



# synch.*live*

EMERGENT ART. NEW SCIENCE.

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# SWARM & SYNC

The collective self-organised dynamics of the whole population manifests in ways that cannot be ascribed to the characteristics of individuals.

This behaviour is **emergent**.

“The whole is more than the sum of its parts.”

What about **humans**?





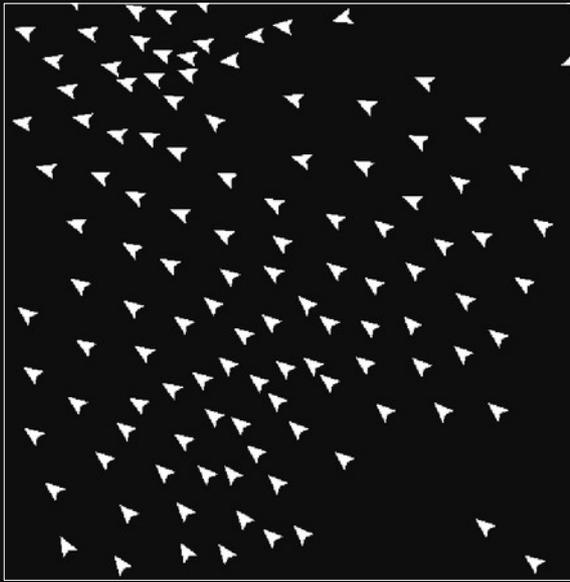
Cognitive processing of a common stimulus **synchronizes** brains, hearts, and eyes.

**Physical synchrony** between humans facilitates rapport and learning.

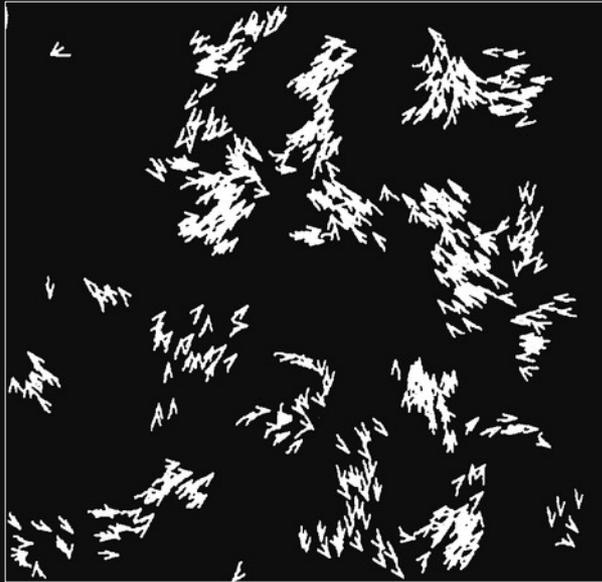
**Group flow** state encourages teamwork and cooperation.

# WHAT WOULD A HUMAN FLOCK LOOK LIKE?

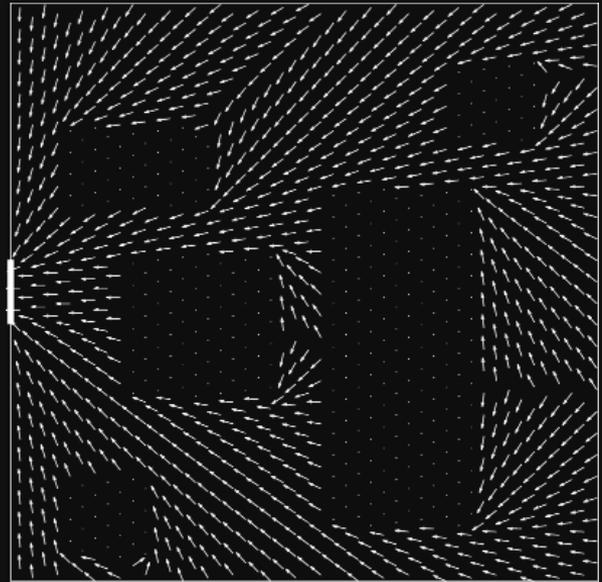
*swarming and flocking models*



Reynolds (1987)



