

<title>On the land of hack</title>

<problematic>Adapt territory threw hack,
circumventing limitations with all the
creativity of the community.</problematic>

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<date>June 2015</date>

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<introduction>

Territory, internet and hacks, what an odd combination. Or at least it used to be. With the alarming increased of "solutions" proposed by both politic and civic organization to solve the "technology gaps" in territory, that combination tend to become more and more common. But it may should not be. Is every city should create Fab Labs or Coworking spaces ? Or are those global conceptual solutions put on a local scale shouldn't be redesign for every specific situation.

We used to walk our all life without needing to dematerialized our environment. Practicing city and road easily, with transportation needing effort, resources and time. Our journey was constantly disturb by the environment around us. Beautiful landscape or huge traffic could drastically influence our emotional representation of space. Feeling a space enough to be able to categorized has either best or worst place on earth. Our map where drawn to fit our representation of space, plane and limited. But the coast of a country is infinite, we will never be able to have a fixed distances between two points due to the environment itself. Just as our planisphere is a false representation of our planet because a sphere can never be translate into a rectangle. The representation we made of our dimensions is scientific but mostly emotionally connect to our self, therefore unique and infinite for each of its practicing.

Then came the network of networks. Internet change society more quickly than every other technological innovation ever did. In 15 years, our use of this network entirely change our representation of our dimensions, all 4. Our representation of distance, plane and space have been change before, but for the first time, it's time perception itself that has evolved, transforming it from a fixed variable to a relative one.

We are now able to join simultaneously half the human population by just a clicking threw

uniform resource locator. Digital public space are more and more opens to active intervention from individual, expanding from all sides and directions, reenforcing individual autonomy and tumbling everything toward communal and accessible.

This network make knowledge easily available to anyone with the desire to learn, even the knowledge of the network itself. By putting intelligence not in it's heart but on the terminal of the network, Internet creator made possible a mutually beneficial relationship between users and makers. And Internet keeps on evolving, being change by it's users practices itself.

This practices where first considered deviant and made by a minority among user, but sociology prove that masses have always been critical about technology around them. By narrowing the gaps between make and use, even allowing user to easily became makers, Internet was able to spread horizontal innovation, or hacking, and while making it legal and admitted.

Although hacking is often reduce has online actions, its can be more defined as any innovation made on an existing system, and it should not be restricted to digital world. Our day-life need innovation and what more important system that our country, city and territory. So lets creatively overcoming or circumventing limitations by intellectually challenging our material self.

</introduction>

<part1> **Misrepresentation of the territory and physical space**

<a>**The maps and dimensional space**

Our environment and perception we experience of it is ruled by mathematics and physics. Classical physics describe three physical dimensions:

- the line
- the place
- the volume

A fourth dimension is commonly had to this representation, time.

Every point can therefore be described in a space with only four variables: x, y, z and t. This coordinate represent a relative truth. The 4 dimensions are closely bound with the concept of perspective. Perspective, symbolic system made-up to conceive the world in 4 dimensions as become so natural that it's nearly impossible to extract ourself from this representation.

Dimensions

« Every corporeal item has its own measure and own dimension. » This sentence distinguish the dimension length, height, and width of the item itself and the space dimension where this item is contemplated thanks to the points x, y, z and t.

Just as a car or a person, territory move and evolve. A true representation can never be achieve neither generality nor relatively because borders, characteristics and levels are constantly upgrading. For example the border of a country can change with geopolitics and conflicts between two countries, but the border

itself is always infinite, distance between two points being irrelevant without the variable time, which gave a relativity position to this environment and can logically never be always true. Not even the planisphere, the most common representation of our planet is accurate.

« un dispositif abstrait qui réduit l'espace à un jeu de relations pré-programmées, de parcours offrant des carrefours multiples » C. Jacob, *Approche théorique de la cartographie à travers l'histoire*, Albin Michel, Paris, 1992, p.70

See "Plan" below ■

Map

A map is a comprehensible picture of a complex system. This abstraction reduce space to a game with pr-programmed relationships and multiple sides paths.

There is different types of geographic maps: Atlas, Climatic map, Physical map, Political map, Street map, Thematic map, Weather map, Relief map, World map.

A map being an easy way to display quickly readable informations, the mapping system has been used on immaterial network to sort information.

A map is actually spatial, planar topological or topographic configuration of a plan. A plan is commonly understood as a temporal set of intended actions through which one expects to achieve a goal. Therefore by definition a map has not only a spatial set but also a temporal set.

Map Projection

A map projection is a mathematics matrices system by with a spherical representation of a map is project on a plane surface. This system is used since the first drawn of cartographic production. Science doesn't allow quite well a 2D representation of a 3D space therefore a representation is always deform from it's original. For example, the National Geographic Society is using the Winkel Tripel projection on their world map.

Plan

A plan is the layout of different step in order to organize a list of means and goals. In geography, a plan is a scouting and navigation tool that take a close interest in places and itineraries.

F. Eychenne, *La ville complexe et familière*, p.62 ■

We use maps and plans to represent the

elements we perceive around us. But the nature itself of the element evolve, due to natural or human interaction. Here, I embrace natural causes, this area being a very specific state, with lake, river, mountain and hard seasons.

M. Vanier, *Territoires, Territorialité, Territorialisation*, 2009,
p.63

Martin Vanier in *Territoires, Territorialité, territorialisation* explain that the "flow of matter create social matters", "objects such as plane or computers are considered as a consequence of interpersonal network". This reflexion engage a process that consider border as not only the visual line representation on a map or the physic wall, but also every matter around it. The custom office, officer and process, passport administration and regulation, transport company and even stamps. A border is not only a drawn representation of limitation, it also all the processes around it, that is why some border seam more porous than other, as "territory [...] are endlessly create and realize by countless human and non-human operator" (p.65). This new geography, « complex, hybrid and mobile » (p.58) represent a rising territory interdependence.

Network

Originally the world network was used to talk about a very thin netting in order to catch animals, but then the definition evolve to an ensemble that can limit human, by suppressing freedom or threat his personality. Commonly a network is only an ensemble of nerves links together, in order to create a pattern.

P. Berger JP Nouhaud,
Formes cachés, 2004, p.18

Because our representation of space is such, « every representation of the gods, the world and the city has for objective to invent sociably singular shapes according to simple spacial principals and complex ontological rules », we can design into a map other level of territory, not just spacial ones, and even though Internet help propagate this representation, our representation of space shape our territory from the very start. From urban networks to literature, the map have always been a simple system for our brain to conceive the representation of a network.

That's one of the reason why I've used a map representation into my research, more specific
See Annexes ▪ the « Carte de tendre » principals.

Carte de tendre

The “Carte de tendre” is a map of the imaginary country “Tendre” realize by Augustin Courbé around 1654 into Clélie, Histoire romaine first part of Madelaine de Scudéry. This map is supposedly a topographic and allegoric representation of love life. The representation was highly criticized when first publish and maps as “Carte de Coquetterie” or “de Désespérerie” were made. In the thesis, I will refer as the “Carte de tendre” as a emotional representation of the territory practiced daily by their drawers.

See Annexes ▪

The other reason of the selection of map as the expression of the field is because territory come also with a less human and more cultural representation. The territory is only considered as the support for networks : transmissions, socials, topological and operator. And this territory became malleable and dependent on the institutions which command over it. Vanier suggest that there is 4 « spaciality of power », « the whole of the worlds, the forces fields, the hierarchical network and the global society ». According to his thoughts, territory which are rule by a state such has France, are in fact forces fields that tend to reduce their intensitiy as information society allow the appearance of a network, rhizomatic and deterritorialized

“l’ensemble des mondes,
le champs de forces, le
réseau hiérarchique et
le société mondiale »,
M. Vanier, Territoires,
Territorialité,
Territorialisation, 2009,
p.65

Matt Mullican, how to tell his city as a delirium.

The American artist has spent more than thirty years vividly expressing his visions of hypothetical urban spaces and cosmological models through precise visualizations and pictogram. He create a specific grammar and iconography and every color is assigned a specific symbolic meaning. For example, green stands for matter, blue for the everyday world, yellow for ideas, white and black for language, and red for the

subjective. The color not only represent physical but also immaterial space. Mullican calls this model of perception "the theory of the five worlds." It serves him as an ordering system for his approach to art, illustrating the relationship between the world and its representation.

This is why the territory can be seen as a mental construction superposed to network geography. And different networks type can be distinguish on the territory, both human and nature made, from river to trail path or electrical wire and road. But this networks are basic, primal, they show the data they are carrying on them, from power to person. Some network, such as the internet carry more mental operation because of the matter of the data at stake.

Several government rapports deal with this technological gape, between city and country side, as only a matter of distance between the wire and the human. But with the network expending every day in order to connect quickly the population, other technological gape, not
See part 2b ▪ territorial but practical are taking hold.

This increase and spread of networks is such that it is becoming a planetary event. Technology and human activity are so global that they function as a geopolitics forces, just like farming change our biosphere and civilization the climate, today cities and especially mega-cities challenge the territory balance.

“Un Internet dans la ville”

Internet play a great role in the current recognition of Map projection as self infrastructure of the city, at the same level

- as road, building and communication networks.
- But « defined [the internet network] as a ‘digital territory’ according to a reticular transport logic [...] come down to doomed this network at only pipes and wire » which they are definitively not.

Michel De Certeau in his groundbreaking book « The practice of Everyday life » define the city as an « utopian and urbanistic discourse [...] of threefold operations : »

The first layer is the homogenous autonomous physical space occupy by the city, « the production of its own space, a rational organization must this repress all the physical, mental and political pollution that would compromise it. »

Then the cultural background system replicate on a smaller scale, « the substitution of a nowhen, or a synchronic system, for the indeterminable and stubborn resistances offered by traditions, univocal scientific strategies, made possible by the flattening out of all the data in a plane projection, must replace the tactics of users who take advantage of ‘opportunities’ and who, through these trap-events, these lapses in visibility, reproduce the opacities of history everywhere. »

And the city itself as an entity, regrouping all this components, « the creation of a universal and anonymous subject which is the city itself. It gradually becomes possible to attribute to it, as to its political model, all the functions and predicates that were previously scattered and assigned to many different real subjects-groups, associations, or individuals. ‘The city’ like a proper name. Thus provides a way of conceiving and constructing space on the basis of a finite number of stable, isolatable and interconnected properties. »

Then he connect the first practitioners

F. Eychenne, *La ville 2.0, complexe et familière*, p.60

M. Vanier, *Territoires, Territorialité, Territorialisation*, 2009, p.81

M. De Certeau, *The Everyday Life*, 1984, p.94

of the city, the walkers : « The ordinary practitioners of the city live "down below", below the thresholds at which visibility begins. They walk-an elementary form of this experience of the city; they are walkers, Wandersmiinner, whose bodies follow the thick and thins of an urban "text" they write without being able to read it. These practitioners make use of spaces that cannot be seen; their knowledge of them is as blind as that of lovers in each others arms. The paths that correspond in this intertwining, unrecognized poems in which each body is an element signed by many others, elude legibility. It is as though the practices organizing a bustling city were characterized by their blindness. The networks of these moving, intersecting writings compose a manifold story that has neither author nor spectator, shaped out of fragments of trajectories and alterations of spaces : in relation to representations, it remains daily and indefinitely other.

