

Index

Note: Page numbers followed by *f* indicate figures.

A

actually existing smart city, 15
Adler, P., 50
Air France 447 disaster, 39
alterity relations, 42
architecture, engineering, and construction (AEC) sector, 52
Arduino open-source platform, 56, 61–62, 64, 67
 Arduino Pro ecosystem, 68
 Arduino Uno, 64
 Arduino Yún, 64*f*, 64
 environmental monitoring product, 67
artificial intelligence (AI), 20, 40
autonomous systems, 36–39. *See also* self-driving cars

B

background relations, 42
Balestrini, M., 13
Barad, K., 41
Barcelona, 29
Bowles, C., 30–32, 40, 43, 68
Boyer, B., 50, 53
Brenner, N., 8
Brynskov, M., 13
Burns, R., 29

C

Carroll, J. M., 54
citizen-centric smart city, 29
Coeckelbergh, M., 37
computational systems, 52–53, 58
computing, scales of, 4*f*, 10–11, 13. *See also* ubiquitous computing (ubicomp)
Coppinger, J., *Urban Scribe*, 64*f*–65*f*
coronavirus pandemic (COVID-19), 7
CPS. *See* cyber-physical system (CPS)
cultural heritage, 20
Curran, D., 16
cyber-physical system (CPS), 11, 13, 59*f*, 62–63, 65, 67

D

data-centric ethics, 36, 39
data harms, 33
de Waal, M., 9
deontological ethics, 30–31
design education, 58, 69
design for values (DfV), 41
design problematization, 61
design technology, 52–53
digital and smart placemaking, 19
digital literacy, 52
digital technology, 9, 13, 18, 50, 55, 58
“Digital Twin,” 11
D’Ignazio, C., 14
Dittrich, K., 9
Dourish, P., 55, 57
Dowling, R., 16

E

ecological psychology, 57
edge computing method, 68
education technology (EdTech), 50
Eindhoven, 34
embodiment relations, 42
enterprise-led urban tech, 51
ethics, 19
ethics of smart city. *See* smart city ethics
European Network of Living Labs (ENoLL), 34

F

Faulconer, K., 33
financial technology (FinTech), 50
firmware programming, 64
Firth, C., 66
Fisher, T., 43
Florida, R., 50
Floridi, L., 36, 39

G

Galic, M., 35
Glass, T., 57

global financial crisis (2008), 3, 9
grand challenges, scale-making, 9

H

Halegoua, G., 14
Hanley, R. E., 49
Haque, U., 4, 69
Heijnen, A., 13
hermeneutic relations, 42
Herschel, R., 32
Hong Kong, 33
horses for labour power, 49
human computer interaction (HCI), 53–57, 63

I

IBM
Smart Cities campaign (2009), 9–10
Smarter Planet vision (2008), 9
Igoe, T., 55–56
Ihde, D., 42
information technology, 49
Intelligence Amplification (IA), 55
interaction design (IXD), 53–57, 63
interactivity flow chart, 68
Internet of things (IoT) technology, 11, 51, 67–68
Italy, 56
iterative prototyping technique, 63

J

Jone, K. T., 6
Journal of Urban Technology (JUT), 49

K

Kant, I., 30
Kemp, R., 34
Kirsh, D., 54
Kitchin, R., 17, 32, 39
Klauser, F., 10, 18
Klein, L. F., 14

L

Lee, E. A., 11
life-technology relations, 42
Linder, B., 7
living labs, 34–35

M

Madrid, 29
Mattern, S. C., 4, 14

Meshane, C., 49
mediation theory, 42–43
medical technology (MedTech), 50
Mindell, D., 39
Miori, V., 32

N

The Netherlands, 56
New Songdo, 28

O

operational scales, 14
O’Sullivan, D., 55–56

P

Paasche, T., 10, 18
Palo Alto Research Centre (PARC), 55
Pfotenhauer, 13
Pheap, O., *Colourised Neurons*, 67f
physical computing system, 55, 58
physical prototyping system, 62
Poliscar project, 6, 17
postphenomenological analysis, 42–43
pragmatist philosophy, 41
project-based learning model, 58
prototype/prototyping, urban technology, 62f, 64f, 68
Colourised Neurons, 67f
iterative prototyping, 63f, 65
physical prototyping system, 62
scale model prototype of *Residue* project, 66f–67f
Wizard-of-Oz style prototyping, 65–66
provotypes/provotyping, 68