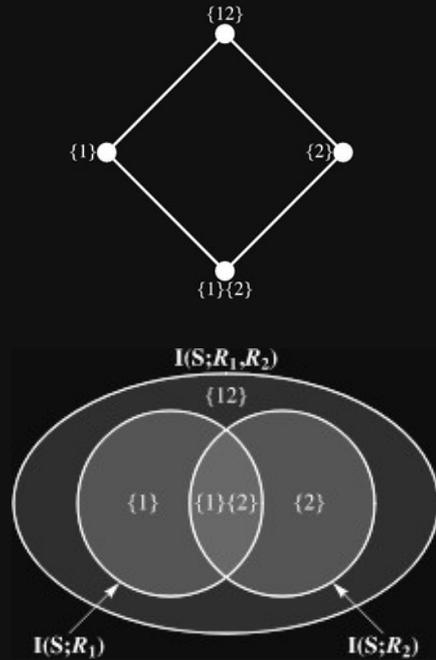
Vicsek et al (1994)



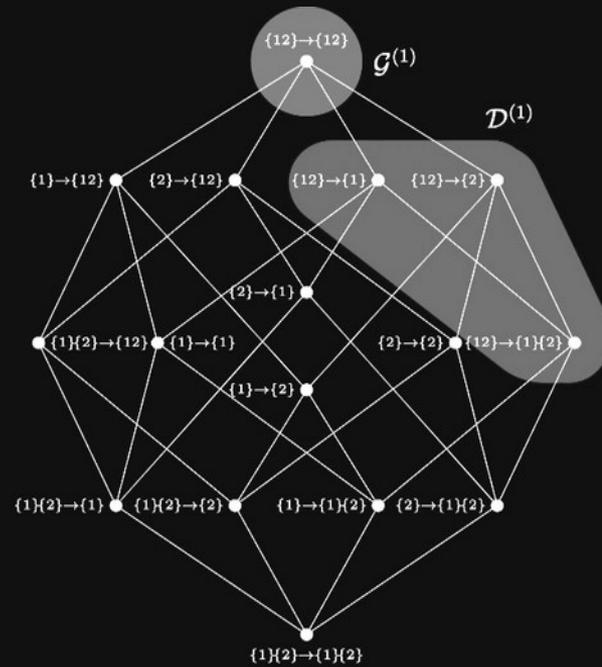
Maury & Venel (2009)

# HOW DO WE FORMALISE EMERGENCE?

*decompose mutual information into synergy and redundancy*



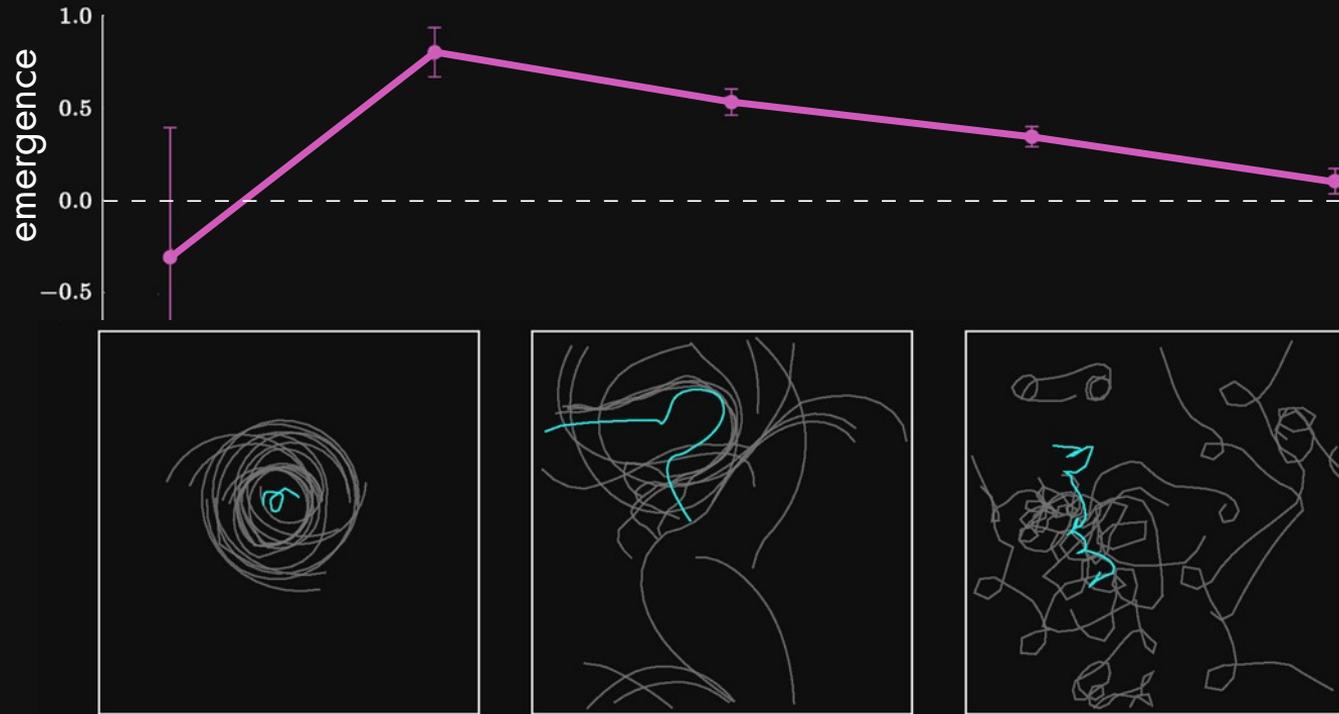
Williams & Beer (2010)



