[Ideas and Papers Sent by Andy to the Class]


Title: Control, Deception, and Communication: Evaluating the Deployment of a Location-Enhanced Messaging Service
Author(s): Giovanni Iachello, Ian Smith, Sunny Consolvo, et al.
Source: Lecture Notes in Computer Science
ISSN: 0302-9743

Link to article: http://springerlink.metapress.com/link.asp?ID=1WKFJW6CWWT39DBT

Title: Place-Its: A Study of Location-Based Reminders on Mobile Phones
Author(s): Timothy Sohn, Kevin A. Li, Gunny Lee, et al.
Source: Lecture Notes in Computer Science
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[City Symphony]

Each area is an aware unit by GPS. When the participants go into a specific area, the participant will trigger a specific music. The initial sound will be provided, that is, the sound associated with a location. But, the participants hear a mixed sound from the triggered sound. The triggered sound will be mixed on the server side. A or B will be mixed, for example, as long as there are participants in those two areas, but the person at A will never hear the sound of A exclusively. The participants will hear the mixed sound, not the sound source. The mixed sound does not include the sound source from the area where the participant is located as shown in the figure. Participants can also record sounds from the area and replace that with the triggered sound. It will be based on the principle of first come, first served, for sounds uploaded to the trigger spot. Sounds can be queued up, though. It will change periodically.

Petra’s remarks: The City itself becomes a musical synthesizer. But, what other parameters can we use to synthesize music other than the presence of people in a location? Can the area move? Can density matter? Can temporality (how quickly people move into and out of the space) matter? How do you imagine these areas to be related to the City? How quickly can they move from one area to another? Do they overlap? Are they close together? Can I quickly run from one area to another? How can new spots be created and generated by participants?

Now, take four sounds and start mixing based on a particular rule set. This is your assignment for next Thursday. Try using Mobile Bristol. Your technical person should
be creating the technical architecture to support getting the number of people in a
particular location and data for the other parameters and how this would feed into
Max/MSP.

[VoTUF] To be sold to [Vo]odafone Visuals of the Urban Fabric

The PDA captures the following data: location, bearing, image, light intensity,
temperature, humidity, barometric pressure, heart rate and skin temperature.

All of this information is visualized on a PC and also returned to the phone. They will
create an algorithm to process the images based on the detected information.

Andy’s remarks: Have you found hardware that can work with mobile phones to
collect this data? Location and bearing can be detected by GPS. Ok, so you plan to
retrieve humidity, barometric pressure and temperature from a Web site which tells
you this information in regard to a location. The experimentation that you’ll have to
begin with will have to deal with playing with these measured parameters and how
they influence the image compositions.

Petra’s remarks: I do not find analyzing the images independent of the environment so
interesting. I find it interesting to manipulate the image, but perhaps based on the
measured data. How much data can you get from the moment? You should realize that
you are tapping into a very ‘hot’ area of research which deals with indexing image
data and adding additional information.

One person should now start on the image manipulation algorithm.
Another person should start on programming on the mobile side to collect the data.
Another person should start on figuring out how to incorporate external, un-sensed
data, such as data from Web sites or play with image recognition. But then it appears
as if you’ve done some work in separating out the tasks.

[Svara] means sound in Sanskrit

The theme is about landscape – we will use sound to experience the physical
landscape. We would like to create an application to allow users with mobile phones
to experience the landscape in a different dimension.

Andy’s remarks: I would prefer that you have serendipitous interaction rather than
‘forced’ interactions. What if I do not want to be notified? Should it not be a surprise?
I think much of this can be done in HTML although the user might need to type in
(enter) the GPS coordinates, not that big of a disaster.

Ok now I am thinking you’ll need to do this in Flash due to the complex interactivity
on the PDA (sound graffiti).

What if what you do is select sounds from various sonospots in the application and
then you get to add them to your mixer?

Can you learn how to calculate the distance between two GPS coordinates and use
that as a way to regulate the sound mixing and to attenuate the landscape?
How much control do you want to give up to the user, the other participants, and how much control do you want the city (landscape) to have in the specificity of the synthesized sound? What Petra is recommending is that you can think about including more information that is possibly associated to geographic location that we can find in other databases (Web sites) that might be useful or interesting to be used in regulating the mixing of the music.

In a version developed by Atau Tanaka, the distance between players was calculated and used to attenuate sound so that as people got closer together, the tracks were easier to hear. So, you could locate people. It’s like the game Marco Polo.

[Agent]

Multiple layers in the game, some layers are based on the physical world, others based on the virtual world.

Andy’s remarks: Needs a better name of the project

Petra’s remarks: Needs more interesting link between the physical and virtual world. You have two worlds that are related to each other. Perhaps the middle ‘mirror’ plane can un-reflect or reflect or distort (refract the image of) the other worlds depending upon what is going on in the game. What if the physical level only reveals itself slowly and that is how the different energy coins can be found? You want the game play to alter the meaning of the physical city.

Look at the game in which what you have to do is match two chips on the top level in order to remove those chips and reveal the underlying message. It is this underlying message that you try to decipher and win when you decipher it. This is the game of Concentration. See [http://www.seussville.com/games/concentration/](http://www.seussville.com/games/concentration/).

[No Name Yet I]

In this game, there are two teams with players in the City and players behind a computer. The player behind the computer guides the players in the City from one point to another. When they get to a point in the City, the physical players send a code to the computer player in order to unlock another part of the map. Then, the players in the City can continue.

Petra’s remarks: Why not just play without the City? What added game strategy dimension does the City add? See, now if you play City Concentration, then you have to have the runners running between locations. The only way that the game can be unlocked is by the players remember the identities and locations of two pieces but only the person behind the computer can unlock all of the images. Or perhaps you have everyone with a mobile phone in the team and they can only be in two groups. Each of the groups go through the City to find the same pieces. The groups collaborative remember the game pieces and then they collaboratively solve the puzzle.

[No Name Yet II]
They plan to map people’s emotions, but also use weather and sound. Each of the emoticons represents an individual person.

Andy’s remarks: What about flows of emotions through the City?