Escaping the imaginary tantalization produced by the eye, the everyday has a certain strangeness that does not surface, or whose surface is only its upper limit, outlining itself against the visible. Within this ensemble, I shall try to locate the practices that are foreign to the "geometrical " or "geographical " space of visual, panoptic, or theoretical constructions. These practices of space refer to a specific form of operations ("ways of operating"), to "another spatiality, (an "anthropological," poetic and mythic experience of space), and to an opaque and blind mobility characteristic of the bustling city. A migrational, or metaphorical, city thus slips into the clear text of the planned and readable city. » (p.93).

De Certeau explain here the key concept of a city, their daily practitioners, the walkers (pedestrians) and how to perceive the different layers into a such sprawling space. With the explosion of new technology and internet, this explanation is taking more and more scene, as the first data producer are human uses, both human to human communication and human to device communication.

Internet is not only a communication network between human. The « internet of things » is now a networks of 14 billions devices, twice the human world population. And counting that only 50% of the population has internet access, that means for each internet connectable person there is around four internet connected items, from car, smart-phone or fridge. The applications are infinite : media, environmental monitoring, infrastructure, manufacturing, energy, medical, healthcare, building, home, transportation... These devices help us collect a colossal amount of data that can only be processed via algorithms. This is what is called big data.

Algorithms

Algorithms is a mathematics and computer science step by step set of operations which can perform independently from human intervention, simply by processing input data. Simple algorithms were first the core of computer-based network but are now turning into incomprehensible code lines able to predict weather, finance, even geopolitics.

Big Data

Is a popularization term which characterizes a set of data who aren't produced via a database but via unstructured systems such as image, video, audio, text... Big data can be characterized by three criteria : Variety (in matter and manifestation), speed (real-time processing, therefore dynamics), and veracity (data must be exact for the analysis to be accurate).

« To treat big data means to be able to dynamically deal with it in all its diversity while being sure that the data is correctly handled ». These technology-based devices are more and more common, they have to be considered as a « way to maximize systems, reduce costs and facilitate daily life » (p.104) just as the « raw materials of XXI century » (p.96).

But this raw material has increased so

drastically that human inventions and capacity were outdated. To respond to the increasing number of services and data needed, researcher develop solutions, algorithms, that will be able not only to solve the current problem but adapt themselves to respond to future problem. This creature were so aware of the data produce by the world they are on the verge of becoming medium. Threw unbelievable mathematics connection, they can predict short, middle and sometime long term predictions. Some say magic is science we do not understand, well the gift of seeker is becoming a very mathematics science. We are so eager to master this prediction capacity that to save milliseconds (and also a lot of money) to stock options algorithms, we are terraforming our planet to achieve it.

Terraforming

Literally « Earth-shaping » is a planetary engineering principal commonly used in science fiction universe, but considered as a realistic science in which consciously creature such as human can transform the atmosphere, temperature, surface topography or ecology through devices, in order to meet habitable criteria.

This changes are mainly made for huge algorithms requiring the more accurate data possibles, such as stock exchange, but algorithms can be lighter. Most of the online services available via « the internet of things » only need a average networks connection. This device and service are design to make list : list of places and path in the case of a GPS, grocery list in case of an intelligent fridge, or list of parameterizable home-device all connect to the same smart house app. But isn't a graphically layout list a map ? Because of the simple and universal space representation passed by our cultural background, we understand map quite simply, this is why the service we create are so easily shape as plans and maps.

And this maps are now not only made by innovators, but for and by users as well. By using the service you create plus-value on it and increase the amount of data and attractivity

of the projection. That's "Community mapping". This is why very quickly the map as became the major support of digital services and applications, first online, now inboard.

Internet increase the public space, opening it to « the more and more active intervention

- of the individual ». But to we have to « distinguish constructive new territory, to wit the production of senses technologies and mental maps, » true evolution of the networks and its agent, « from the simple extension of a neon-managerial speeches with territorial tech politics », simple plaster attempting to control this evolution.

</part1>

<part2>The system that changes all the other

<a>Open knowledge, the curiosity crime

In January 2000, at the dawn of the new millennium Lawrence Lessig, business law professor at Harvard wrote a paper for the Harvard Magazine title "Code is law, on liberty in Cyberspace". He explained that because every system needs regulation, and Internet didn't drift from it, online regulation will be made only by and through the code. Because of the rhizomatic nature of the network only the basics matter of it can express a control and that come from the succession of character type inside the soft and hardware known as code. But like so many systems, internet power is also one of his weaknesses. Because coders can create the rules by coding, they can also rewrite the code to change the rules and therefore the nature. Some coders did great, creating open sources

See below ■ standards, but when state-government removed their control over such a huge system, then corporation and business motive came into play. Basic code in Internet (TCP/IP protocol) is neutral, he doesn't care about the data carried on the network nor the machine involved in. It's a neutral combination, that allows every information to be carried freely, anonymously and fairly between places. This protocol made has basic principles, controlled over the network became impossible. But this irregularity depends on the code, and code can evolve.

To read the complete article, please refer to the Webography

Eric S Raymond, is an American coder and writer, co-creator of the concept of open-source and fervent advocate of the hacker culture. His glossary of computer programmer slang is currently edited by the MIT under the name : The New Hacker's Dictionary. This is the sample definition of hacker according to

the book :

:hacker: n. [originally, someone who makes furniture with an axe] 1. A person who enjoys exploring the details of programmable systems and how to stretch their capabilities, as opposed to most users, who prefer to learn only the minimum necessary. 2. One who programs enthusiastically (even obsessively) or who enjoys programming rather than just theorizing about programming. 3. A person capable of appreciating {hack value}. 4. A person who is good at programming quickly. 5. An expert at a particular program, or one who frequently does work using it or on it; as in `a UNIX hacker'. (Definitions 1 through 5 are correlated, and people who fit them congregate.) 6. An expert or enthusiast of any kind. One might be an astronomy hacker, for example. 7. One who enjoys the intellectual challenge of creatively overcoming or circumventing limitations. 8. [deprecated] A malicious meddler who tries to discover sensitive information by poking around. Hence `password hacker', `network hacker'. The correct term is {cracker}.0

While the first 6 definitions of the term are computer related, the seventh « One who enjoys the intellectual challenge of creatively overcoming or circumventing limitations » allowed hacker to step out the digital world in order to enter the infinite space of 'limitation'. Limitation can be uses in legal, topological, territorial, cultural or natural terms, therefore this definition of hacker put every inventor in human history as a hacker, simply by the action of thinking and solving an issue.

« The beginnings of the hacker culture as we know it today can be conveniently dated to 1961, the year MIT acquired the first PDP-1. The Signals and Power committee of MIT's Tech Model Railroad Club adopted the machine as their favorite tech-toy and invented programming tools, slang, and an

Extract from A Brief History of Hackerdom, chapter 3, by Eric S. Raymond, see link in webography

D. Caron, *La démocratie Internet*, 2010, p.13

entire surrounding culture that is still recognizably with us today. These early years have been examined in the first part of Steven Levy's book Hackers [Levy]. MIT's computer culture seems to have been the first to adopt the term 'hacker'. The Tech Model Railroad Club's hackers became the nucleus of MIT's Artificial Intelligence Laboratory, the world's leading center of AI research into the early 1980s. Their influence was spread far wider after 1969, the first year of the ARPANET. »

The hacker philosophy is base on three pillars, « make, learn, share ». This philosophy is really a « mix between counterculture and meritocracy ». This philosophy explain the myriad diversity of ARPANET pioneers, from hippies to army working together on the networks. Their common point ? They were amateur.

Amateur

Etymologically, amateur come from the Latin word « ama », which mean to love. The word is currently defined has « one who express an interest for something or someone valuable ». Although the notion of value is express in this definition, we more commonly accept the concept of amateur as simply an unprofessional occupation.

Cracker

In french, we have a problem with the word hacker. While English has 9 definitions for it, we only translate it as « pirate » or « fouinneur », and in the process lost the majority of the characteristic of the word. French definition as « a person who breaks computer-based-network access in order to retrieve information » is more close to the English term « Cracker », which was a subdivision of the term. In English, the differences between the notion is clear.

Hacker created this network, they create it for their personal uses and responding to their personal practices therefore they apply their life principals and ideology into the running core of the system. But if you leave a system

*Semaine de la Francophonie,
April 2015*

without government or hierarchical oversee, corporate interest tend to take control, just like it will append on the web years later. The corporation start patenting code and hardware, in order to make profit and evolve. This business model of network-wired provider stood until the first dot-com bubble in 2000. In the same time, open source movement took another step and slip in two. Richard Stallman, founder of the concept was defending the inflexibility of copyleft, leaving no room to create a open-then-closed software. Then Linus Torvalds, creator of the distribution GNU/Linux, and Raymonds who defend the possible evolution of copyleft into copyrighted materials.

Copyleft and right

Copyright is a legal right created with the invention of the printing press, which grant the creator of an original work exclusive rights regarding the use and distribution of its production. By default, every original work is placed under copyright laws. The notion of copyright is highly connected to capitalism and patent.

Copyleft is a practice and a form of legal right where the creator choose to allow anyone to use and/or distribute an original work. There are many legal forms of copyleft like, worldwide known, Creative Commons which proposed a lot of possible combinations or the French License Libre create for artwork.

[www]
creativecommons.org

The companies who crashed during the first dot-com bubble were mainly hardware manufacturer. They spread the network infrastructure and capacity too a point where it was then able to handle a constantly increasing amount of terminal and data exchange. In this rise, practices and needs appear and were fulfilled by a second wave of tech company specialized in services this time. Around 2010, the second dot-com bubble appears, but the damage are controlled. Expect that this new company by not creating hardware but software were touching and changing the code. This unmonitored expansion led to privacy problem and global flashing. But because « People choose how the code does these

L Lessig, *Code is law*, 2000 ▪ things. » they can over-write protocol in order to restore the balance into the network.