Rosas, Mediano et al (2019)

# HOW DO WE FORMALISE EMERGENCE?

*quantify relationships evolving in time between 'parts' and 'whole'*



Rosas, Mediano et al (2019)

# SYNCH.LIVE

*a participatory first-person experience of collective emergence*



# CONCEPT

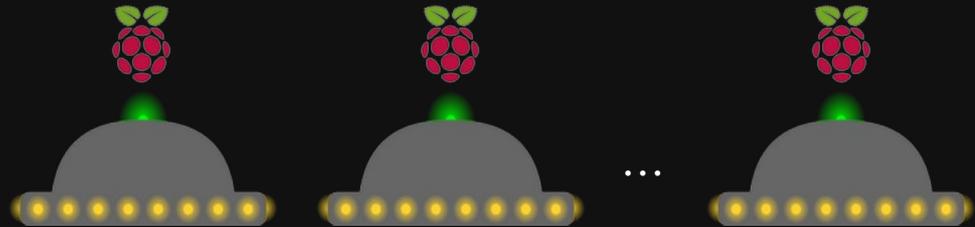
- Participants move freely, without talking, trying to synchronise their headset lights
- Hat lights blink in sync when group flocks



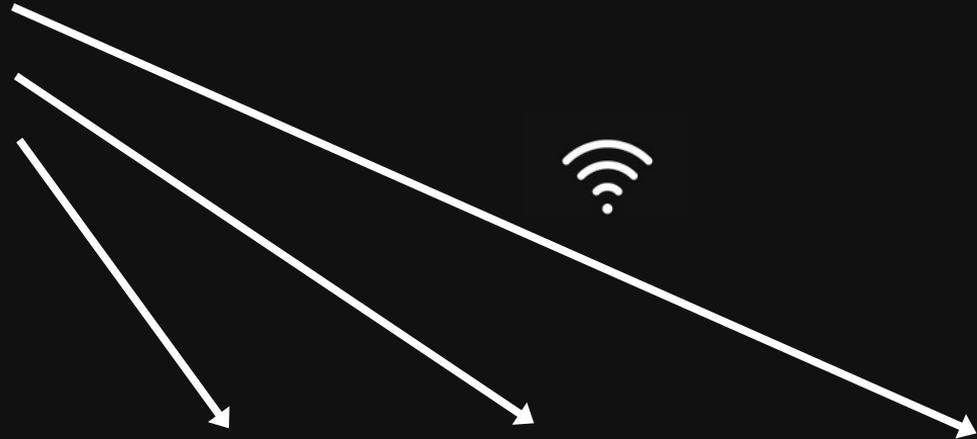
# SYSTEM DESIGN



Router

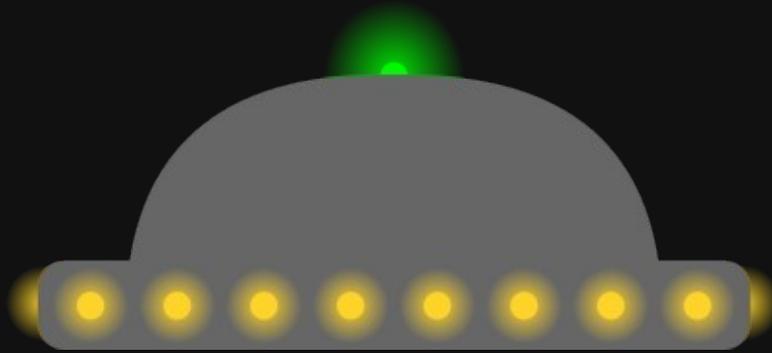


Fleet of LED-equipped RaspberryPi headsets

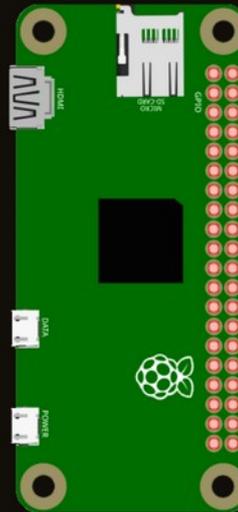


# HEADSET DESIGN

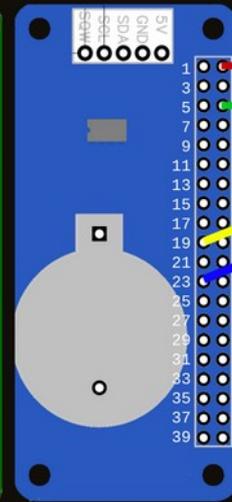
*using RaspberryPi Zero W and individually addressable LEDs*



hat with LED strip and tracking light on top

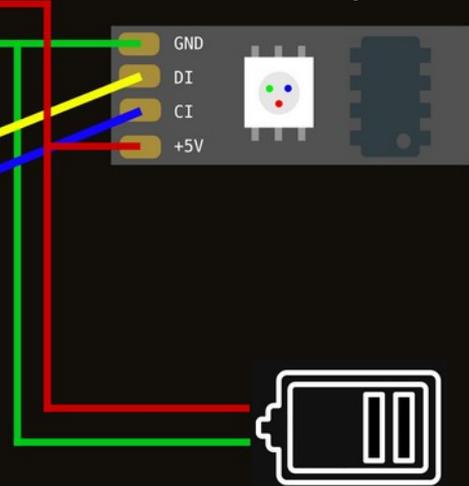
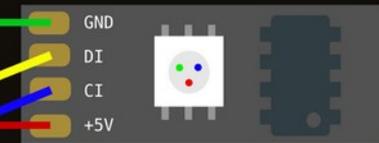


