

Topic/Research Area

Public Art/Data Science/Information Visualization

Providing visual access to information such as University research and archives in physical settings using media walls and projection, drawing from research areas related to information studies and media arts.

Ideas

I proposed an idea to create a visual/interactive experience to provide a physical and visually engaging access to UCLA's research publications and archives using the existing media walls and projectors on campus due to the current systems I found not easily accessible. Moreover, the idea involved creating an open-source data collection/visualization platform to provide the tools I created for this research project for the public to utilize for their own projects.

Research Method/Process

Literature research with the help from the Information Studies department to research the inequality present in access to information.

Developed multiple Data Scraping tools using Python to automatically download and convert information from websites such as Science Direct, JSTOR, Google Scholar into structured data for visualization.

Obstacle: Public space installation not feasible anymore.

Solution : Online website/platform.

Created an example website based on the developed tools: International Scholars at UCLA

Findings/Next Steps

Discovered the possibilities of utilizing web scraping and visualization as the practice for artistic, emotional, and critical ends. By combining aspects of data journalism and conceptual art the platform can offer a methodology to make sense of immense collections of data on the web that seemed inaccessible.

The next steps will include publishing the website along with the APIs for future generations at UCLA to use for their own needs.