



## NEAR

### Dimensions:

- Projector, video camera, pc computer, retro-reflective floor, custom software, 4m x 4m x 7m
- 14' x 12' foot print on floor

### Power Requirements:

- Total power requirements 500-1000 watts or 50\60 hz -120volts~ 4 Amp depending on projector.\*
- Camera output 12 Volts, 2.1 Amp, input 100-240 Volt

Near visualizes dynamically changing social networks. As people move about a rectangular floor, arrows are drawn that show who the nearest neighbor of each person is. For two people closer together than any others, this relationship is symmetrical. For others, the relationship is not symmetric – one person's nearest neighbor may have a different nearest neighbor of their own. The dynamically changing diagram not only analyzes, but also affects people's behaviors. It is possible to form loops, chains or an entire floor of pairs. As more people enter the space, the diagram becomes complex, revealing larger structures that emerge naturally from people's interactions. There are also emergent unnatural relationships that arise by people deliberately manipulating the network.

The Nearest Neighbor relationship is the mathematical term referring to this diagram. This analysis is used by practitioners in many fields ranging from engineers laying out phone and cable TV networks to ecologists detecting whether members of a species occur in isolated couples. The relationship is also used in geography, public housing and solid-state physics.