The common point between all the persons involve into this writing process is their starting point. In 1986, The Mentor, a computer hacker and cracker wrote one of the most popular hacker manifesto, where he explain his young age, his philosophy, his relationship with other and where he declared that the only crime

The Mentor, The conscience of a Hacker, 1986

▪ he was guilty of was curiosity. This generation highjack the traditional schooling system, by rebelling against authority, and making their first statement in the network, by learning on and about it. They succeed and spread this philosophy onto more and more self designated student and teacher, always curious.

This philosophy is for me one of the definition of being an hacker, by self teaching abilities you are circumventing limitations and follow other in your path.

Handyman, Innovator, Inventor

The 3 therms: handyman, innovator and inventor are the different denomination of persons circumventing limitations on different system levels.

The handyman, the most commons and ancient of the three realize is performance on the material world, by fixing a car or improving his home for example.

The innovator will improve current technology to responds a more commercial need. In the XXI century, his main stage is the Internet network and the immaterial stage.

The inventor doesn't stick to material or immaterial reality but he is creatively trying to join them together.

All this persons are connect by different characteristics such as, curiosity, the need to improve a system, to do it so with their own abilities and by a guess-try exploration process.

The masculine gentrification is there used as neutral, it can most certainly be a woman performing.

DIY citizenship and politically correct

With the network expending every day in order to connect quickly the population, other technological gaps, not territorial but practical are taking hold. And it's not just low income family or elder who are technologically ignorant, a strong part of the politics 'elites' are more and more unaware.

Let's do an analogy with cars. At first they were expensive, and only the upper level of the population was able to afford it, then came the worker, mostly farmer, to help them in their work and finally the common population, so that in less than a century, from 250 000 cars in 1907, we produce each year 76 000 000 of new units. Therefore no matter your income, at some point you learn how to drive in order to be more independent on the network. Expect that at a certain point, a part of the population will be wealthy enough to hire a driver. These people now know how to drive, the theory and basics, but do not practice every day. This soft rising didn't happen in new-technology and internet. Between the first byte sent by the world wide web in 1992 and 2014, the network grew one billion websites. And because of the nature of the network, habits, practices and uses were not created by laboratory and corporation but by the users themselves. Government officials today are facing a challenge similar, expect they didn't learn how to drive their online account. They didn't have a Facebook profile, they straightaway had a Facebook page. The technological gap between the two sides of this fracture will not be resolved with time or practice because the practice is already popular, it has to be self learned and self learning takes time they don't have.

But because government officials are afraid or just unaware of this network doesn't mean that it cannot be a huge democratic catalyst. US head of MIT's Civic Media Lab, Ethan Zuckerman, explains that the X generation is

starting to use the network with internet-native civics purpose. This movements and projects uses the ideology, the principles and the medium of the network. They are creating a homemade citizenship by using different internet standards : Do It Yourself, Civic Hacking and Crowdfunding.

DIY

DIY (Do It Yourself) is a method of building, modifying or repairing something without the aid of experts or paid professionals. This method isn't young but regain interest with the maker branch of hacking philosophy. From independent media, fashion, science, music, cooking, crafting or furniture, the DIY movement have gain in followers and popularity over the past years. Hacker practicing DIY are often designate as maker. This movement is closely thigh with 3D printings and fab labs.

See part 3a ▪

Civic Hacking

Civic hacking is the hacktivism practice made by civic hackers. They collaborates with others to create, build, and invent open source solutions using publicly-released data, code and technology to solve social, economic, and environmental challenges relevant to their neighborhood, city, state, or country. Civic hacking is a branch of the hacking philosophy.

Crowdfunding

Crowdfunding is the practice of funding a project or venture, in culture, science, digital or ecology for example, by raising monetary contributions from a large number of people, typically via the internet, on platform like Kickstarter Ulule. Crowdfunding is an industry which raise more than 5 billions dollars in 2013.

This m(f)ix produce new form of politics, more participative and open, called « internet based democracy ». Of course government are transparent, but transparency is only a one-way opening. Internet allowed this relation to become a two way relationship, it can then

E. Zuckerman, *Understanding digital civics, 2012*

become a open-source democratic governance.

Open-source governance

Open-source governance is a political philosophy which advocates the application of the philosophies of the open-source and open-content movements to democratic principles in order to enable interested citizen to add to the creation of legislation.

Every concern citizen, a.k.a. civic hacker, can create or join a gathering of other civic concern hacker, and start evolving not against the system, but with him, in order to help it evolve and redefined himself in order to follow the society evolution. This tool are « design to teach the users how to become efficient and powerful citizen ». And the best part is that the « simple friendly tools for problems notification » are the same tools to fix the problem, they invite you to become a participants and a one-way information relationship became a two-way « civic education introduction class ». Some association and gathering, such as Code For America are using this tools, like hackathon to re-engage citizen into their governance.

E. Zuckerman, Understanding digital civics, 2012

Code For America

Code For America is an US non-profit organization with the purpose of addressing the widening gap between the public and private sectors in their effective use of technology and design. The organization is precursor in open-source governance and civic hacking. They works in close relationship with local government and population, offering geek and civic hacker internship in administration in order to reduce the digital gap and help huge system to slowly adapt with new technology. This program help produce over 10 millions lines of codes and some of the best open API currently available, such as website management through spreadsheet.

« Code for America believes government can work for the people, by the people in the 21st century.

We build open source technology and organize a network of people dedicated to making government services simple, effective, and easy to use.

We focus our iterative, user-centered, and data-driven approach to government primarily in four areas that have real human impact : health, economic development, safety and justice, citizen-government interaction.

Showing what's possible

Digital government can cost less and work for the public. Showing what's possible is the first step. Then we spread the word.

Changing people and practices

Code for America brings technologists into government and supports new practices among existing teams to change how government delivers services.

Transitioning tools and platforms

Consumer technology gets better and cheaper every day. Government technology can too if cities and counties adopt tools and platforms that are built to move with the times.

Deepening impact

Code for America focuses work in areas that have positive impact in people's lives. »

[www]
codeforamerica.org

Hackathon

Hackathon (also known as a hack day, hackfest or codefest) is an event in which computer programmers and others involved in software development and hardware development, including graphic designers, interface designers and project managers, collaborate intensively on software projects. This terminology has more and more common in less digital hacking gathering such as civic hacking.

This community are created and run independently of the existing state, creating a secondary network graft on existent. This civic action reflect the rising of citizen affect directly on culture and services »

E. Zuckerman, *Understanding digital civics*, 2012

Expect that this innovations have to be relevant and meaningful. Most of the project create are not « massive infrastructure projects that changed our world but devices. ». They are gizmo, rerouting public attention and debate to high profile, high fashionable and elitist project. They must not be create only for the optic but with a real reflection. Because of the multiplicity of territory and cultural history, a solution who win his spurs in a mega-city will not automatically work in another territory.

</part2>

<part3>Deviants uses and ascendant innovation in territory

<a>From user to maker

The difference between user and maker tend to be soften over practices and uses since the IT revolution. The border between creator and user is marked by the privation of inclusion participation into the innovation process. But this borders are blowing up with the spread of hacker philosophy. On the network, user « need to expose their idea to other », they use the network to change the one way communication network of 'old' media to discuss, engage and test. And « sharing an idea also allow improvement while broadcasting ».

D. Cardon, de l'innovation ascendante, 2005

The ascendant innovation principals didn't appear with creation of open source initiative. They went along from the start of the industrial history, the surf board is the better example of a traditional ascendant innovation, the board being perfection by their users and not a company. This innovation came very often of « a very personal need », « the innovation places can only be the uses contexts and the main factor the user himself ».

Surfboard

One of the most famous example of ascendant innovation, surf was first practice in the archipelago of Hawaii, but the board as evolve with the practice of their user. The surf fin of a surfboard was invented in the middle of the XX century to help the stability of the board. It's the increasing of the surf community that allow this innovations.

Therefore, the « need and solution are

co-present in the use context ». However, the open source initiative that appear with the computer succeed in inducing politics, process, valor and spirit. They succeed « to grave ascendant innovation process a organizational and normative consistency while proving equal performance and quality that traditional process.

The Open Source Definition

The open source definition is the basic set of valor for an open source project : free redistribution of the project, accessible source code, must allow derived work, the project can protect the integrity of the author's source code, no discrimination against persons or groups, no discrimination against fields of endeavor, the license is distributive, the license cannot be specific to a product, it cannot restrict an other software and finally the license must be technology-neutral.

This innovations are groundbreaking in many point, but the more important is maybe the completeness bring by the process regarding uses : « ascendant innovations don't produce an average response but proceed of a point of views fullness cause by the abundance of the contributors ». This innovations are not the produce of factory or lab research but more blurry center.

During this process, we can highlight three actor circle : « the innovators nest », instructor of the process in this context, « the contributors nebula », the early contributor that make the process grow and « the reformers circle», with evolution idea. Because of this process, the core utility of the project will only progressively appear, interrelate with the contributors that make the project evolve. But because of this hijacking by contributors, ascendants innovations face also their main problem, the instructor tolerance toward the variety of commitment form for the project. A project can easily be put down if the three circles cannot learn to process together. « Cooperative based innovation thus play of

D. Cardon, de l'innovation ascendante, 2005

the way they reach to extract themselves of the technical culture in which they were bread but without loosing the open and collaboration behavior principals import via computer science ».

The popularization of 3D printing technology is the result of such an ascendant innovation, as much in hardware (the printer itself), than software (such as open source software Blender) and uses (like the Do It Yourself movement).

3D Printing

Also know as additive manufacturing, is any of various processes used to make a three-dimensional object. 3D Printing objects usually made with 3D Printers create from 3D software can be original works or spare part of an existing system.

Such technology are usually gather in facility as EPN « Espace Publics Numériques » with access and mediation optics, Coworking spaces with professionals and entrepreneurship optics, or Fablab with creative and collaboration optics.

EPN

ville.gouv.fr ■

Create to support all public digital uses, they propose initiation or development activities supervised, through mediation individual as collective. There are about 4500 EPN in France.

Caisse des Dépôts et des Consignations, Telecentre ■
Studies 2011

Coworking Spaces

Shared workspace, trying to associate the comfort of working from home and social wealth of the company and work alongside other workers, encouraging trade and openness. 25 recorded in France in 2011, over 50 new spaces opened since.

