

RESEARCH

PRAXIS ARCHIVE

INFORMATION ARCHITECTURES

These early investigations into information architecture gradually evolved into artistic research on the organisation of knowledge through language, signs and systems—a line of inquiry that continues today in the Colour Archive, the Practice Archive and LAB[au]'s artist books.

NETWORKED ARCHITECTURES

These networked architectures explored the web as a living archive rather than a repository of information. Libraries, taxonomies, identities, and urban structures became dynamic systems generated through navigation, interaction, and collective participation. The questions they raised continue to shape LAB[au]'s research into language, archives and the organisation of knowledge.

INFORMATION GRAPHICS

Cartographies, visual indexes, semantic maps and time-based navigation became methods for organising knowledge. These projects transformed diagrams and archives into navigable structures for reading and relating information.

WORKS

2019–1997

→ printable PDF

Polygon Den(c)ity, 2003

Urban morphology transformed into a musical score for spatial concerts

Invited by New Museum

New Museum, New York, USA

electroscope(s), 2001

Real-time 3D networked environment

Invited by Fabric|ch

ACM SIGGRAPH, Los Angeles, USA

i-skin, virtual embodiment, 2000

Computational fashion: generating avatars through image profiling

In collaboration with the Belgian fashion designer Crstof

Avignon 2000, Avignon, France

Cityscapes, 1999

An online cartographic navigator for a discussion forum, revealing a dynamic keyword index through the manipulation of a spatial interface

Commissioned by ART.image Festival, Charlotte Pöchhacker

Graz, Austria

Telezone, 1999

Experiment in collaborative computational urbanism

Ars Electronica Festival

Linz, Austria

i-tube, 1998

Information architecture replacing semantic search with behavioural navigation and collective profiling

2014 - *concepts, modes, systems, catalogue*

Research catalogue organising LAB[au]'s artistic practice through cartographic diagrams based on concepts, modes, and systems.

2009 - *MetaDesign monograph*

Book design based on parallel indexing systems and cartographic representations of LAB[au]'s artistic practice.

2003 - *liquid space book*

Publication system organised through radial navigation, multiple indexing structures and thematic colour coding

2003 - *infoscape, information society*

Multi-level navigation system extending a hyperbolic tree into immersive three-dimensional information spaces for exploring European policy.

2001 - 2016 *hisTHORy* (digital choreography)
Design of a time-based website for the dance company Thor
www.thor.be

2000 - *Daniel Buren, Practice*
An interactive cartographic navigator developed for the solo exhibition at
encore...bruxelles.

2000 - *Daniel Buren, Catalogue Raisonné*
Concept and design of a catalogue composed of detachable files with a
visual indexing system.

2000 - *tout d'edge*
A real-time 3D Möbius interface transforming the history of *Mass Moving*
into a continuous navigational strip.

1999 - *encore...bruxelles*
Design and development of a cartographic and sonic website for the
exhibition platform.

1999 - *Worlddebt, you can count on it*
A collaboration with the American artist John Knight, revealing the
financial structures of debt through the interactive editing of a bank card.

1997 - *MetaLab*
Our first award-winning online interface, transforming a hyperbolic tree
structure into an intuitive cartographic navigator.

WRITINGS

*These commissioned articles and regular columns provided
the theoretical framework for LAb[au]'s research into
information architecture, introducing and articulating many
of its underlying concepts.*

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2019 - *Daily Computations* (fr, en)
Essay for Art Mème, Belgian art magazine.

2003 - *spazio e.mozione* (it)
Essay for l'ARCA, Italian architecture magazine, December issue 187

2003 - *Lo spazio sonoro* (it)
Essay for l'ARCA, Italian architecture magazine, May issue 181

2003 - *La definizione di una disciplina, MetaDeSIGN* (it)
Essay for l'ARCA, Italian architecture magazine, February issue 178

2002 - *Soundscapes* (fr, nl, en)
Essay for A+, Belgian architecture magazine, February issue 173

2001 - *e.motional space* (fr, nl, en)
Essay for A+, Belgian architecture magazine, December issue 172

2001 - *cityscapes* (fr, nl)
Essay for A+, Belgian architecture magazine, October issue 171

2001 - *mind spaces* (fr, nl)
Essay for A+, Belgian architecture magazine, April issue 169

2001 - *l'hypertexte comme système comportemental* (fr)
Essay for Inside Internet, Belgian technology magazine

2001 - *Mind Expander* (en)
Essay introducing a new series on media cognition

2001 - *i-tube, building connectivity* (en)
Essay on space, interfaces and knowledge

2000 - *Recombinant Realities* (fr, nl)
Essay for A+, Belgian architecture magazine, December issue 167

2000 - *info.architects* (fr, nl)
Essay for A+, Belgian architecture magazine, October issue 166

2000 - *Cyborgs & Avatars* (fr, nl)
Essay for A+, Belgian architecture magazine, August issue 165

- 2000 - *L'hypertexte comme métaconstruction* (fr)
Essay for Inside Internet, Belgian technology magazine, July issue 35
- 2000 - *Les Graphical User Interfaces* (fr, nl)
Essay for Inside Internet, Belgian technology magazine, June issue 34
- 2000 - *Espace-temps-information, topographie du réseau* (fr, nl) Essay for Inside Internet, Belgian technology magazine, April issue 31
- 2000 - *G.U.I., le langage performatif de l'écran* (fr, nl)
Essay for A+, Belgian architecture magazine, April issue 163
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- 2000 - *infospaces, la cartographie des réseaux* (fr, nl)
Essay for A+, Belgian architecture magazine, January issue 161
- 1999 - *Les G.U.I., l'espace d'interaction et d'immersion* (fr)
1999 - *Le cyberspace lisse et strié, les topographies virtuelles* (fr)
1999 - *Avatararchitecture, l'anthropomorphologie digitale* (fr)
1999 - *Réalités augmentées, les degrés de virtualité* (fr)
1999 - *L'interfaçage comme espace actif* (fr, en)
1999 - *Data Mining, l'espace digital* (fr)