Raspberry Pi Zero W



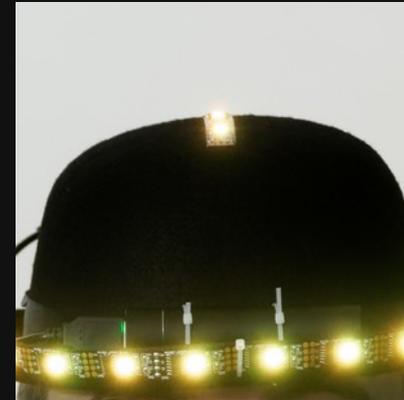
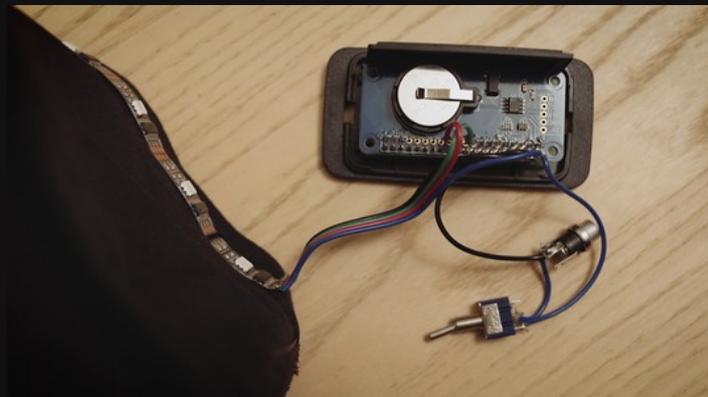
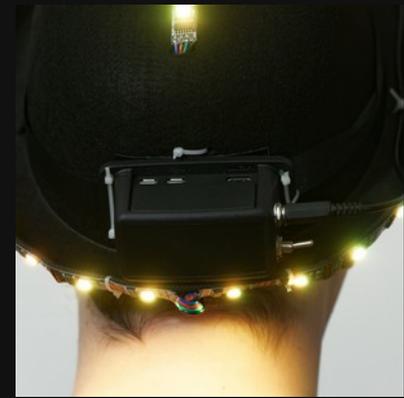
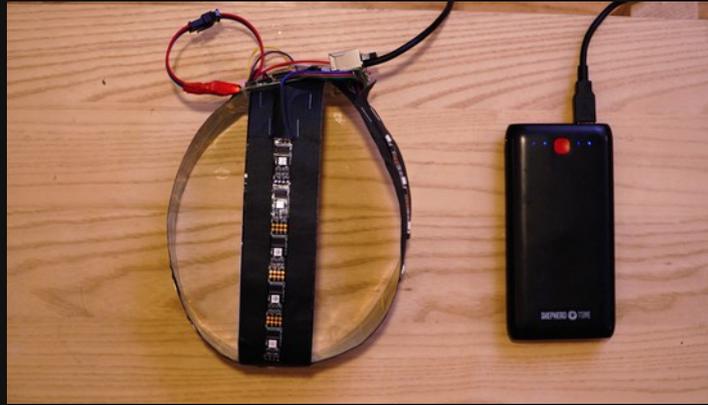
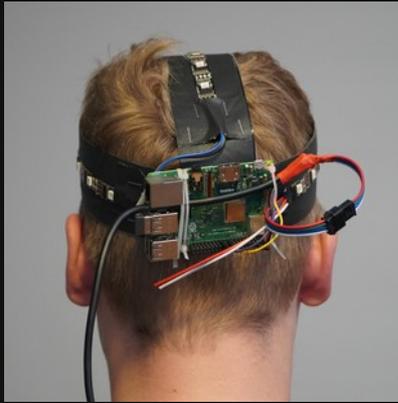
Real-time Clock

WS2801 LED strip