Fablabs

Short cut for Fabrication Laboratory, they were create by the Massachusetts Institute of Technology (MIT) in 2001 to explore the connection between the content of information relates to its physical

representation and how an under-served community can be powered by technology at the grassroots level.

The Fab Labs are more and more popular in France, proposing access to a space to create quick, easy and digitally based objects. Fablab facility are now considered has one of the solution to m(f)ix territory and technology gaps that our society is facing.

This places all have a major characteristic that split form the hacker philosophy and open source movement. While hacker and open source are rejecting expertise or monopoly, this places are mostly run for and from a typology of citizen, digitally aware and they are using it as a gizmo. This place shouldn't be create to fit local politics « promise » but to fit local citizen needs. A Fablab has to be adapt to the territory he radiate in, not as a replica of a MIT response to a urban-american-educated-scientific purpose.

This places can be all considered as third-place « tiers lieux ». Urban sociologist Ray Oldenburg, in 1989, write about the importance of informal public gathering place, necessary for the functioning of civil society, democracy and civic engagement. Third-place are the missing link to start the revolution into George Orwell 1984 famous novel. When population can regroup and thinks as an all they can « characterize their production and life territory ». This place has an unofficial politics function. « All the population can cross into each other, compare idea and promote valor » (p.69). This place « reunify a feeling (like feeling home) and an activity (like a work or play space) ». (p.71). Historically, third is an unifying element which create an heterogeneous all of individual with a will around a common history, therefor this third-place can be considered as the « computer of city and organization » (p.104), transforming raw information into something greater. Into a third-place, individual can works together in order to achieve everyone individual interest or a collective creative interest, just like

A. Burret, *Tiers Lieux et plus si affinités*, 2015,
p.67

in open source project.

Some place have embrace this philosophy. They can be cold hackerspace as a general denomination, but because context mater, here are some examples :

The Zebrastraat project (Ghent, Belgique)

Zebrastraat is a unique project because it bridges the gap between housing, culture and economy. These are three essential pillars of our society which are usually strictly separated into resp. residential areas, museums, SME zones etc. So it seems as if they have nothing in common, or even that they are excluding one another.

[www]
zebrastraat.be

Projet TUBA (Lyon, France)

TUBA is a third-place with objective to help development of innovative services while favoring citizen participation into a creative and innovative dynamics. They are looking to allow to all users to test prototyping service and participate in their enhancement. They also carry and help project innovators.

[www]
tuba-lyon.com

“Bien vacant”, a third space

« Une maison de fantômes, pourtant solidement construite, où l'on peut rêver d'une autre vie »
Kamel Daoud, *Meursault contre-enquête*, 2014

‘Bien vacant’ (vacant goods), is a term I personally first encounter in an interview of Algerian journalist and author Kamel Daoud. When I first search it, I encounter the legal side of this expression and the commonly used synonym for it: « Bien sans maître » (Masterless Goods), used legally to characterize a real estate left without succession. Daoud used it not to describe a property but to characterize the french language when used by native Algerian. On the eve of the newly independent state of Algeria, french were consider as a spoils the defeated, but 50 years later, the government and administration now speak Arabic, and french as become something else. It became « a ghost house, however solidly built, where one can dream for an other life ». Internet and the network help make materiality of the good irrelevant. The fact that it can be touch threw the human hand does no longer matter. This good became a possibility, a creative gateway to a place never explore before. That idea of ‘bien vacant’, is odly similar to the one of hack develop thought this thesis.

At this point, I am going to draw the premise of an utopia. Internet prove that disorganization and chaos can create an autonomous and morally neutral entity. This space is lawless and yet, the brain ruling it, the users, are making sure of a continual self-regulation. Open source initiative prove that ethics and feasible philosophy, politics and economics system are possible. And users from all around the world are blurring the distinction between immaterial and material.

This space, this print into the territory, cannot be cold an EPN, or a coworking space, or a Fablab, it's not even an hacker space. The context matter more than any classification or denomination. I've used my field research to try to determine this context, spaciously and semantic. The snapshot I've try to surround is

small and in many way complete and incomplete. It's complete because it's represent the context of the persons drawing this map at this moment, poring their filling and implication into it, therefore who can decide that their filling matter less than other : don't create average, create denser. Incomplete because the form itself of the practice was restraining capacity and possibility. Not all are good with pen, and paper doesn't allow to record the progression, only the final result if left, not like with computer that can create a register of points in a space-time dimension. In this state of mind, Internet isn't only the starting point, but the main characteristics itself of this space. It's both material and immaterial, tangible and abstract and have the sames that rules of the network-of-network: open, shared and mutable.

Open

To spirit and body.

Every one with the drive of hacking their everyday life can enter this space and live in it. From geek to farmer, student, homeless, elder or artist, this chaotic place don't need nor recognize label. It shouldn't have opening hours neither.

Shared

Between individual, groups and territory. This place can be hosting school, gym classes or computer club. Half home half other, this a mix between the comfort of feeling and the passion of making. There is no chief, permanent team or mediator. Every user is chief, member of the team or mediator by being part of this place.

Mutable

Hack without border.

This place is a lawless enclave, where liberty, as an ideology, prevail. Try, guess, fail, success, by living and expanding. Do not ask for permission nor ask for forgiveness, ask for help, because there is no bad idea, only underrating ones.

There is no restriction, no opening hour, no chief, no rules nor leader. This place is a « no-space» where « can't » doesn't have a seat. Internet provide access to infinity of possibility and this what this place should be about, countless hours of make, share and learn.

But more importantly, I expect that all the guidance I just made will be break, ignore, and rethink. Firstly because imposing a will on a space like this one is, by definition his exact opposite. But mainly because I am not titled of dictating any guidance, I'm merely someone dreaming to it. This is a meritocracy, involve yourself and you will receive accordingly, not from an individual, or a city hall, or a general assembly, but from yourself.

</part3>

<conclusion>

By now you may have understand that I don't swear by the miracle that new technology can bring into our life. I do however have trust in our critic uses of technology. We can hack, consciously or not, the tools at our disposal, in order to fix an unfortunate context. But copy and paste a solution that worked once won't automatically work, we have to be more critic than that.

Solution and opportunities powered by new-technology are incredible. They will face the future of our culture and society, therefore our representation of space. But while terraforming our planet environment to allowed a network to increased and maybe one day, link every conscious creature known, we must be careful not to terraform our culture too. Globalization is only meaningful when differentiation appear.

There is no perfect and magical solutions and trying to copy-past a response made for to different problem will not fix an other. Abracadabra won't only came from the Internet, it's 2015 if it had, by then we'd know about it. But magic can appear when we try to m(f)ix odd couple, just like territory, internet and hacks.

We don't need to m(f)ix it in one time or one year or one political term, just like a great blogger once said, "And if it doesn't work, well we debug and start again until it on".

</conclusion>

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<addendum>

This thesis has been written by Lise Missillier in June 2015 as part of the Master 2 3i, Image, Interactivity and International at the University Savoie Mont-Blanc, department Hypermedia & Communication.

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[@]

This paper has deliberately been written as a popular science paper, and I've tried to explain the more clearly possible my reflexion, however, if you find some challenging concept in the paper, please feel free to contact me.

</addendum>

<acknowledgment>

During this few months of research and hard work, many have been great: Sylviane, Robert, Firmin, Céline, Michel, Jolie and John.

I also would like to thanks my colleague Charlotte, Laurie and Antoine, who spoke some challenging questions and remarks all the way.

This work was follow of Franck Soudan then Lilyana Petrova, many thanks for your mindbreakings ideas.

I'd like to personally thanks the team of the MJC of Chambéry, especially Sandrine, Elodie, Cédric and Yasine who were more than great while having me around. Martin Cahen, Animator at TUBA, Lyon, for answering quickly and clearly to my interest for his organization. And the team of the university library where we spend countless hours.

Finally I'd like to recognize the help of website's Wikipedia, Word reference, Open Office, Rue89, Slate, France Inter, 9Gag and the TV Show's Halt and Catch Fire in the redaction of this thesis, thanks a lot !

</acknowledgment>

<report>Field Research

MJC de Chambéry

<methodology>

The participants are asked to sit down with me for about 10 minutes. Any one with the desire to participate were welcome, the only selection criteria was to live or work in Chambéry. The interview often last longer, about 15 minutes for a single participant. I start by explaining the purpose of the drawing, explaining the context, and then let the participant take over the exercise.

The degree of seize of the exercise depend of the participant, some seem comfortable with the exercise, some need a lot of guidance, some need an actual map to complete the exercise. Normally, the interviews are individual but exception are made if ask or in special case (for instance a younger audience).

Methodology adjustment

Between the first and the second session a high quality microphone has been add to the experience. Moreover, the time aloud to draw the map has been cut shorter to not let participant drift.

This maps are merely the starting point my reflexion. They have two mains purposes.

- The first one is to find out how citizens perceive their environment and their city. My first goal was to find a place, an area in the city were the "Bien Vacant" could step in, trying to find a place where this place could guess and try. Expect that my panel of participants was a bit short, therefor I might have missed an area. However, I will recommend any future relationship with the place where I was gathering the information, the MJC, because their openhanded was great.

- The second purpose was to observe the hack they could come up during the process. By offering them a support and a tool, I've observed (with my eyes and vocally) how they took on the challenge and if they were volunteer in the exercise. Surprisingly, there were only 1 un-volunteer participant (statistically, that's 8% of the panel). What's more surprising is how they took the exercise: with a lot of attention, and a lot of reflexion, thinking and rethinking their path and journey, trying to hack map distortion situation with "narrative" twist.

</methodology>

<sessions>

Session 1

22/04/2015 - Wednesday - 10:00 → 11:30
 MJC de Chambéry 311 Fbg Montmélian, 73000 Chambéry

Weather: blue sky, no wind, hot temperature
 The interview takes place on the open office in the hall of the MJC. The hall was quiet and empty, no-one came in or out. Phone calls were answered.

Session 2

06/05/2015 - Wednesday - 15:00 → 19:00
 MJC de Chambéry 311 Fbg Montmélian, 73000 Chambéry

Weather: blue sky, a little wind, not too hot.

I've started in the hall of the MJC, asking people to join me as they pass by, but around 16:00, a band starts rehearsing on the corridor and I've been proposed the office of the Youth coordinator of the MJC.

