LaughLand (2019)

Keren Kuenberg

Interactive Storytelling Art

"LaughLand (2019) is a time capsule of a place that no longer exists, which allows the viewer to 'eavesdrop' on memories through a digital footprint. As an observer I'm left contemplating: what is permanent in a digital world?"

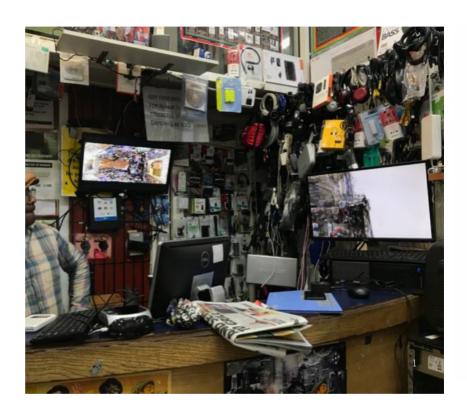ICIDS 2021 Jury

LaughLand (2019)

Abstract

LaughLand (2019) is an interactive digital installation that tries to create a memory capsule of a place that is doomed to be demolished. Situated at the Elephant and Castle shopping centre's heart in South London, LaughLand is a people's place, and the documentation of this unique site creates a living archive for the many stories, objects and soundscapes that assemble it. Through exploration of the virtual space, discussion about the objects in the shop, the story of the place re-emerged. The work establishes a digital reconnection to a site that no longer exists, but the viewer will still be able to connect the already disconnected.

[re]dis]connection

Keywords

Time, interactive archive, digital preservation, memory, documentary

Description

The work is an interactive digital interface, in which the viewer is able to explore remotely and freely the space and its varied stories.

Interactive Storytelling Art

2

Keren Kuenberg is a London-based architectural researcher and a curator, working on projects that investigate multi-narrative histories through the use of 3D scan technology, and interactive interfaces. She is an associate lecturer in Media Studies, MA Architecture, Royal College of Art, while giving workshops in various institutions. Her practice is situated at the intersection of the built environment, archives, exhibitions, and politics with an ongoing interest in shaping the outcome with various interactive formats. She's worked for museums such as the CCA (Montreal), HKW (Berlin) and the Israel Museum (Jerusalem) as well as non-profit organizations and universities. She is interested in expanding how architecture knowledge is created, documented, understood, and presented to a wider public and exploring how politics and foreign affairs play a role in shaping the built environment. Her work involves creating alternative archives and building interactive interfaces to access them.

[re|dis]connection

Interactive Storytelling Art

Medium: Video game, 360 degree video
Year of Release: 2021
Link to the artwork:
https://store.steampowered.com/app/1610820/Secrets_Of_Soil/
Artist Website: http://henrydriverartist.com/index.html