Ally Radomski – Design Domain Part 1

Process – everything has a process – from miniscule organisms, world-wide climate change, and evolution throughout millions of years. From the micro level to the macro level to the super macro level.

I want to explore processes that are hidden and emerge from something simple. I have researched topics such as Conway's Game of Life: a cellular automaton that uses four very simple rules but with so much unpredictable complexity that emerges from it. Bird flocking shapes in the sky in which birds create beautiful patterns they do not even intend to. Desire paths created by humans and animals, something unplanned but emerging from desire to get from point A to B as quickly as possible, or maybe just following a path someone else has made.

My idea is to have a spool of thread and a board with pegs in it. I want to observe what happens if you tell people to just do whatever they want with the thread, will it be a complete mess or will patterns form from different people working together?

I created a small prototype using a spare bit of wood and 12 nails in a circle and the black thread I had at home. I left a little note saying to "Do whatever you want with the thread and pegs!". Noticeable patterns have emerged from this. I would like to have a camera that captures every time a change is made so that the changes can be seen over time, so that can see how many different times it was contributed too.

For part 2, I want to develop the idea for the structure and how to capture it. Maybe even consider more the shape or how many pegs they'll be to wrap the thread around.