</session>

<data>



SANDRINE

MAP #1

SESSION 1

22/04/2015 - Wednesday - 10:00 → 11:30

PARTICIPANT

Sandrine

LEGEND

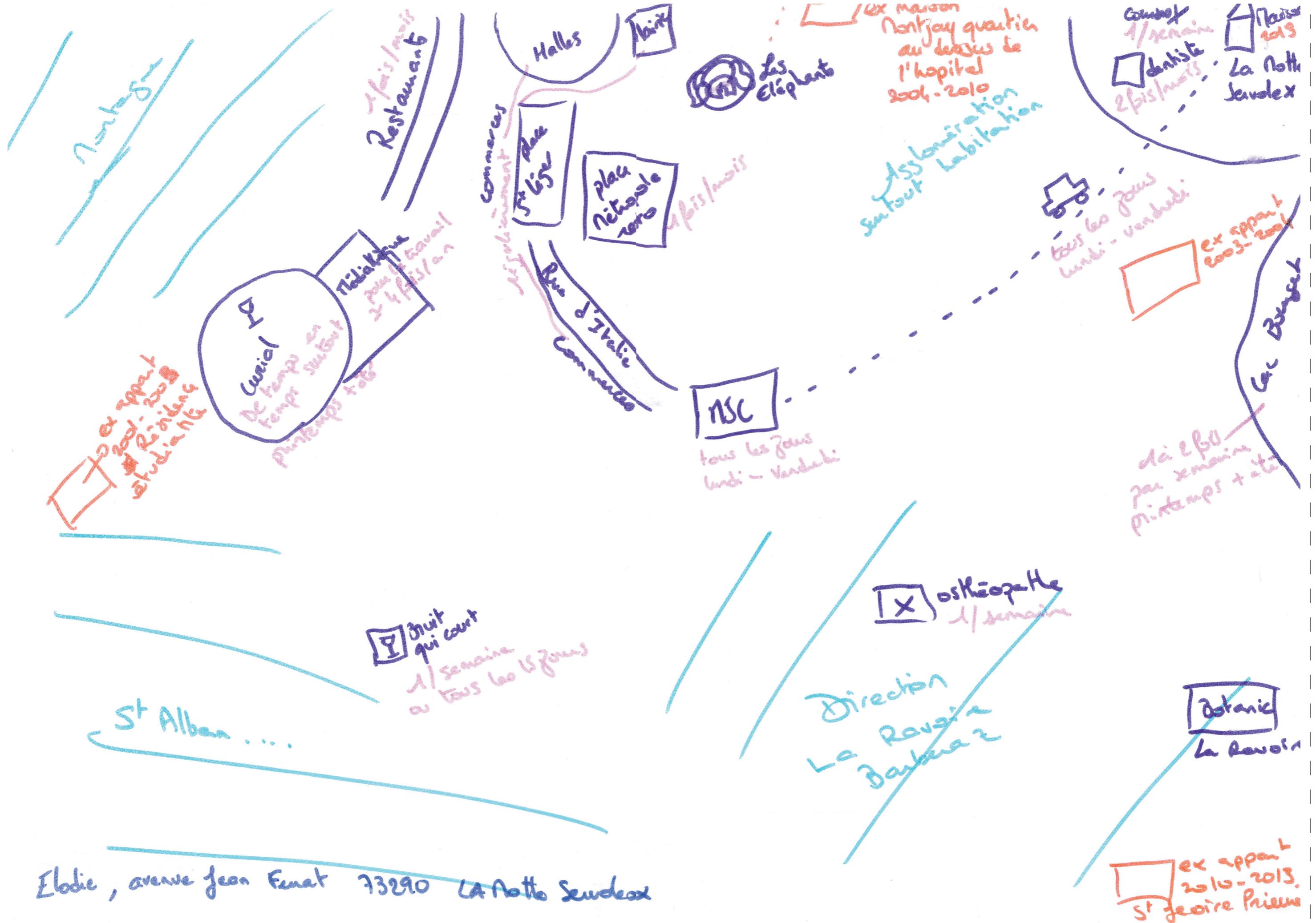
- Red: Place, Current home, on foot path and place, and work.
- Green: Frequency of the places
- Black: Inbetween Red places
- Purple: Former homes

NOTE

This map has been made at the same time as Map #2 and #3. The participants were talking to each other, enjoying themselves, and listening to the others. Map #1 and #2 actions were influence by each other while #3 were more of a lonely participant.

AUDIO





MAP #2

SESSION 1

22/04/2015 - Wednesday - 10:00 → 11:30

PARTICIPANT

Elodie

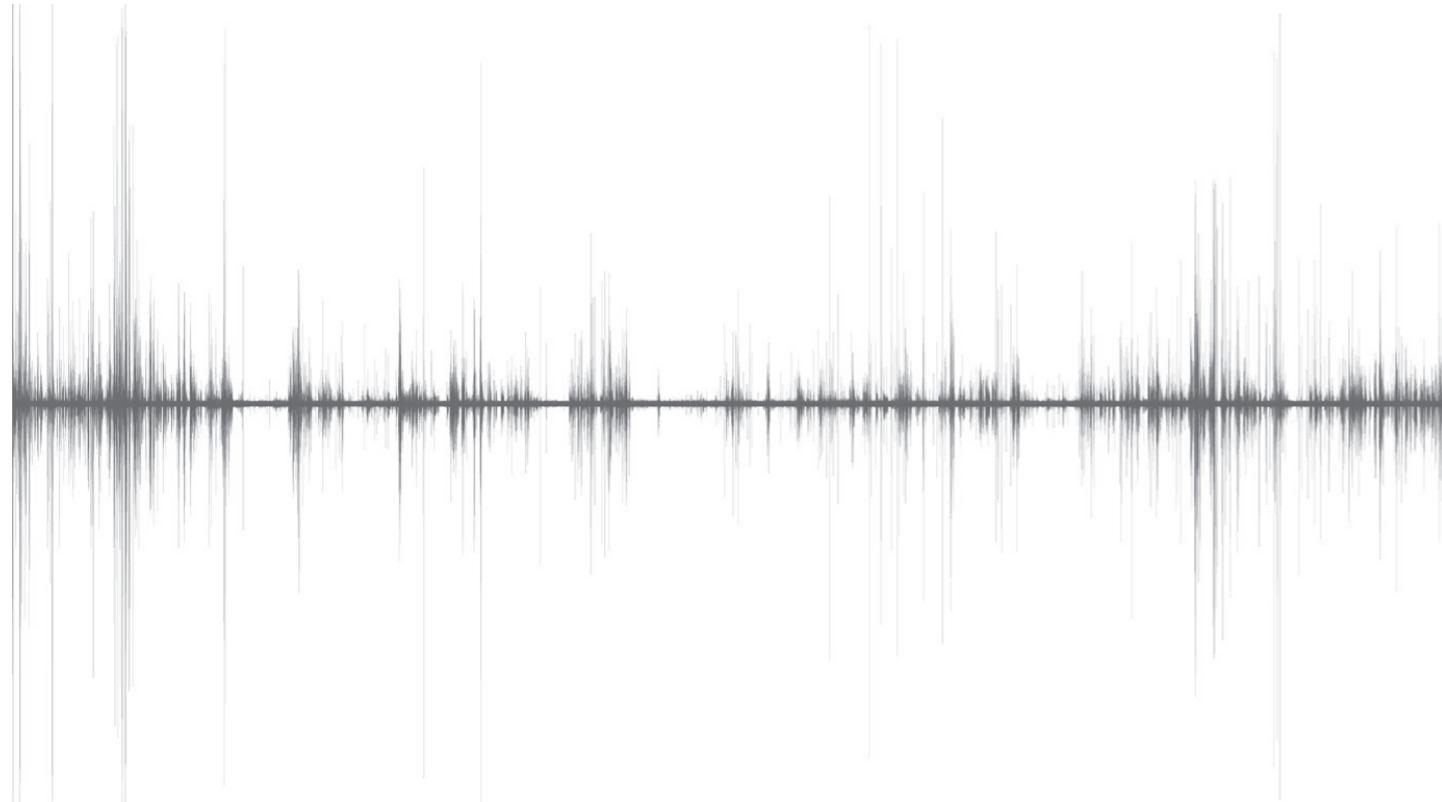
LEGEND

- Purple: Places
- Pink: Frequency
- Orange: Former homes
- Turquoise: Empty spaces

NOTE

This map has been made at the same time as Map #1 and #3. The participants were talking to each other, enjoying themselves, and listening to the others. Map #1 and #2 actions were influenced by each other while #3 was more of a lonely participant.

AUDIO



Yannine

MJC

Rene

camer er
camer er
camer er

Beside

Habla le
Vie
Lamia

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camer er
camer er
camer er
camer er
camer er

camer er segment s
camer er segment s
O
~~Yannine~~

Habla le cam
Habla le cam
Part
boring

x "

