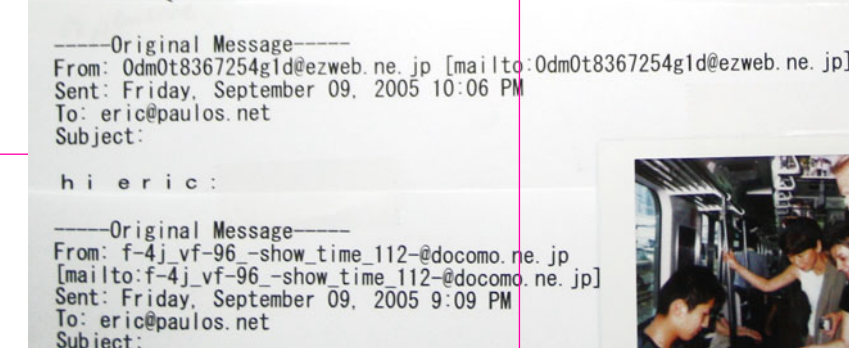
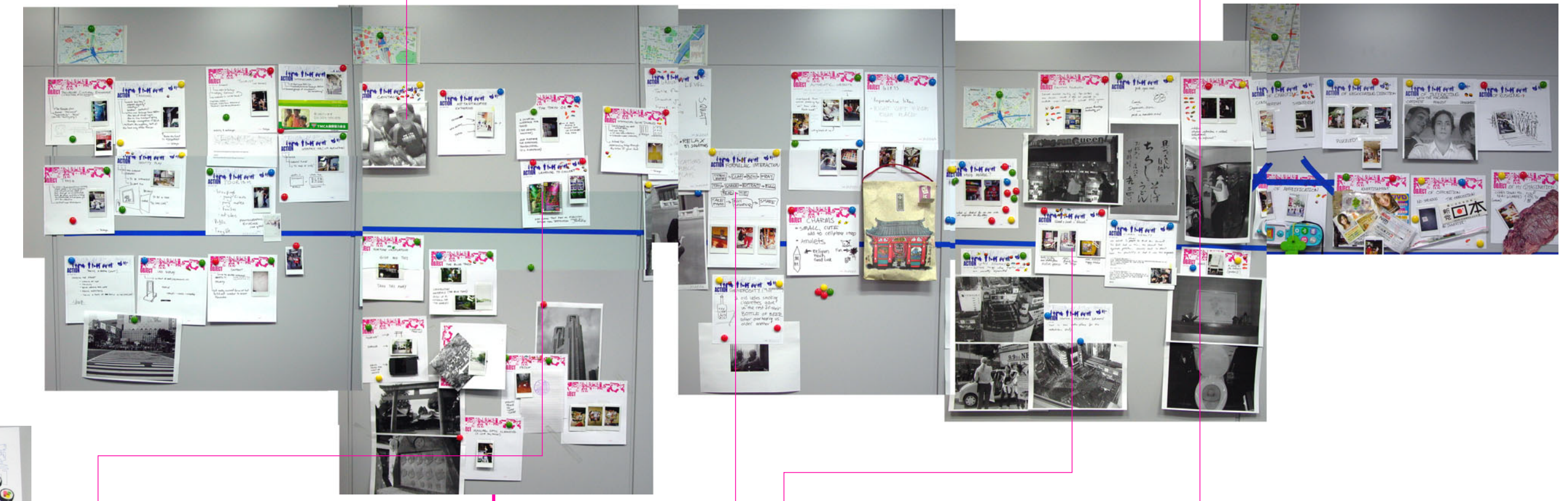




