

NECROPOLIS
14.07.2017- 17.07.2017



I'm Leoni Fischer, and am as a product design student currently finishing my second year at Bauhaus University Weimar. I like to explore the adventurous ways through the labyrinths of design always curiously following the light at the end of the tunnel.

Necropolis is a gleaming half-digital memorial object that transforms our digital presence into light signals after we have passed away. The overload of personal digital content is coded and thereby abstracted to create a more pietic atmosphere.

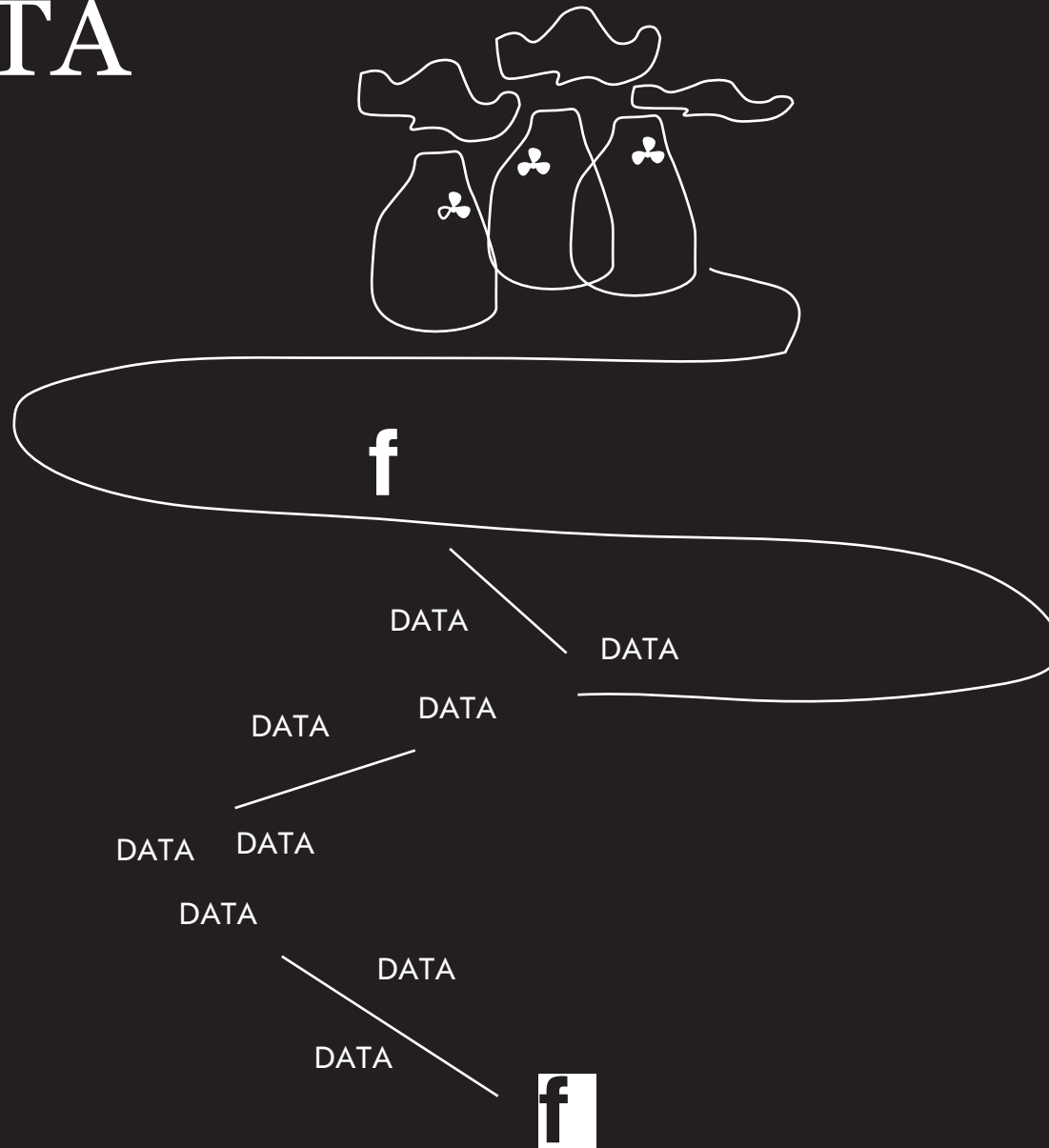
nicedayforamemorial

Necropolis and the encryption of our digital afterlife.