tripl. pmt

College

Lamia
Legumine stictisch
Habla le lamia
Habla le lamia

tripl. pmt

cultura
p. g. s.
Roma
Salta
Santos
Salta

Romant

Habla le to semer b

Habla le to semer b
Habla le to semer b
Habla le to semer b
Habla le to semer b

Habla le
lycée

Habla le
Medical

lycée

lycée

Nur der Gobelkt
Joach Billi Lombolt

green
red

blue

MAP #3

SESSION 1

22/04/2015 - Wednesday - 10:00 → 11:30

PARTICIPANT

Yasine

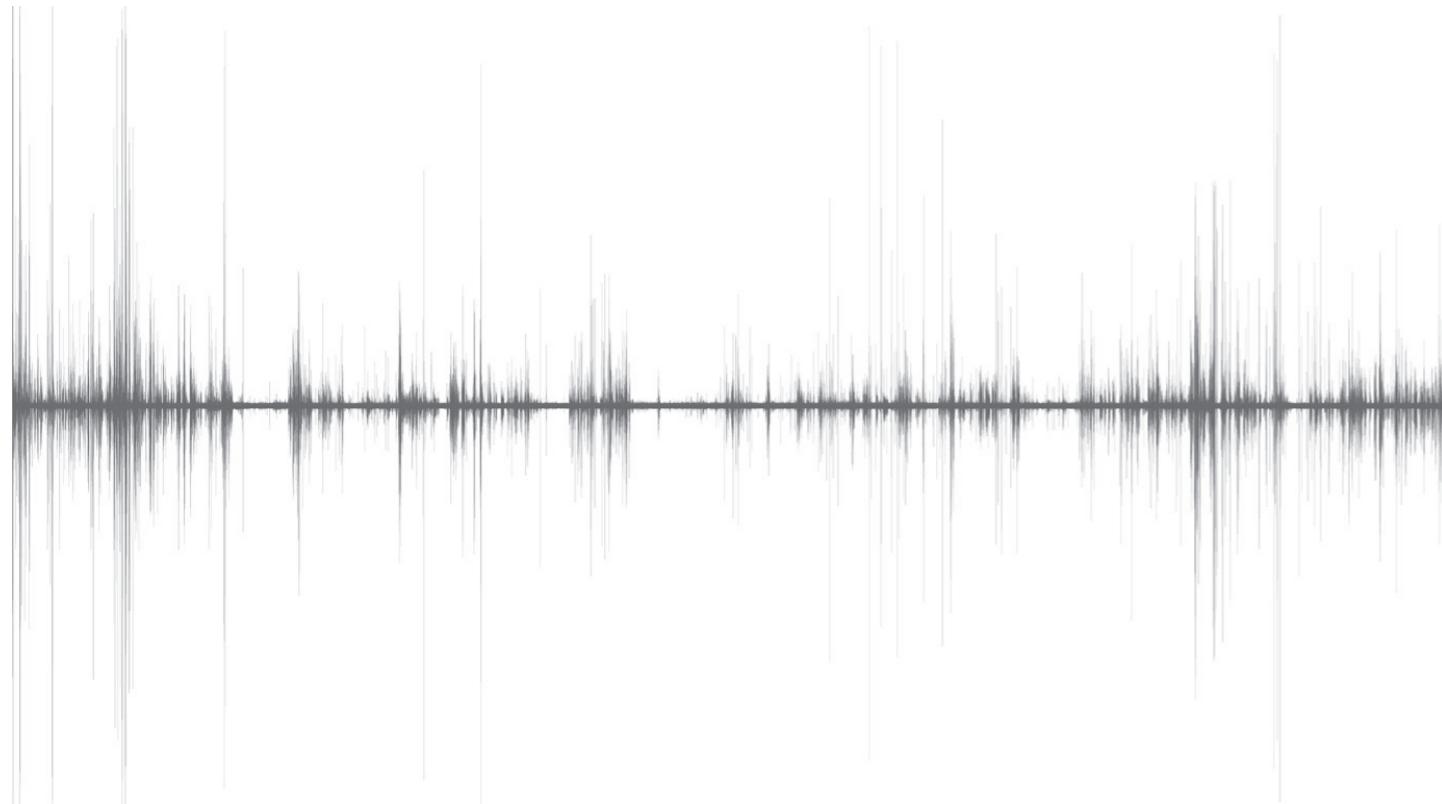
LEGEND

- Green: Home, Places
- Brown: Height, Parck
- Blue: Revitalise places
- Red: Emergency and services places

NOTE

This map has been made at the same time as Map #1 and #2. The participants were talking to each other, enjoying themselves, and listening to the others. Map #1 and #2 actions were influence by each other while #3 were more of a lonely participant.

AUDIO





MAP #4

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Yanis

LEGEND

Black: Everything

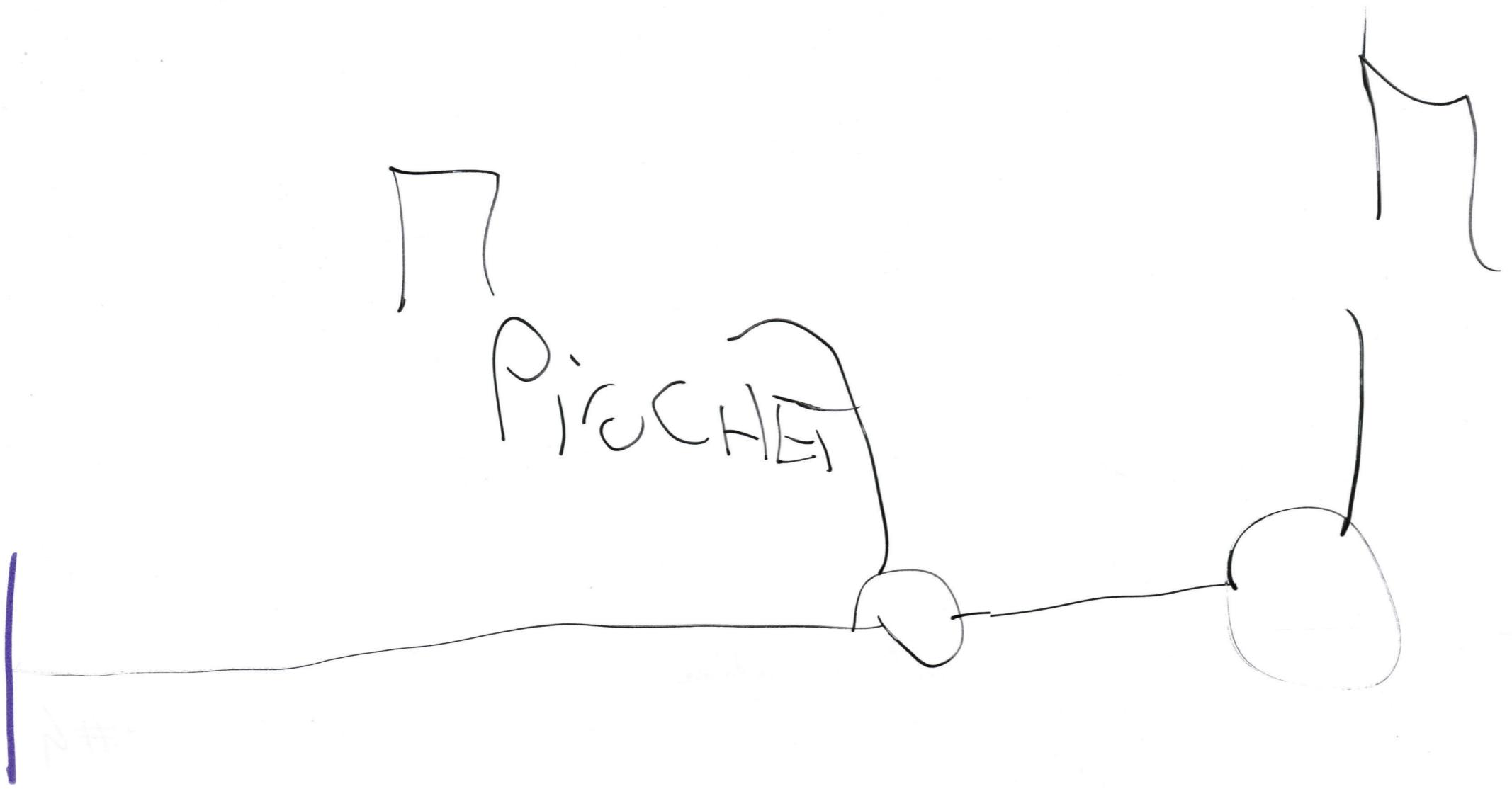
Pencil: Annotation post drawing

NOTE

Yanis was ask by Yasmine, his youth instructor to answer my questions. We wasn't interest and keep talking very low. He didn't imply a lot in the drawing. He also explain that he had no drawing skills. Surprisingly through, his map is interest because his principal means of transportation being the bus, the line represent the bus line he was regularly taking. Even if they weren't a lot a element in his map, he need a second sheet to complete on of his bus ride.