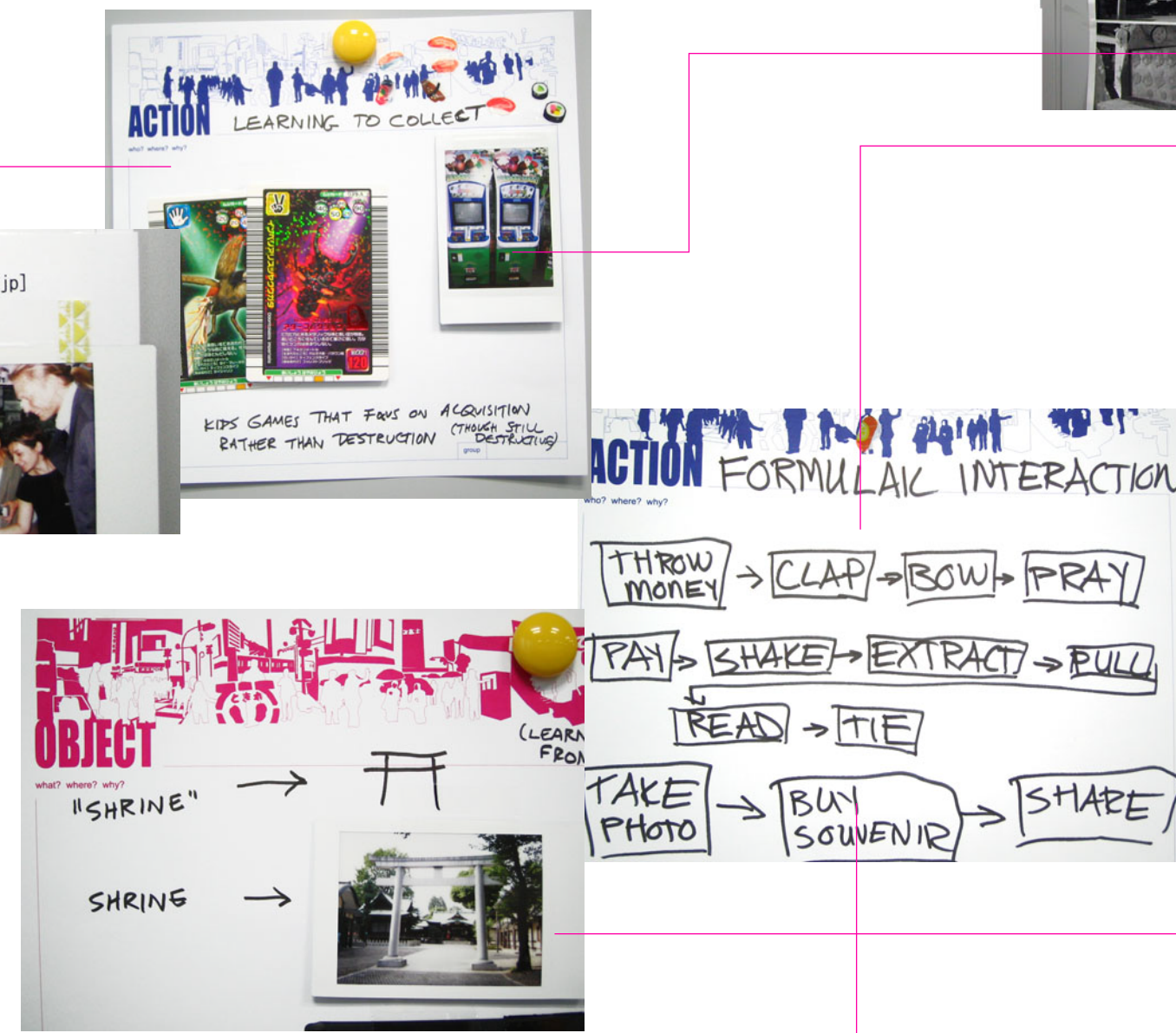
48 hours, 100 ideas, walk, watch, sketch, collect, discover, uncover, map, spy, follow, trace, shadow, deception, intrigue, mystery, karaoke, ...

street level study kit • micro-tasks as as lightweight strategy for quick engagement in city life

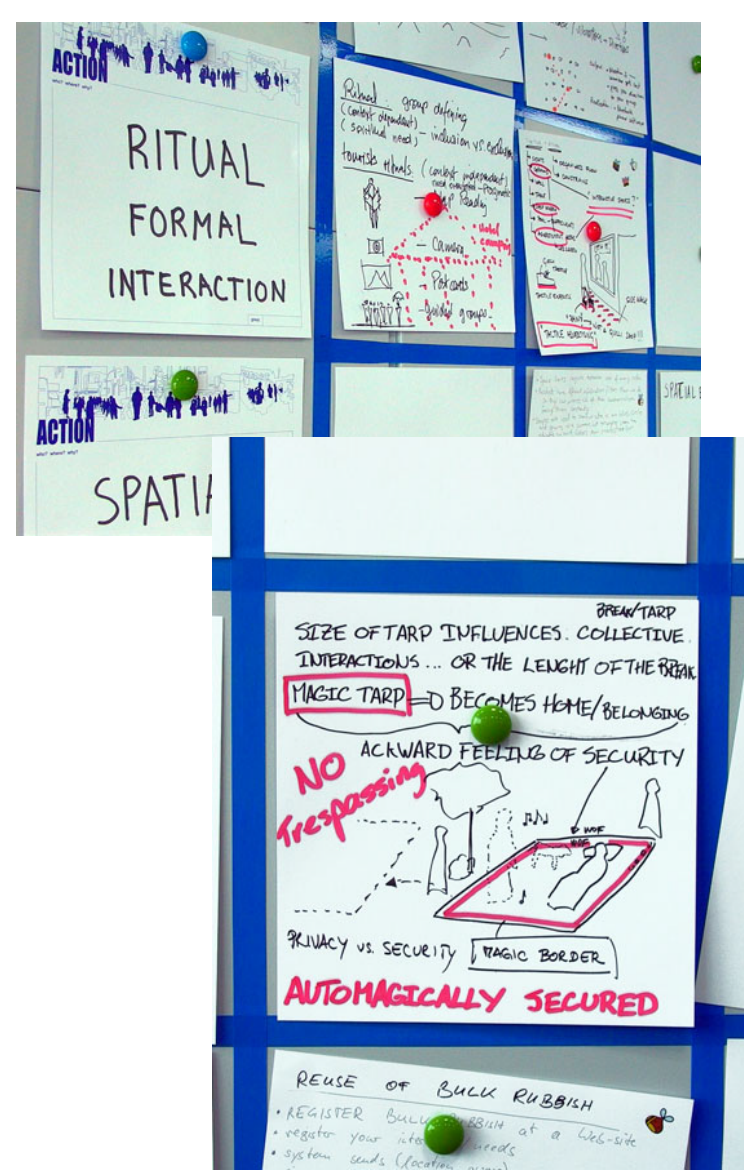
day 1 • collected urban actions and objects



active city exploration



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



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

