THE CITY PROJECT

Matthew Chalmers
University of Glasgow
City

• Integrating heterogeneous tools and media
  – Ubicomp and comms ⇒ information and collaboration… but also asymmetry

• A shared ‘co-visiting’ experience for online and on-site visitors
  – System: talk, awareness of location and shared content
  – Setting: a museum exhibition (and on out into the city)
  – Success: focus on shared visit rather than just the tools/media
A Co-Visiting System for the Mackintosh Room

PDA/wearable + room

3D + web

2D + web
Talk About the Exhibition

Vee: Petunias is errm better for me than Rosemaries
Ana: Ok [pet]unias
Dub: [hhh] Petunias it is
Vee: Early work
Ana: Hey guys see: this other one it’s really nice its called Fort Mailly hhh Fort Mailly in nineteen twenty seven
Vee: Nineteen twenty seven
Ana: Yeah, it’s got the light
Vee: Yeah I know but I like[Roses]
Ana: [Can you] see it?
Dub: Fort Mailly?
Ana: Hmmmm
Dub: Yeah that’s quite nice
Vee: I still prefer Roses
User Experience

• Rich shared visits, with no one visitor dominant
  – Collaborative exploration, implicit/explicit recommendations, and creative discussions about the exhibition
  – New ways of moving and talking that were specific to their understanding of what was shared among tools… and what was not
  – Confusion arose when differences and ‘seams’ became apparent, but users found ways to handle them

• Social interaction and the process of use and appropriation
A New Event: George Square

- Observational studies of tourists and visitors
  - Pre- & post-visiting, photos & blogs, deliberately loose plans
- A new system for visits out in the city streets
  - Synchronous interaction, much as in the Mack Room
    - Mutual awareness of location, overlapping content and talk
  - Also asynchronous via database of logged activity
    - Recommendations of locations and URLs, and post-visit blogs
  - Greater symmetry in terms of tools
    - Each visitor has GPS, map, VR, web, camera and photo viewer
  - Seamful maps and tools
    - Representations that open up infrastructure, and how to use, ignore or change it
Showing the ‘seams’ in wireless infrastructure
Future Plans

• This year
  – Tests and trials of the George Square system
  – Reusing George Square system in Urban eScience
  – Seamful Games: players finding, using and manipulating 802.11 networks

• Beyond
  – Game-like or performative ‘post-city’ projects
  – Seamfulness, ‘deep adaptation’ and design for appropriation
    • How can theory and study of the process of use and interpretation feed the practice of designing systems — design ‘all the way down’
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