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**TAL HALPERN**  
U.S.A.

work:  
**digital nature**

#### **BIOGRAPHY**

Tal Halpern holds a graduate degree in English literature from Columbia University. He has worked as a health educator, multimedia developer, and independent artist in the US, Latin America, and South Asia. His independent and collaborative projects explore the relationship between new technologies and the emergence of new forms of historical and literary writing and have been featured in various museums, festivals, and on-line venues including Zentrum fur Kunst und Medientechnologie Karlsruhe (ZKM), Medi@terra 02, random.exibart.com, turbulence.org, Ctheory Multimedia, and the Internet Scout Report Best of the Web.

He currently lives in New York City and is an educational media specialist at New York University.

#### **ABSTRACT**

Digital Nature: the Case Collection version 2.0 is a net-based story-space that transforms an on-line library catalogue into an experimental narrative environment. The project consists of a database of digital objects from a fictional 1910 natural history expedition and software package that allows users to search, sequence, view, comment, and make connections between objects according to a set of rules in real-time. In short, Digital Nature can be thought of as a real-time anthropological artifact generator and narrative engine, which exploits the popular forms of information culture-the on-line library interface and non-hierarchical database- for their context generating potential.