For centuries humans have used forms of encryption to transform information into a secret message which only a chosen number of people could read. While we produce more and more data, daily, and sometimes without even knowing, the encryption of content bares the potential to add another quality other than secrecy. Its the quality of abstraction. Encoding the unfiltered data overload that we leave behind once we pass away, Necropolis creates value through abstracion.

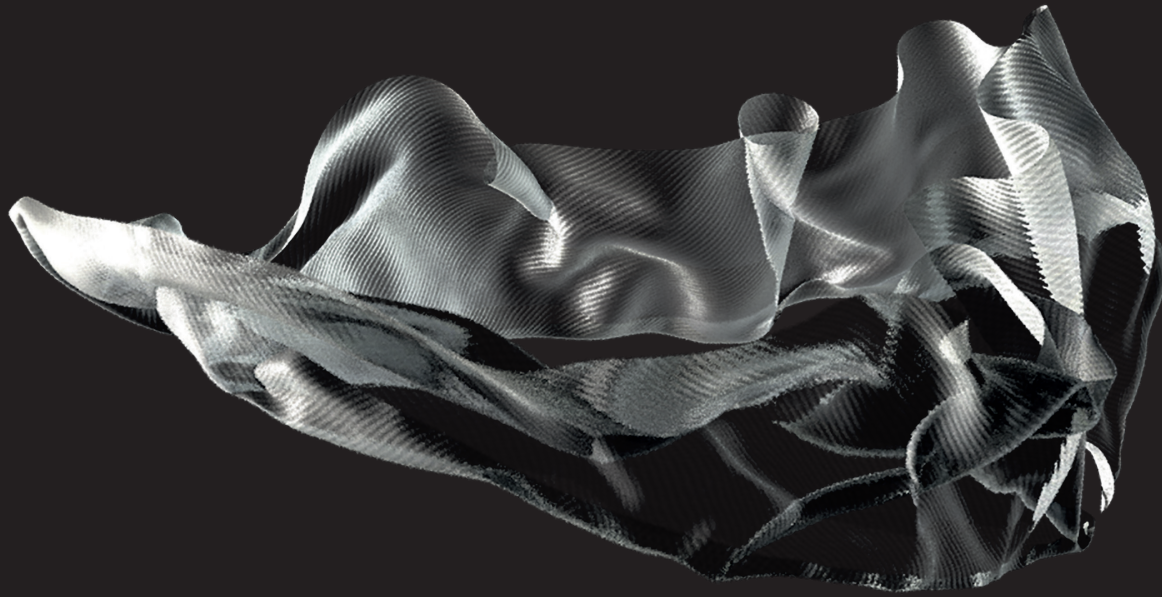
DEAD DATA

and its value chain



Data is a physical good. Its production and storage is powered by huge amounts of electricity. If Cloud Computing was a country, it would even have the 5th biggest energy consumption worldwide. The high amounts of data, that we produce daily through our devices are stored in big data centers all over the world which are rented by big companies such as Amazon. But what happens to all the data, once a loved one passes away? How to go through our digital inheritance?

Do we need everything of that unfiltered mass of information that's left behind and how can we create value from it for ourselves? Can data affect our mourning process at all? How do people mourn already in the digital world? My aim was to work with the digital mourning process and to make a design intervention that brings together the unfiltered mass of big data with a rising digital mourning culture in a culturally and ecologically sustainable way.



My aim was to work with the digital mourning process and to make a design intervention that brings together the unfiltered mass of big data with a rising digital mourning culture in a culturally and ecologically sustainable way. Necropolis is a memorial object for our digital presence after we have passed away. An algorithm transforms the Facebook activity of a person into light signals. These are transferred into small LED lights which then adapt the individual activity. The light is built from only technical components, while the surrounding structure features natural materials, which are commonly used in memorial objects or associated with death.



proposal 1



proposal 2

They say that in the twin cities there is no longer any way of knowing who is alive and who is dead.