Q

Quayside smart city, 27

R

Raetzsch, C., 13
Raspberry Pi, 64
real-world IoT products, 67
real-world urban technology projects, 18
(re)scaling, 18
Residue urban technology project, Sydney (Australia), 66
scale model prototype, 66f–67f
Ribera-Fumaz, R., 29
Rio de Janeiro, 33
Rose, G., 8, 14

S

- Sacasas, L. M., 51
- San Diego, 33
- Saudi Arabia, 27
- sensors, 56, 66, 68
 - sensor-based technologies, 52–53, 65
- scalability, 13, 15
- scale-making process, 3
 - actually existing scales, 15
 - global, grand, and urban scales, 7
 - human-made/social construct, 5
 - operational scales, 14
 - (re)scaling, 18
 - socio-spatial scale, 3–4
 - technological scales, 10
- Schmid, C., 8
- Scholl, C., 34
- Schrijver, L., 41
- self-driving cars, 36–38
- Shelton, T., 16
- Smart, A., 16
- Smart Cities: How Technology Can Deliver a Better Quality of Life*, 8
- Smart Cities campaign (2009), IBM, 9–10
- smart city, 3, 7
 - dashboards and data repositories, 4, 15
 - as scale-making process. *See* scale-making process
 - strategies and initiatives, 17
 - vision to smart accoutrements, 3*f*, 4
- smart city ethics, 30
 - algorithms, 36–38, 40
 - ethical design, 39
 - ethical turn, 27
 - harms, 33
 - principle, ethical, 33, 35, 40
- Smart London Plan, 8
- Smart Nation strategy (Singapore), 16
- smart placemaking, digital and, 19
- smart streetlight, 33
- Smarter Planet vision (2008), IBM, 9
- Smiley, L., 37
- Smith, N.
 - Poliscar*, 6
 - politics of scale, 5
- social computing system, 57
- social contract theory, 31
- social space, 54
- socially engaging environments, 19
- Söderström, O., 7, 10, 18
- software-based solutions, 51
- stakeholders, 60
- Stankovic, J., 11
- state space, 54
- Stone, T., 41
- storyboards, 68
- Stratumseind Living Lab project, 34–35
- Suchman, L., 54
- Susser, D., 43
- sustainability, 19
- Sustainable Development Goals (SDGs), United Nations, 7

T

- Taddeo, M., 36, 39
- Tanweer, A., 40
- Tarr, J. A., 49
- technological scales, 10
- techno-urban imaginary, 9
- TinyML technique, 68
- Tomorrow City, New Songdo, 28
- Toyota Woven City, 27
- transducers, 56
- Trilsbeck, M., 66
- Tsing, A. L., 15

U

- Ubiquitous Cities*, CoDe course, 53, 64, 68–69
 - behaviors and interactions (micro scale), 58, 61
 - cross-scale design framework, 59*f*
 - design studio, 68–69, 58
 - electronics programming, 62
 - problem definition framework, 61
 - prototyping urban technology. *See* prototype/prototyping, urban technology
 - smart city vision (macro scale), 58, 60
 - stakeholders and urban space (meso scale), 58, 60
- ubiquitous computing (ubicomp), 10–11, 14, 53
- The United States, 50, 56
- University of New South Wales (UNSW), Sydney (Australia), 51
 - undergraduate Computational Design (CoDe) program, 52–53
- urban environment, 57–58
 - quality, 15
- urban intelligence, 4
- urban interaction design (UIxD), 57
- urban livability, 15, 18
- urban planning, 4, 7, 15
- urban space integration, 9, 13, 18

- urban tech, 50
 - enterprise-led urban tech, 51
 - sector markets, 50–51
- Urban Tech Hub, Cornell Tech (New York City), 50
- urban technology, 49, 58
 - designing, 52
 - interdisciplinary and integrated design, 53
 - projects, 18–19
 - prototyping. *See* prototype/prototyping, urban technology)
- user-centered design methods, 53. *See also*
 - human computer interaction (HCI);
 - interaction design (IxD); user experience (UX) design
- user experience (UX) design, 61, 63, 68
- user persona technique, 61
- utilitarian ethics, 31

V

- value-led design approach, 41

- value-sensitive design (VSD), 40
- Vanolo, A., 9
- Verbeek, P. -P., 42–43
- Vermillion, J., 63
- video camera, 68
- virtue ethics, 31
- VSD. *See* value-sensitive design (VSD)

W

- Walsh, T., 36–37
- Weiser, M., 10
- Welker, P., 29
- Wiberg, M., 53–54
- Wizard-of-Oz style prototyping technique, 65–66
- Wodiczko, K., 6

Y

- Yigitcanlar, T., 8