1) Tactile and Ground

Bubble pop idea – similar to bubble wrap – floor surface that would 'pop' when you walk on them - shouldn't read like pistons, but more organic

Wave idea – tiles as opposed to pixels

Use air – core points to control the boundary – sending a wave to other people – 'yes I want to be a star' – the more the girls move the more visible they become

Saving a baby – 'fireman effect'

2) Tokyo OS and Contact

Axioms

Transactions are a major part of everyday life - depersonalized nature of transactions are depersonalizing

Human element reduced to a hand – no eye contact

How do you bring back connectedness without taking away the machines (a huge effective infrastructure)

If you can't put the people back, you can at least put the place-ness back – people are the same as place – a place is created by it's people

It's a broadcast model - there could be a model that lies on top of the pre-existing one – P2P – localized model – highlights regional

Internet effects distribution – Amazon, EBay – anytime anywhere – global exchange for goods

Distribution - X
IO - Check!

Layer localized IO on to the distribution model

Local vending machines – plexi-glass lockers – with items for sale – micro retail (existing) – take it one step farther – not an end of a vector, rather it's real estate for local commerce

No need to network the machines together

Business model shift – Open Source vending machines

The items can be digital – posting to a place – book marking physical space

It's signed with its 'where-ness'

Minimal possible gestures on top of existing infrastructures

3) Tactile and Flow

Digital Rope

Users: tourists, urban explorations, visitors to a rock festival, parents with children

Problem: too many things to experience at the same time, sensual overload

Tying people together through 'wireless rope'

Tactile feedback – pull the rope if you want to meet – the others feel the pull

Rope and rubberband model

The force of the rubberband reacts to the environment (crowded/open)

GIS potential feature

How do you form the group – physical proximity, affinity? - add members dynamically – notification, authentication/access control

Cut the rope, split the group

Rope to collect knowledge within the group

Realization:
Simple: application for a Bluetooth phone
Advanced: belt with directional tactile feedback

Outlook
Social network
Dynamic formation
Prototype
Animals – and electric shock treatment

4) Shrine and Spatial Economy

What is a shrine?

It's not a location – rather it's an action that translates to a physical space

They're repetitive actions
Mostly public
A clearly defined place – you always know what it is

Examples:

Shrine itself
Cars - USA
Park – an expression of nature in society – family outings to park – ritually engaged

Emerging shrines
Cairns
Fabric and money tied to trees – accumulated displays of devotion

How do people allocate space for this activity?

Spatial relationship – how integrated are your sacred sites into the city?

How can mobile technologies bring us closer to devotional practices regardless of physical space?

Online rituals
Simulation of rites?

Does the space have to be part of the offering itself?