List of Figures

Fig. 1.1	From smart city vision to smart accoutrements.	4
Fig. 1.2	The scaling of computing from the 1950s to the 2020s.	12
Fig. 2.1	A 'could-be-anywhere' smart city.	28
Fig. 2.2	Data misuse is not our friend advertisements in Sydney, Australia, 2018.	33
Fig. 3.1	The *Ubiquitous Cities* cross-scale design framework.	59
Fig. 3.2	Cyber-physical system diagram that connects physical components and computational elements using sensors and actuators.	62
Fig. 3.3	Assembling an urban technology prototype using an Arduino microcontroller in the *Ubiquitous Cities* design studio in 2018.	64
Fig. 3.4	Final prototype for *Urban Scribe by* Jake Coppinger in the *Ubiquitous Cities* design studio in 2016.	65
Fig. 3.5	Iterative prototype for *Urban Scribe* by Jake Coppinger in the *Ubiquitous Cities* design studio in 2016.	66
Fig. 3.6	Scale model prototype of *Residue* by Charlotte Firth and Matthew Trilsbeck in the *Ubiquitous Cities* design studio in 2016.	67
Fig. 3.7	Electronics concealed in the scale model prototype of *Residue* by Charlotte Firth and Matthew Trilsbeck in the *Ubiquitous Cities* design studio in 2016.	67
Fig. 3.8	*Colourised Neurons* urban technology prototype by Orchha Pheap, from the *Ubiquitous Cities* design studio, 2022.	69