[In Ho Li] Does the project have to be practical (as in a game) or should it be abstract?

Aside from the technical requirements of the project as stated in the Unit of Study outline, the rest of the project (e.g., the theme, the artistic expression, the design, the concept) is up to you.

[Ben Phillips] Free diving sensor www.liquivision.ca is a device which fits the profile of the sensors used for this project, but it would be used underwater rather than above ground in the urban fabric. It graphs water temperature, acceleration and speed going downwards in depth, etc. Citidivers®. This device does not receive any biometric information.

Concept? Locative biometric media. You must check out the conditions of the medium (the city as the ocean) in order to survive. What can we do with this idea? The connection to the body for survivability. The mobile is essential for survivability in the urban fabric.

Check out the mixed reality lab in Nottingham.

[Juan Ruiz] How can we retrieve your mood and then SMS a person and instead of the SMS being received, the system would auto-respond, “I am currently having a hot flash. Please contact me later.” [Garth Bolwell] Or the phone responds, “Chill out.”

[Deepak] In the book 1984 George Orwell describes a society in which the government controls and monitors all activities. You are being monitored constantly. Hence, the premise of the reality show “Big Brother.” What paradox is there in such a project as this when the mobile device is now a surveillance device to monitor the city, turning the viewer around from watching you (such as a 3G video phone) the other way?

The Big Brother locative system. Involuntary response from the mobile. The mobile gets data from the environment that we cannot control, nor can we control the response. geo-slavery (MIT Senseable)

[Garth Bolwell] Foucault talks about the controller in the middle of the jail. The premise is that if you can feel that you’re being watched and seen, you will behave as you think you should behave.

[Rennae] Locative media design arts mainly stresses upon people’s experiences and emotions/feelings rather than a functionality (i.e., practicality). Massive mobile experience blogging ‘eMo²‘bloggin’ = e-mo-bile-tion-bloggin. Spatial nostalgia.

[Garth] Locative media is about how people interact with the space and how the space interacts with the people. Other people’s experiences & perceptions of the space. How people connect or are disconnected, displaced, dysplaxia. People are not raised in cities, they move to cities.
Inscribing into the urban fabric is a lot like writing messages in the toilet or a wooden bench or on a tree – but in a possibly more profound way. Little narratives of the city.

What makes a space spontaneous for inscription? What could induce the spontaneity? Urban notes. Virtual urban graffiti. Vurffiti. Explores the following questions. What is private? What is intimate? What is anonymous? Social encryption?

You know you can ‘vandalize’ the urban space when you know you would not be caught?

The toilet graffiti invites responses. Disclosure in a public space. What is the urban toilet? The mobile urban toilet. The moilet.

The game. How could the players remain interconnected in the physical world? Could the markers not be known in location but only known relative to one another in some type of unknown network that you have to traverse? You’re getting closer and it tells you the general direction to the next marker. The game must be played partially offline and partially online. You get markers from the physical world that you upload into the virtual game.

You store your profile into the mobile phone and you find other people like you. There is already a Bluetooth application written by Nokia for this purpose. Nokia Sensor, A ‘Social Bluetooth Application’ Instead of Marshall McLuhan the medium is the message, the person is the message.

The GPS software with Johan. Weather information. If I am driving in a flat street, my emotion is relaxed. If I know the position is dangerous, I might be tense. I would like to apply this idea to use patterns of (biometric?) behaviour and location means something about the person or about the location. Danger Will Robinson Danger Danger!

MIT project mapping out and visualizing mobile phone usage in Graz. The visualization could constitute one aspect of the project. Do we need to rely on ‘the map’ to locate? Should the information be spatially organized according to the map of the city? Work in the connections between the people.

Most projects in locative media:
- Annotate the map
- Tracing people’s movements

Amsterdam Realtime Urban Grooves – can we make an urban map another way that maps something else rather than space? Something that we do not know? New knowledge about the space? What do we now know about a space?

What about places where proper documentation is not possible or available? Where we have to depend on people to do the mapping?

We have to depend on people inscribing the city in order to map the city. What is seen perhaps should not be so literal???

[Deepak] Audible information from tags in the City?

[Sunna] It tracks the path of milk. It tracks the evolution of a product from raw material to manufactured product. Isn’t this done in which people give a teddy bear for people to travel with and then we see where it ends up with? [http://www.milkproject.net/en/index.html](http://www.milkproject.net/en/index.html) (Traveling Sisterhood of the Pants)

[Kuan] For tourism to guide them. What is the hottest exhibit in this museum? What’s the hottest spot in a City according to the tourists who have visited? What’s the new ‘in’ bar? Location based popularity voting. Voting with your feet. You can write and leave your experiences at a place. Vurfitti!

Marking the City

MadLibs for the City


[Milani] Eavesdropping on past conversations and visions.

[Tim] Mobile broadband is a commercial opportunity for e-commerce. Do we need mobile broadband as much as we need the home Internet. In Australia, with 3, you can use NetCard to make your laptop into mobile broadband. So, what would you do with ultrawide mobile broadband? Location-based directory services (whereis.com.au, sensis.com.au) Reality tv mobiles? Watch my life in real-time? Channel hop to lots of different people? Mobile-me TV?

[Wei] Action guide in which the mobile asks you what are you doing now? What are you doing next? It’s a director for your life. A personal assistant. What are other people doing?