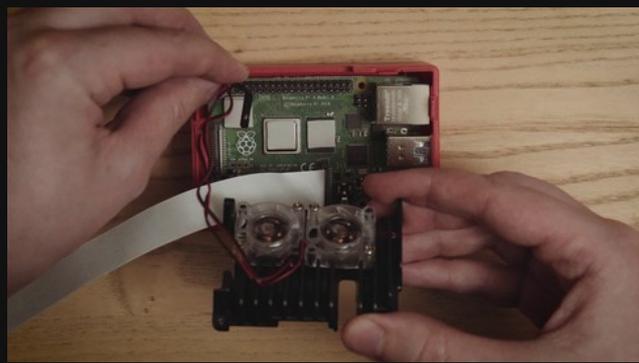
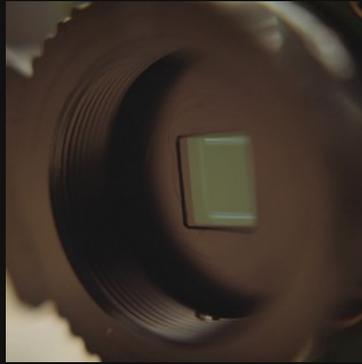
# HEADSET PROTOTYPES

*wireless, portable, battery-powered*

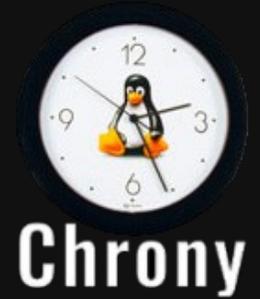
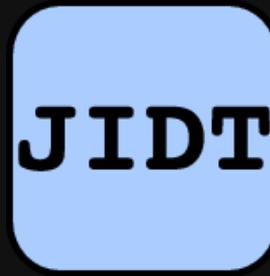
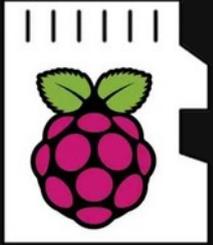


