Metapolis and Urban Life • UbiComp 2005 Workshop

Eric Paulos, Anthony Burke, Ken Anderson, Michele Chang, Tom Jenkins
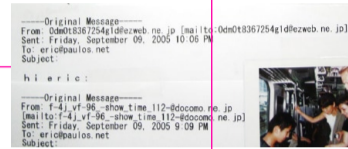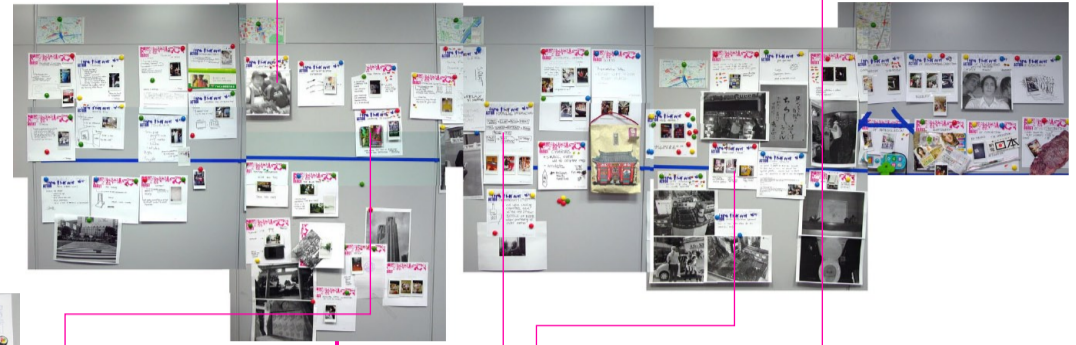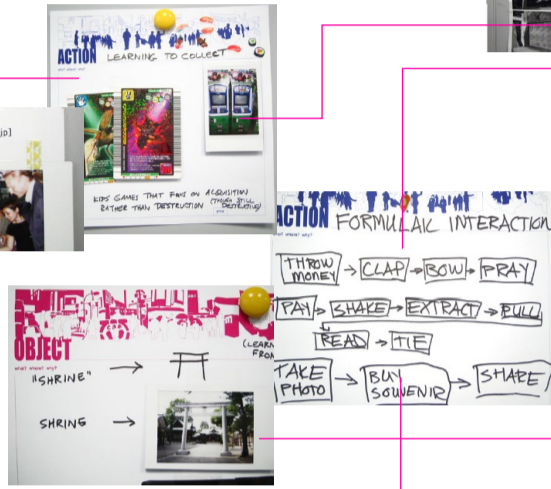
48 hours, 100 ideas, walk, watch, sketch, collect, discover, uncover, map, spy, follow, trace, shadow, deception, intrigue, mystery, karaoke, ...

street level study kit • micro-tasks as as lightweight strategy for quick engagement in city life
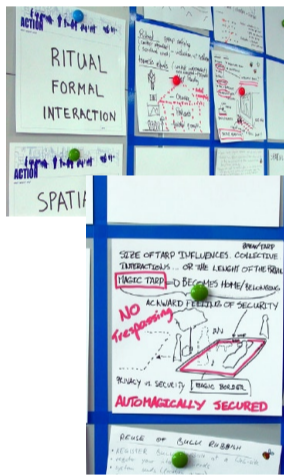
day 1 • collected urban actions and objects

active city exploration

ACTION FORMULAIC INTERACTION

THROW MONEY → CLAP → BOW → PRAY
PAY → SHAKE → EXTRACT → PULL
READ → TIE
TAKE PHOTO → BUY SOUVENIR → SHARE

OBJECT
"SHRINE"
SHRINE

MAC MANGA Happy meal

day 2 • constructing an urban design matrix of object-action intersections

	TOURIST	TACTILE INTERFACES	BLUE TARP	CHARMS	PROOF VERIFICATION	RANK LIST CROWD/COMMUNITY GROUP PREFERENCES	SHRINE	GROUND LEVEL	TOKYO OS VENDING MACHINE	MISFORTUNE FORTUNE CHANCE RANDOM
FLOW MOVEMENT RUSH										
RITUAL FORMAL INTERACTION										
SPATIAL ECONOMY ECOLOGY										
LOCALIZED IN GLOBAL CONTEXT GLOCALIZATION										
COLLECTING										
CHANTING										
INTIMATE CONTACT / CONNECTION										
OPPOSITION MIXED MESSAGE ALTERNATIVE										
TAKING A BREAK										
GENEROSITY GIFT GIVING										

RITUAL FORMAL INTERACTION
SPATIAL

exploring alternative methodologies for deconstructing, visualizing, and reinterpreting urban computing themes

Tactile streets, playful interactive sidewalk ripples, open source P2P locally reflective vending machines, digital-tangible "ropes" to gently feel our group within urban crowds, alternate shrines that reflect our mobile lifestyle and integrated within our personal technologies, ...

Ame Elliott, Ryan Shaw, Carsten Jessen, Johanna Brewer, Karin Müller, Hua Si, Jean Olivier Caron, Henrik Hautop Lund, Thomas Klitbo, Eiko Yoneki, Tom Nicolai, Yasmine Abbas, Ava Fatah gen. Schieck, Sarah Kaufman, Amanda Williams, Karmen Franinovic, Toyin Adepoju, Jang Ook Rhee, Kevin Slavin