

The Diary

Ben Fredericks



This work is interactive.
Play and record the tape on the tape player.
Turn the radio tuner to change the station.

Near Alley

Building 211

Street No. 17

Building 141

The Diary

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The Diary is an interactive installation that imagines the near-future experience of a climate migrant living on the edge of urban society. Set in a world marked by extreme heat and deepening inequality, the work invites audiences into a compact, inhabitable structure where they can play a fictional audio diary, tune a hacked radio, and explore scattered belongings. Flickering light and broken signals evoke unstable infrastructure and fractured access. Originally created for the Object Memory exhibition (2023), the installation offers a space for intimate reflection on climate, labour, and survival under the pressure of accelerating social and environmental collapse.

240 (L) × 190 (H) × 180 (D) cm



Tech Spec

Size: 240 (L) × 190 (H) × 180 (D) cm

Items List:

- Arduino, screen, and keyboard (hidden)
- Mini PC, screen, and customer keyboard (on view)
- Tape player and headphones
- Radio
- Power cable and computer components
- Personal items:
 - Books
 - Petrol cans
 - Camping stove
 - Clothes and towel
 - Candles
 - Thermometers and rags
 - Duvet
- Chair *
- Cabinet *
- Wooden door *
- Window *
- Spotlight
- Rug *
- Speakers *

* Essential that can remade or replaced rather than shipped

Sample Clips

Audio Sample from the diary playing on the tape player



Audio Sample from the radio



Audio Sample of the environmental composition



Installation Notes

The work is self-contained and modular in nature. It is installed by arranging the objects in a specific sequence, which the audience can interact with and physically move during their engagement.

Three objects — the door, the set of clothes, and the window — are suspended from the ceiling. These elements can be adapted to stand from the floor if necessary.

The installation requires three power sources:

1. Spotlight
2. Extension cable (supplying the Arduino, radio, tape player, and desk light)
3. Room speaker

The work must be displayed in a darkened space. It includes ambient sound generated by an environmental composition and the radio (powered by the Arduino.) Volume levels can be adjusted on site.

[View a 3D Scan Here](#)



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