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GET INTO THE VORTEX

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In order to create an hypermedia system, we based our proposal on an open archive focused in the following central question/problem:

Does order, control and management of information in an archive, requires a filter to provide valuable knowledge to the user?

Designing our archive in the form of a vortex — that pulls the user into its center —, we compare the archive with a living, dynamic and extensible system. One which will be constantly updated and supplemented. Thus, the open archive does not only present itself as a collection or "container" for information and data. The Vortex makes its own statements visible and adds rules that aren't feed into it by the users.

Our is an archive that, like in an infinite vortex, displays information rotating rapidly and always "in the flow" – it has an ongoing 'In and Out' process.

The project will allow the provisioning of information from users to users and, thus, it allows for a necessary collaboration and participation of those users, within the archive.

There are three different ways to acquire knowledge from the Vortex. These possibilities to obtain results and gain knowledge are:

1) Random system: it's the first outcome of the platform. A constant movement of information won't allow users to selected a specific result, representing the "vortex" domination over the user and the archive imposing its rules on each visitor.

2) Self system: the second outcome provided by the platform is based on the user input, establishing a communication channel between the user and the machine. The output of the archive is as accurate as the user himself and there's no way for someone to take advantage of a system that is modified by its usage (as everything is).

3) Participatory system: this is the third possible outcome. The information outputted will be the result of a community selection, providing a new order for the information. This option represents the idea that through usage, the archive becomes more intelligent than both the machine hosting it and the individual approaching it for knowledge.

This design for the archive will allow users to decide which of the given choices of output will be more useful. The system collects this information from its users and publishes the results online, presenting a dynamic answer to the central question of the Vortex, thus making each user also a partner of the archive.