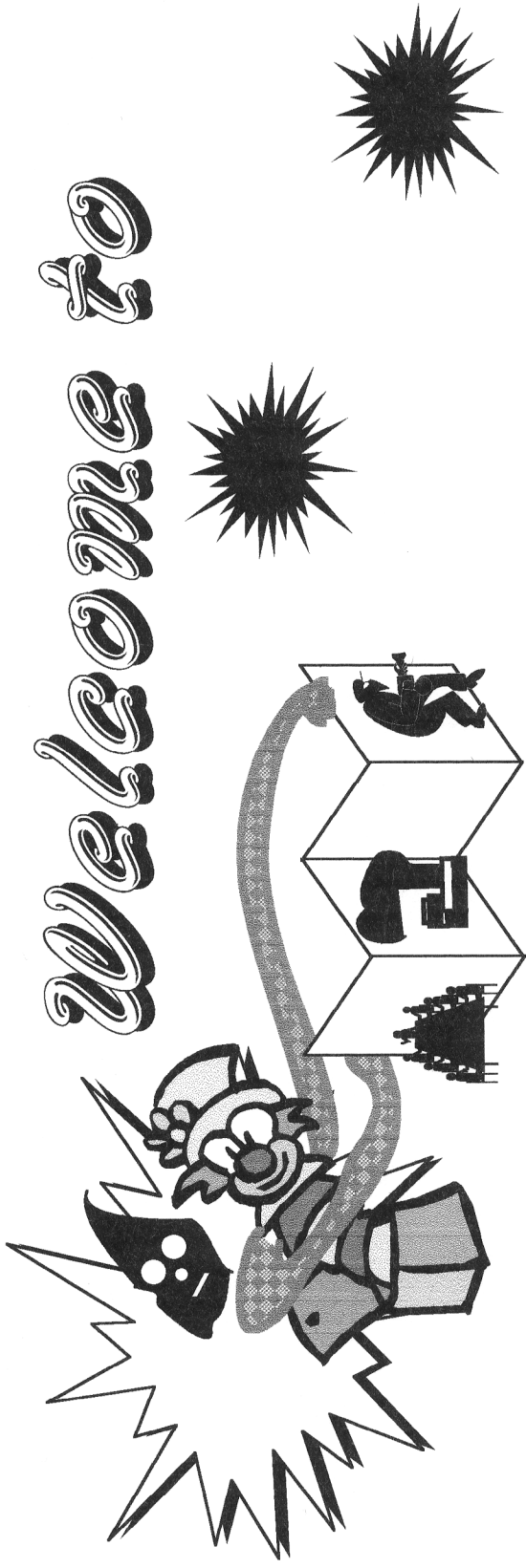


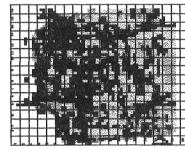


CRIME

Experience it all

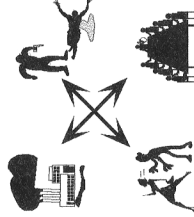
Map-Crime

See Statistics in Living
Light, Sound & Motion



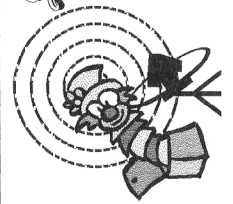
Choose-Crime

Choose the kind of crime
to be displayed



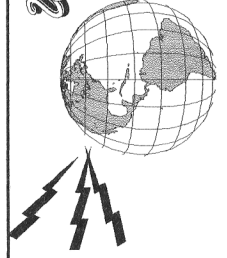
Scan-Crime

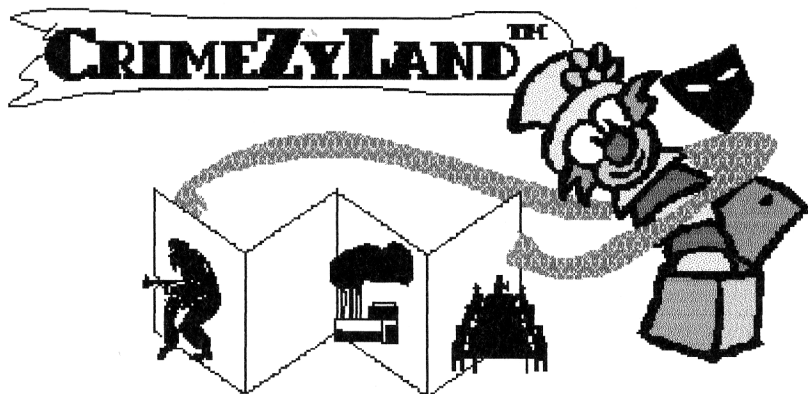
Hear crime happen live
via police scanner radio



Web-Crime

Listen to opinions of the
world via World Wide Web

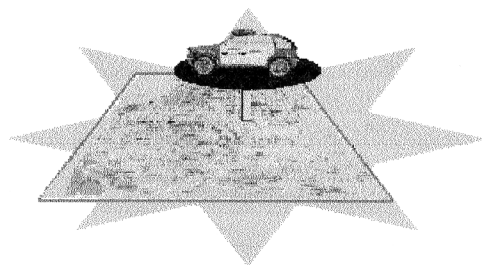




A physical/web art installation by Stephen Wilson

A "Playland" of Crime: CrimeZyland, an interactive public art exhibit located in the outdoor installation space across from San Francisco's City Hall, offers attractions such as Map-Z-crime, Choose-Z-crime, Scan-Z-crime, and Web-Z-crime to visitors and Web surfers alike. CrimeZyland will take place from March, 98 to June, 98. It is part of the Exploration: City Site Public Art series sponsored by the San Francisco Art Commission Gallery.