- Italo Calvino, *Invisible Cities* -

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println("LED1 hat folgende Zeiten:");
index1=0;

ledAssignIndex1[ledAssignIndex1] = zeitAbstand(0,5,0); ledAssignIndex1-
ledAssignIndex1[ledAssignIndex1] = zeitAbstand(0,5,0); ledAssignIndex1-
ledAssignIndex1[ledAssignIndex1] = zeitAbstand(0,0,1); ledAssignIndex1-
ledAssignIndex1[ledAssignIndex1] = zeitAbstand(0,0,10); ledAssignIndex1-
ledAssignIndex1[ledAssignIndex1] = zeitAbstand(1,0,1); ledAssignIndex1-

----- LED2 Zeiten -----
println("LED2 hat folgende Zeiten:");
index2=0;

ledAssignIndex2[ledAssignIndex2] = zeitAbstand(0,4,0); ledAssignIndex2-
ledAssignIndex2[ledAssignIndex2] = zeitAbstand(0,4,0); ledAssignIndex2-

----- LED3 Zeiten -----
println("LED3 hat folgende Zeiten:");
index3=0;

ledAssignIndex3[ledAssignIndex3] = zeitAbstand(0,2,0); ledAssignIndex3-
ledAssignIndex3[ledAssignIndex3] = zeitAbstand(0,7,0); ledAssignIndex3-

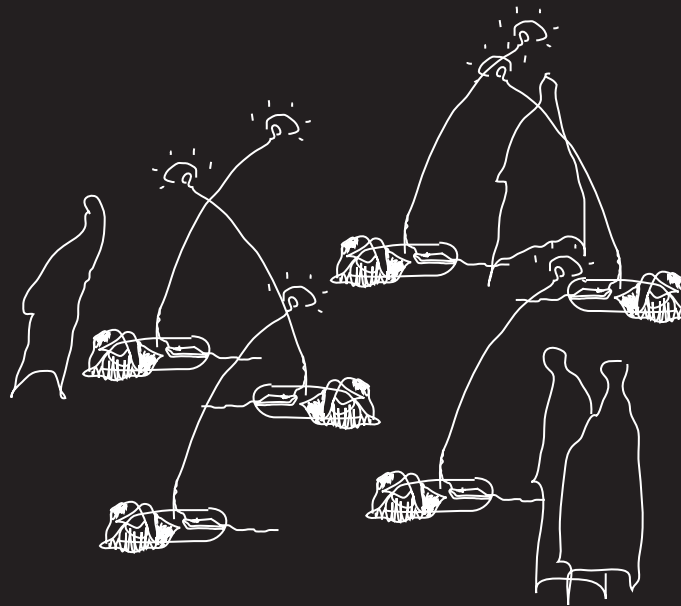
----- LED4 Zeiten -----
println("LED4 hat folgende Zeiten:");
index4=0;

ledAssignIndex4[ledAssignIndex4] = zeitAbstand(1,0,0); ledAssignIndex4-

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To get started I tried to get in touch with the community that is existing around the topic of digital afterlife already. While attending a workshop about the topic at the Re.Publica in Berlin, I had important insights in how different people think about digital mourning and their personal digital heritage. I even had the opportunity to talk to the leaders of the workshop, two bloggers that write especially about my topic. Apart from that I explored different digital spaces where digital mourning already takes place and chose to focus on facebook as a social network for my specific design intervention.

// HOW



The question of our digital afterlife can't have solely one answer. Necropolis is my individual interpretation and proposal for a serene and petic way of remembering our digital dead. Since I wasn't aware of this topic at the beginning of this project either, it is a try to find the way I personally would like to have my digital life being remembered. Even in the digital age it takes time to form traditions and develop culture. Digital death and afterlife are going to become more and more present in our lives and I am curiously looking forward to the way we will mourne digitally in the future.

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