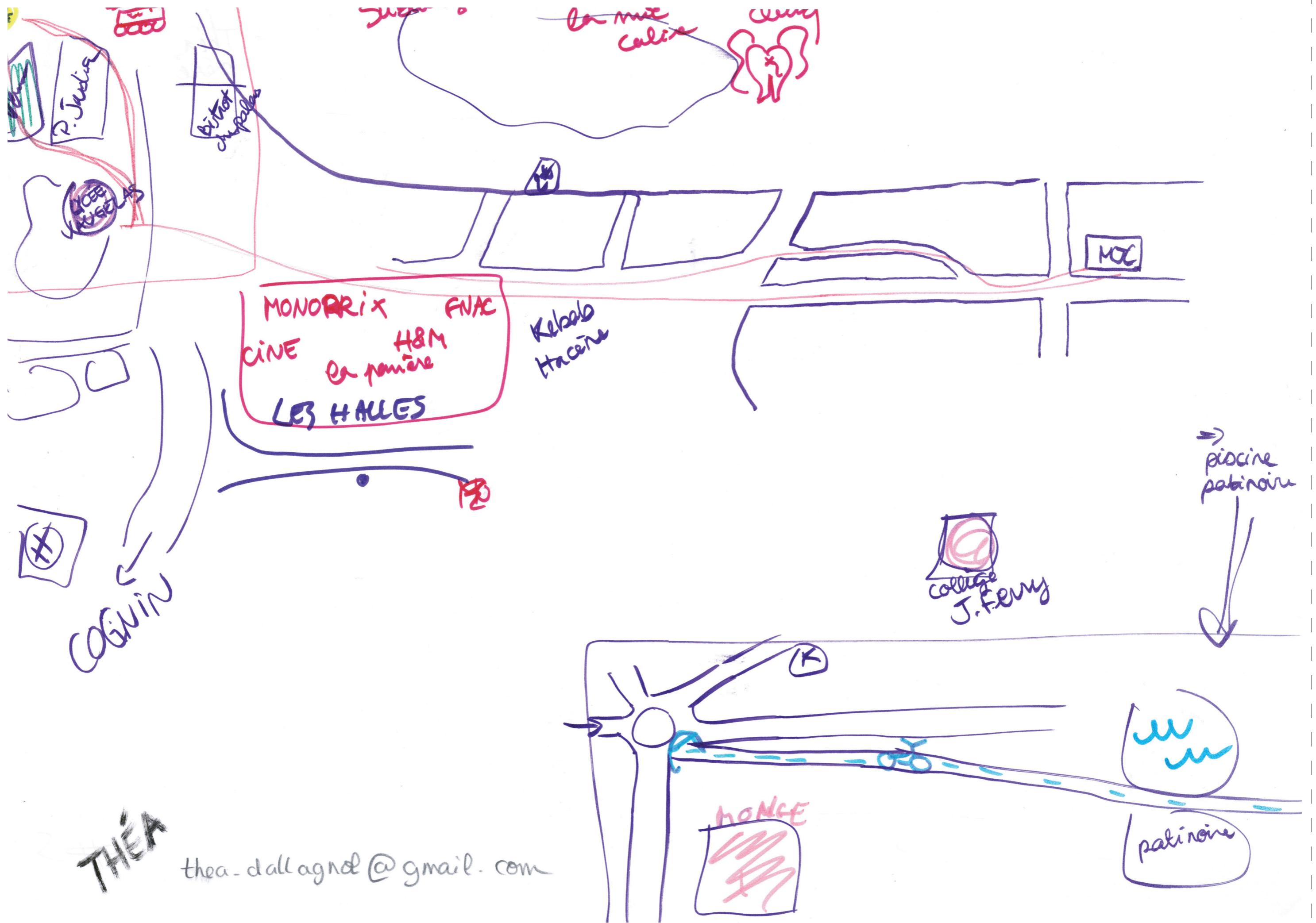
AUDIO





Yanisportek@gmail.com
Yanis
Lydie

MAP #4B



MAP #5

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Théa

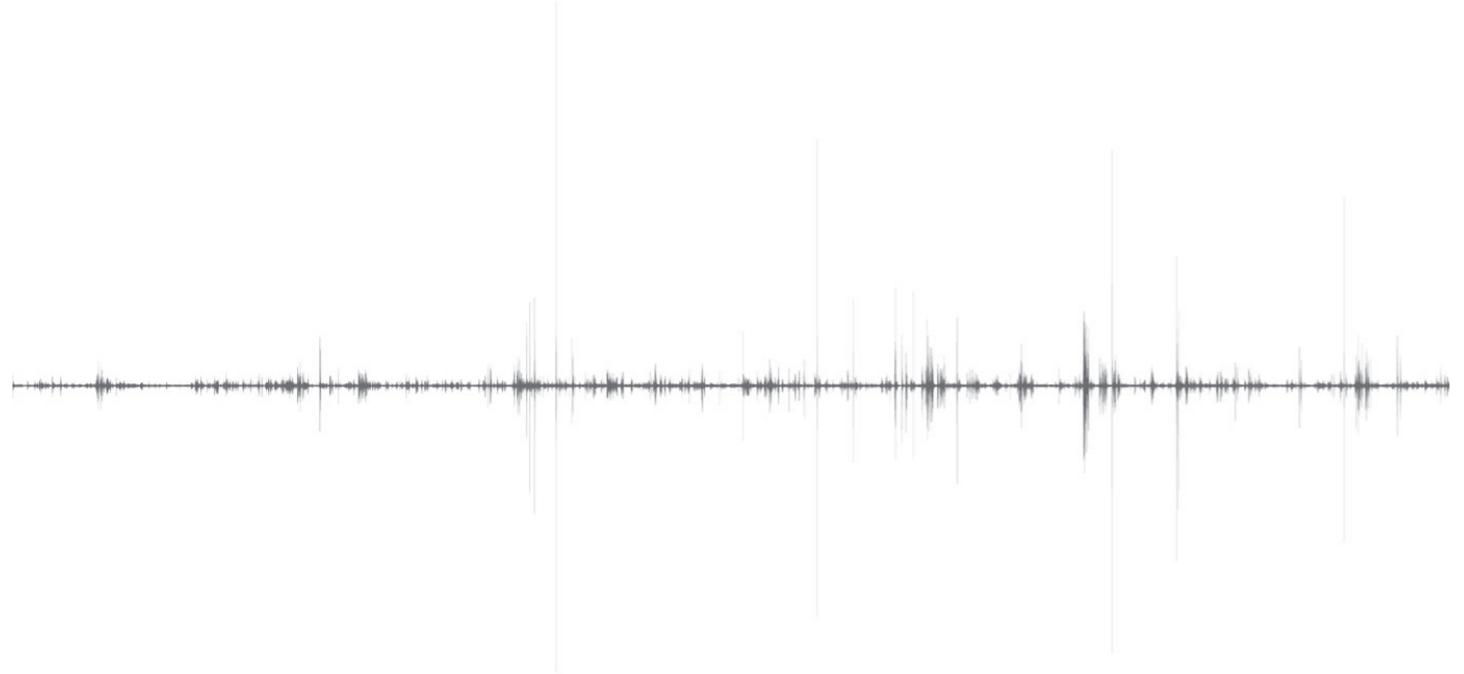
LEGEND

- Red: Shopping and passing places
- Pink: High school
- Green: Park, gardens
- Yellow: Post office
- Blue: swimming pool
- Purple: Building demarcation
- K: Kebab

NOTE

Théa was finishing her danse practice and stop by with two of her friends.
She was in a hurry so she want first and draw this map in 10 minutes. She is
also the first one who draw street and building delimitation.

AUDIO





MAP #6

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Alexia & Gladys

LEGEND

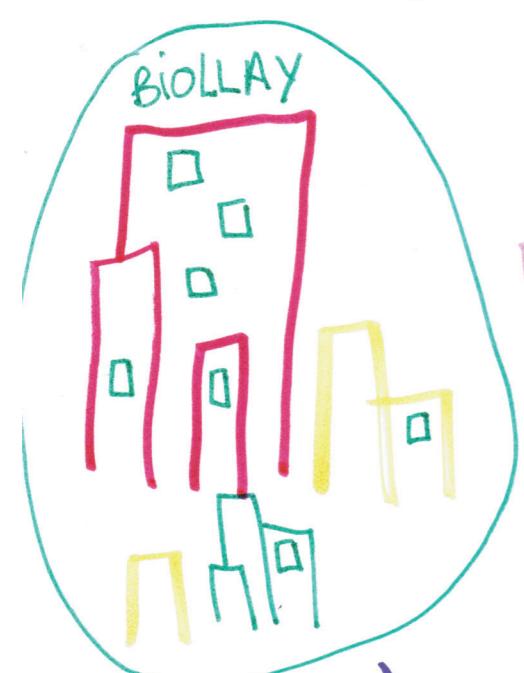
- Yellow: Parking
- Purple: Building and street demarcation
- Green: Gardens and park
- Red: Gladys regular spot
- Blue: Alexia regular spot

NOTE

Alexia & Gladys create the map together because they weren't confortable doing it solo. They were comming back from dance practice. Both didn't leave in Chambery but where studing in the city. They probably were influance by the drawing type of their friend in #5. Gladys was so dedicate to the drawing that she made a mistake and try to erase it with white pen.