What Is It? CrimeZyland is an art installation that will transform the City Site lot into a computer controlled living "map" that creates light, motion, and sound corresponding to the minute by minute statistical level of crimes committed in San Francisco districts, as indicated by the Police Department CABLE crime statistics. The viewer can experience the crime "pulse" of the city firsthand.



Artistic Agenda: This installation appeals on a sensual level, and also encourages viewers to think about deeper issues.

1. **Crime as Entertainment:** Using the strategy of absurd extension, this installation asks viewers to question the media circus created around crime. Are TV crime reports or this humorous "Disneyland of Crime" appropriate events?
2. **Deconstructing Crime:** What's a crime? Who defines it? What are our prejudices about crime? Are street crimes worthy of more attention than other crimes against the community such as poisoning the Bay or creation of dangerous products that kill or maim?
3. **Information visualization and access:** The installation will use the tools of public sculpture to give viewers intuitive access to this provocative information about urban life.
4. **Real vs. Virtual Presence** The installation asks viewers to think about the difference between physical and Internet participation in public events. Some analysts note that because of crime, urban dwellers increasingly engage in "cocooning". This installation offers enhanced control options to those brave viewers who venture out to be physically present.

What Can Visitors Do at CrimeZyland? Just like any self respecting theme park, CrimeZyland offers a variety of attractions.

Map-Z-Crime: See and hear the pulse of crime 24 hours a day. The City Site Lot will be transformed into a map of San Francisco defined by California poppies and crime tape markers. Poles placed at the 10 highest crime spots will spring into life when a crime would statistically be happening in that location. Go to Map-Z-Crime for detailed map and images of crime spots (coming soon). Also check links on Information Visualization. (Event available only to physical visitors)



Choose-Z-Crime: Determine the crime focus. The lot can visualize several kinds of crime - composite, murder, rape, assault, robbery, car theft, ecological (pollution of the air, water, earth, destruction of species), bizness as usual (corruption, oppression, fraud, negligence). Visitors can choose what statistics are featured. Go to Choose-Z-Crime to choose the focus and to link to the Crime-Z-Camera showing physical viewers. Also follow links for information about varieties of crime. (Priority control available to physical visitors. Web viewers can make the choice when no physical visitor is in control.)



Scan-Z- Crime: Listen to live police transmissions to hear crime as it happens. Few people realize that in some countries police intercommunication is publicly available via special "scanner" radios. This access is currently under legislative assault and may not be available in a few years. Follow links to scanner codes and information about scanners. (Event available only to physical visitors)

Web-Z-Crime : Speak your opinion about crime. Web visitors can explain what they think is the worst kind of crime. A speech synthesizer will speak these words into the air at the City Site Lot. Follow link to Web-Z-Crime to speak your opinions. Also follow links to information about crimes. (Event available only to web visitors.)

Links

Live web camera of flesh visitors to CrimeZyland

Links to web events focused on crime, crime analysis, scanner radio information, etc

Technical explanation of how CrimeZyland was built

Quicktime movie of CrimeZyland in action (300K)

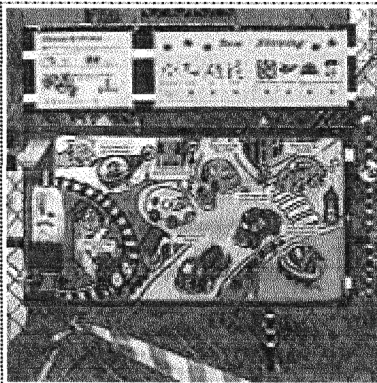
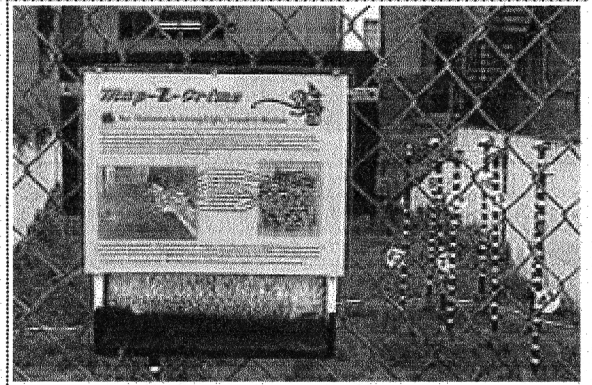
For more information contact:

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CrimeZyland Technical Details

CrimeZyland is a theme park of crime with several "attractions". It runs on a network of 3 Macintoshes and 3 STAMP microcontroller computer chips. Here is a description of the attractions and their technical infrastructure.