# OBSERVER SYSTEM

*RaspberryPi 4 and PiCamera, computer vision, emergence calculation*



# SOFTWARE STACK



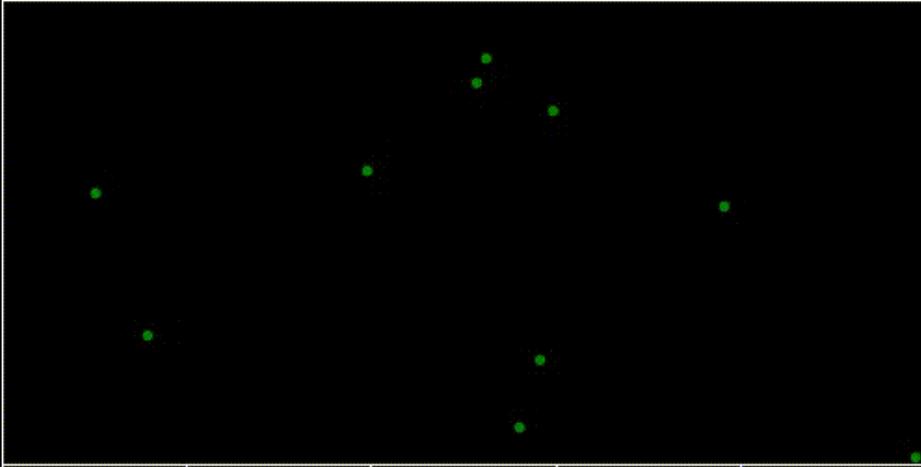
Open technology

Automation

Minimalism

# FLOCKING

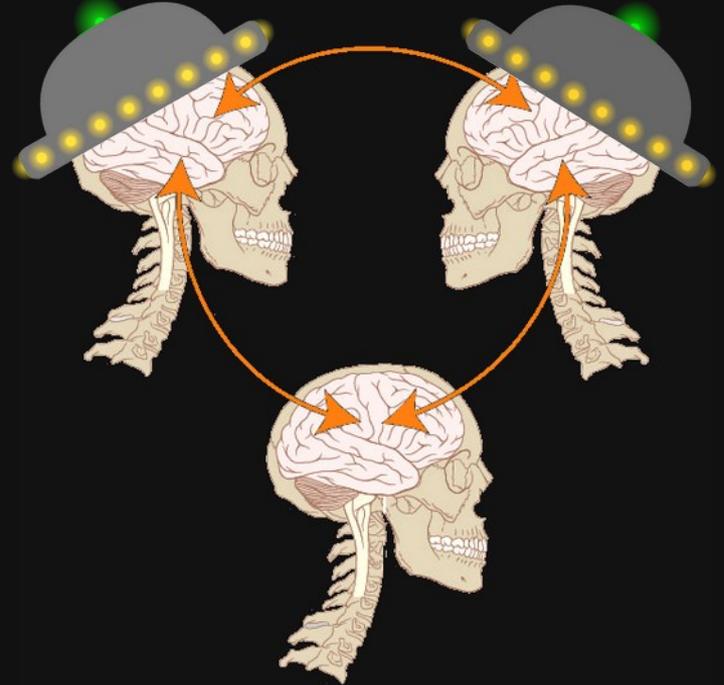
*theory vs experiment*



# APPLICATIONS

*scientific*

- emergence
- states of mind and consciousness science
- group psychology
- co-creation and improvisation
- social behaviour
- nonverbal communication



- *Future work:* enhance headsets with motion sensors, EEG, other stimuli than lights, collaborations with consciousness and psychedelics science

# APPLICATIONS

*social*

- *communitas*
- wellbeing
- conflict resolution
- teambuilding
- evacuation
- public engagement and science communication
- giving talks with a cool hat on
- Future work: global Synch.Live day!



# ACKNOWLEDGEMENTS

*synch.live*



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THANK YOU!  
*questions?*