AUDIO





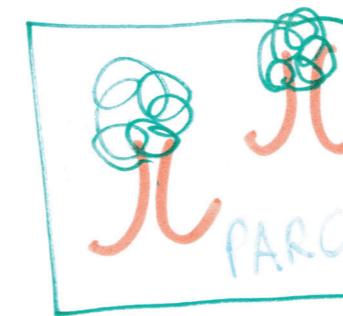
BOUT DU
MONDE

CARRÉ
MALRAUX

CURRIAL

↑
CULTURE

Toi
X
MJC
Boulot



VINCENT CAPELLI
VINCENT CAPELLI39@hotmail.com

MAP #7

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Vincent

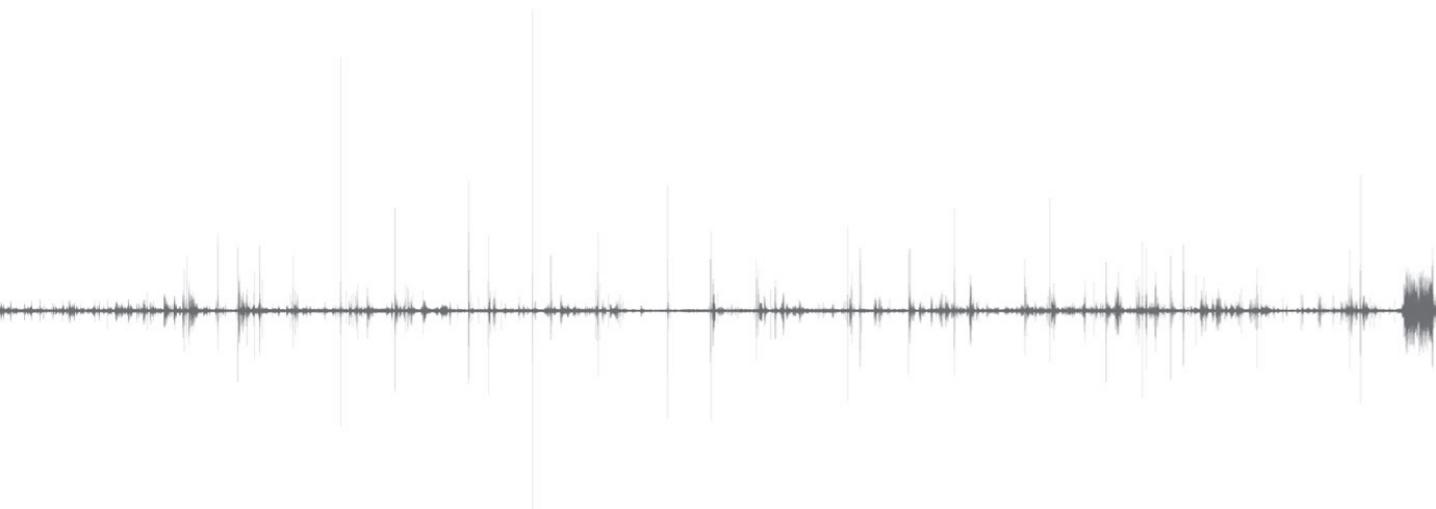
LEGEND

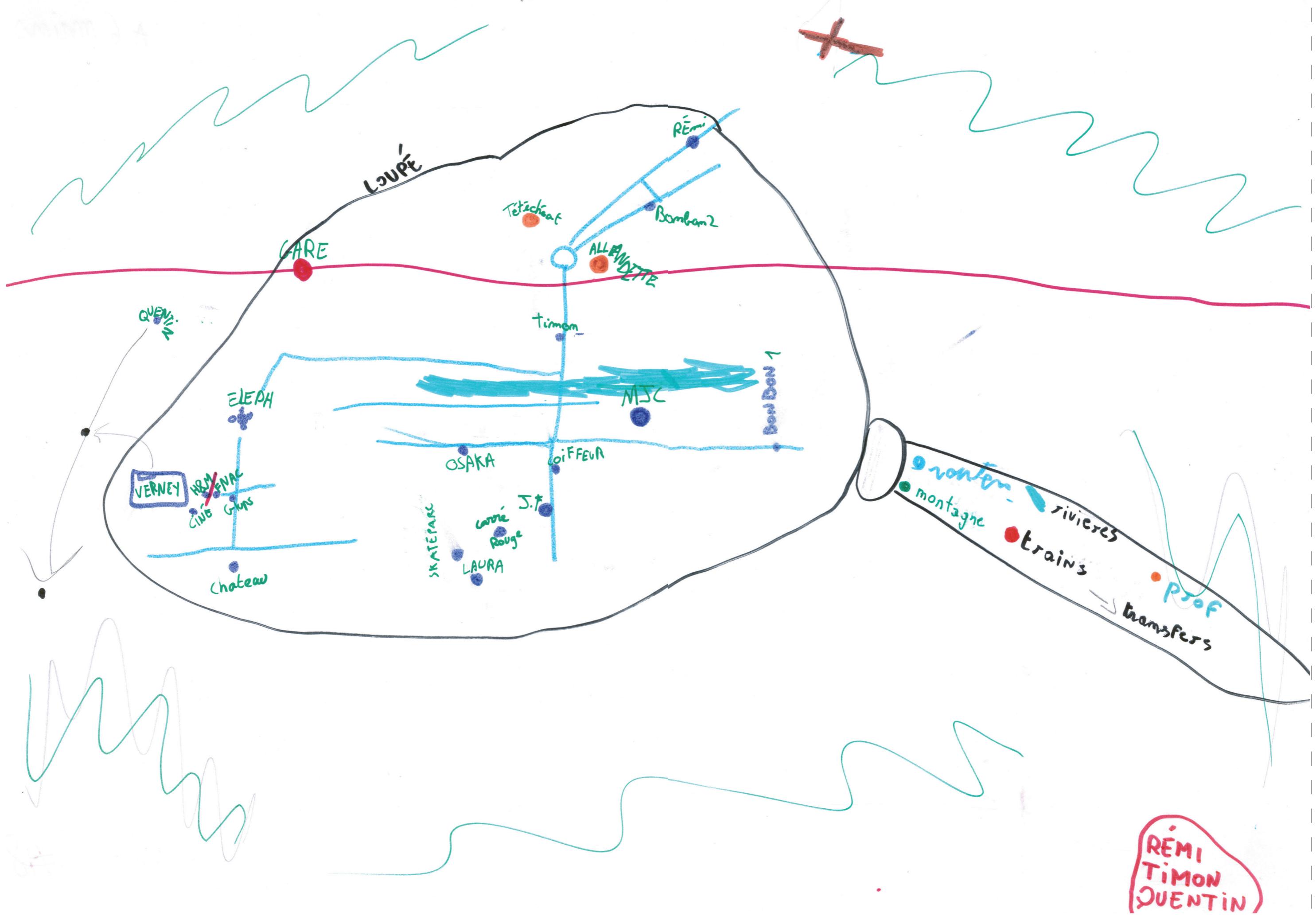
- Pink: Bikeline
- Dark Orange: Pub
- Water green: Shopping and grossery
- Brown: Regular spots
- Purple: Comments

NOTE

Vincent was the first one to formerly draw the river running though the city.
He had an ecologist and green picture of his city, and a cultural and sport representation of the area.

AUDIO





MAP #8

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Quentin, Timon & Rémi

LEGEND

- Red line: Train
- Orange: Teacher place
- Water green: Road
- Green: Places names or montains
- Arrow: Relocalization

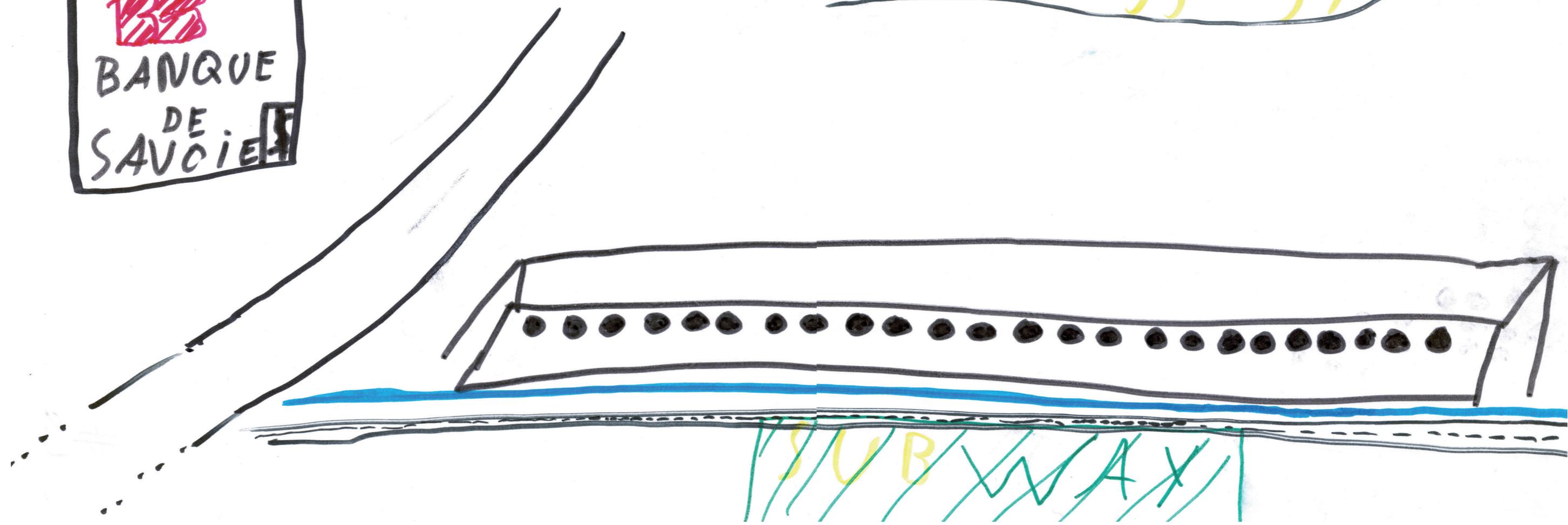
NOTE

Timon, Quentin and Rémi had some challenge doing the map. At first I was going to ask them to do a separate map each but they ask to do it together. They were the youngest I've interviewed (around 13 years old). They spend the first 20 minutes arguing on the direction of a first version of this map. They then start again and came up with this map. The magnifying glass is a reference to the BD Asterix in order to solution a scale situation. They choose to put on the drawing the legend.

AUDIO



Julien MAUPOME
julien.maupome@gmail.com



MAP #9

SESSION 2

06/05/2015 - Wednesday - 15:00 → 19:00

PARTICIPANT

Julien

LEGEND

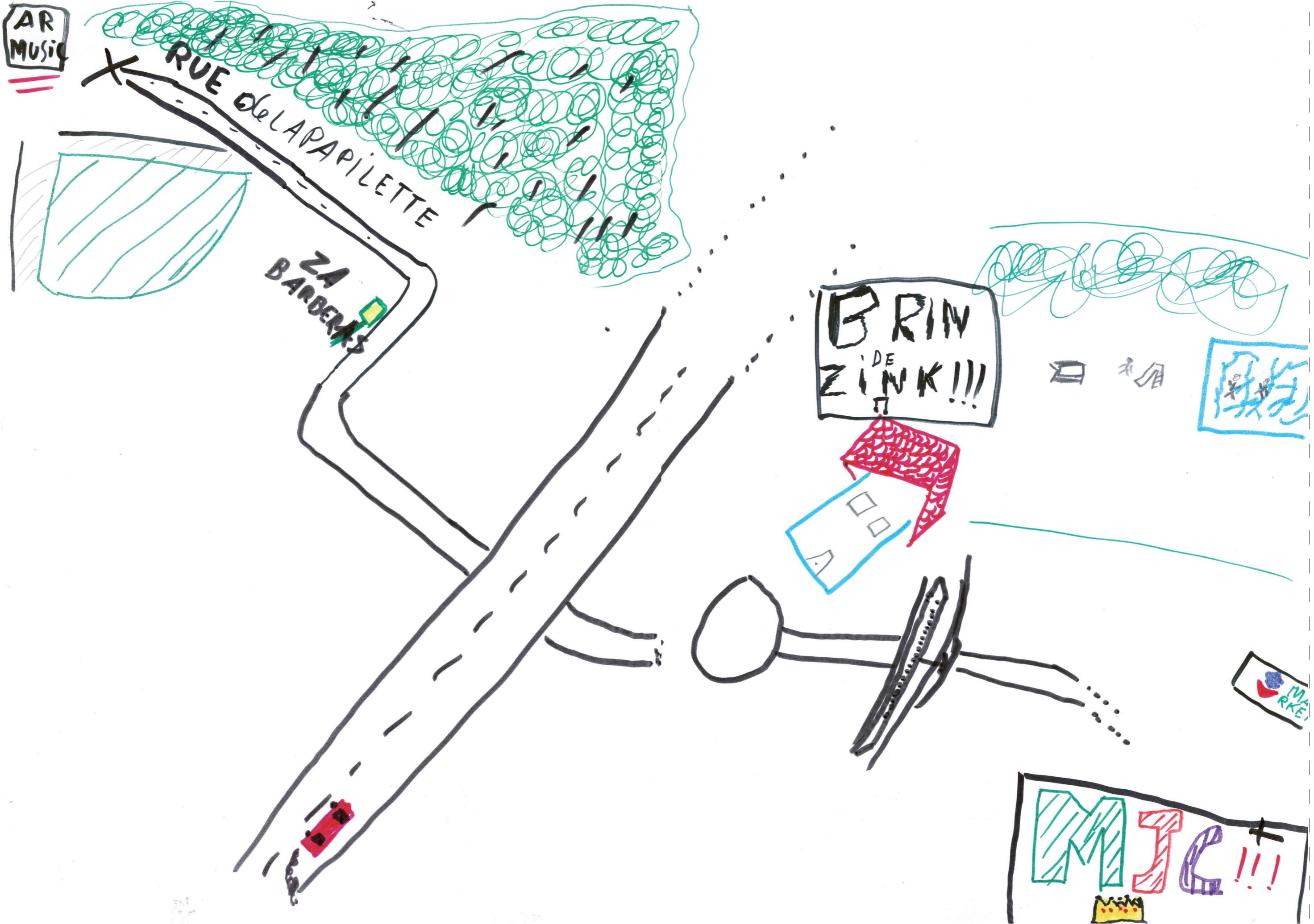
- Green/Yellow: Bus line
- Red: pollution area (highway)
- Black: Demarcation

NOTE

Julien took his time to draw the maps. He first draw the 9b, the track between the MJC and his home then notice some scale problem and ask for a second sheet of paper. He draw the places he like and hate in the city, using the same visual grammar. His audio record is very interesting because he add political comments to his draw.

AUDIO





MAP #9B

</data>

</report>