Map-Z-Crime creates the living map of San Francisco in which information visualization robot clowns and toy police cars located at each of the 10 highest crime spots in San Francisco jump into action when statistics suggest a crime might be happening. The San Francisco Police CABLE statistics from last year with hour-by-hour and block-by-block breakdowns are loaded into a Hypercard stack on a Macintosh. My program determines the current time and checks if the focus crime is likely to be happening at each of the spots. If a crime is indicated, the program sends a message via serial communication to the STAMP microcontroller telling it to activate the clown. Each pole consists of a dc motor to actuate the clown and electronics to control the police cars. I programmed the STAMPS in a special built-in mini-BASIC.



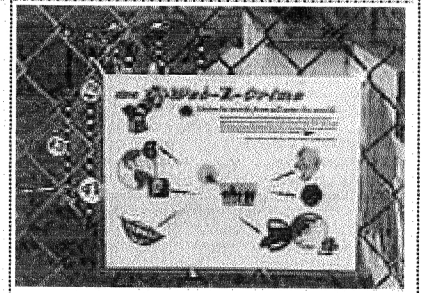
Choose-Z-Crime allows physical and web viewers to select the focus crime -- composite, murder, rape, assault, robbery, car theft, environmental, or corporate crime. The map activates in accordance with the chosen crime - for example, if a viewer has selected murder, the poles will spring into action to indicate likelihood of that crime. Physical viewers see a 2x3foot plastic cityscape mat as the main interface. I reversed engineered this toy to adapt it to the installation. They push on different parts of the image to indicate their choices. LED's on the "Now Showing" board affirm their choice, an ISD voice chip speaks the chosen crime, the mat makes an urban sound effect, and the "Who's in Control" LED indicates the event is currently under local physical control. If a Web viewer makes a choice the interface "automatically" actuates all the actions (sounds, lights, words, etc) and turns on the LED to indicate that a Web viewer is in control.

Accomplishment of this dual physical/web control situation, several computers and a microcontroller chip work together. A Macintosh running Hypercard manages the CGI response for web viewers and FTP's (via applescript and Fetch) the information to one of SFSU's Sun servers. A Macintosh located at the Art Commission Lot uses HyperCard, Fetch, and Applescript to retrieve information on Web viewers' choices to control the physical interface mat. It assesses if a local viewer is in control and if not, sends choices via serial RS-232 to the mat. The mat is controlled by a STAMP microcontroller. The STAMP constantly monitors the actions of physical viewers and the information about web viewers and adjusts the indicator lights, sounds, and spoken words accordingly. Physical visitors are often surprised to see the mat changing in front of them as Web viewers control it.

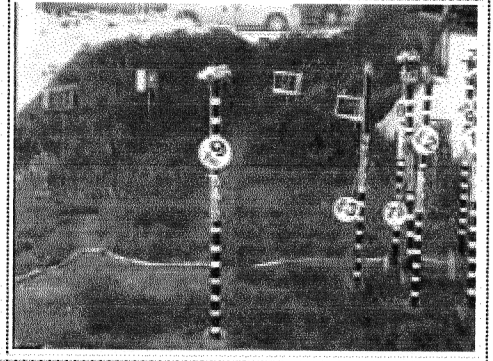
Scan-Z-Crime allows physical viewers to hear live police scanner transmissions by pushing a button. Periodically, it inserts fictional transmissions that sound like valid police transmissions but focus on environmental and corporate crimes not addressed by police actions. The event is controlled by a STAMP microcontroller. The microcontroller monitors whether a physical viewer has pushed a button. It then picks whether the viewer should hear a real or fictional transmission. If it is time for a real transmission, the STAMP turns on a digital analog switch to send scanner radio audio to the remote speaker where the viewer is. If it is time for a fictional transmission, the STAMP turns on an ISD voice chip which has preloaded transmissions and directs the analog switch to send the voice chip sound. The STAMP sends 30 seconds of transmissions and then turns off the speaker until a new button push.



Web-Z-Crime allows web visitors to speak their opinions on crime out onto the street at the physical installation. Web visitors type their words onto a web page. Web-Z-Crime uses the Macintosh speech synthesizer to speak the words and the Macintosh CGI arrangement described above in Choose-Z-Crime to send the information to the installation. Users can pick any of 15 speech synthesizer personalities that fit with their words. Samples are available at the web site. The installation amplifies the sounds and sends them to the speaker located at the installation and then out to the street to whoever happens to be standing there.



Kinetic Information Visualizers: Each crime spot is marked by a 10 ft pole topped with toy police cars or motorcycles. These toys flash lights, make police sounds and emanate voices when activated. I reverse engineered the toys to make them controllable by computer. Each pole also incorporates kinetic rotating or swinging elements and control electronics. When a crime is statistically indicated, a STAMP chip computer sends signals to the pole electronics which activate appropriate responses.



[Back to main CrimeZyland site](#)

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