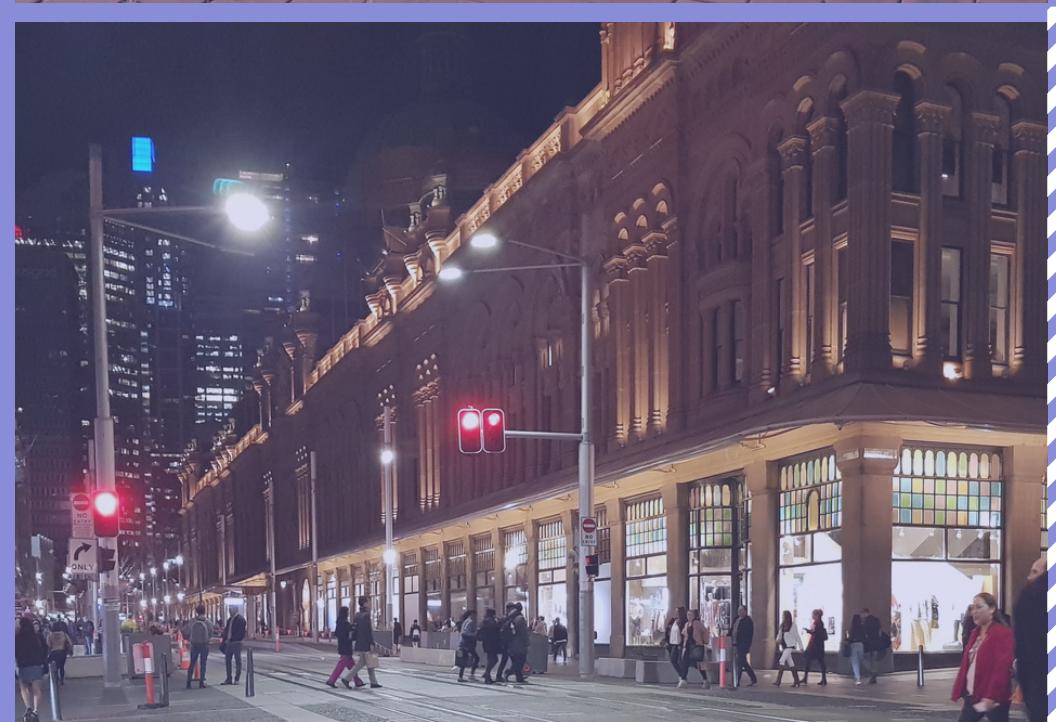
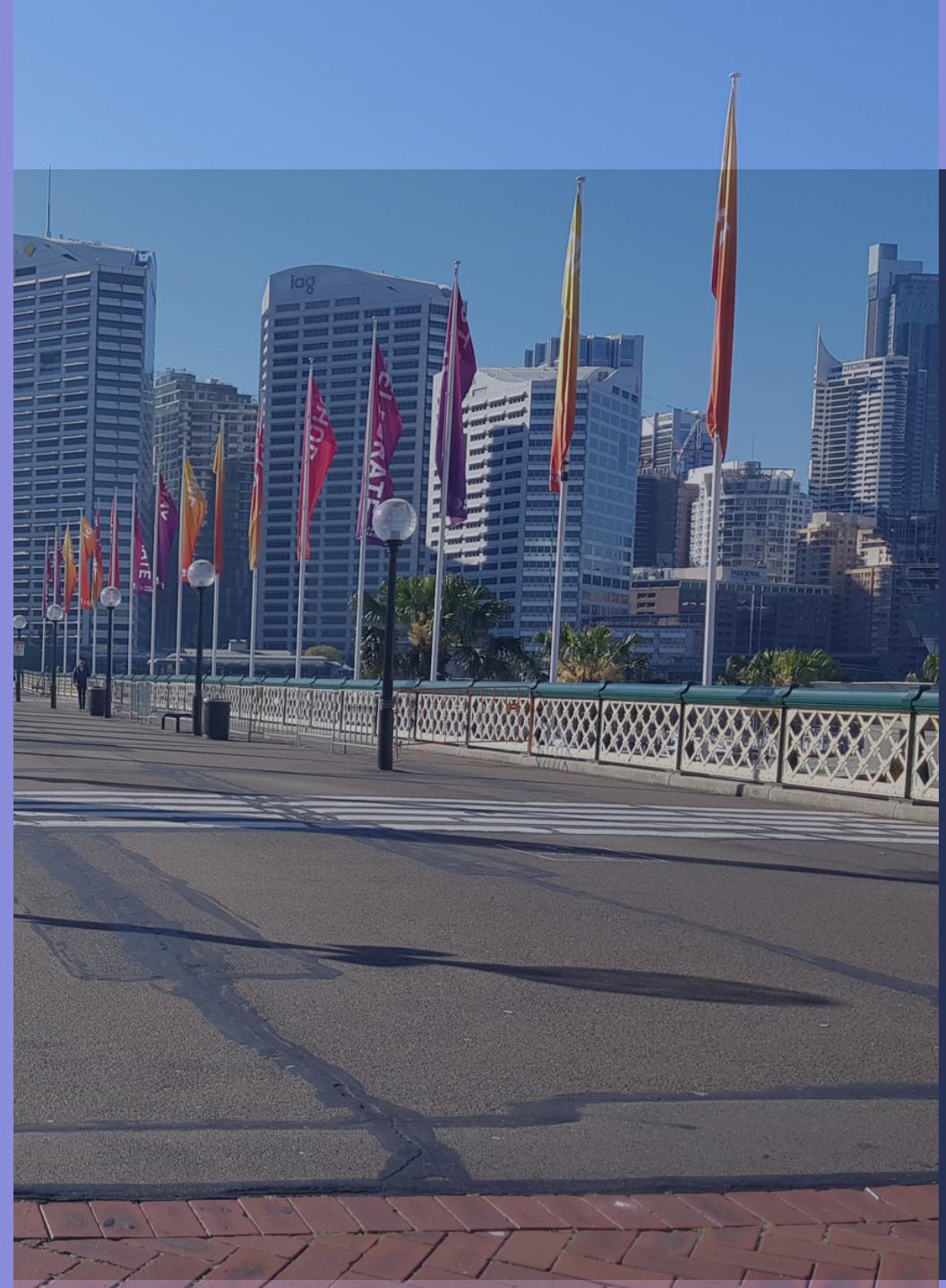


BOSE AND THE BOIS

CONCEPT PROPOSAL

Dominic Musolino, Daniel Lee,
Ray Hwang, Abhinav Bose

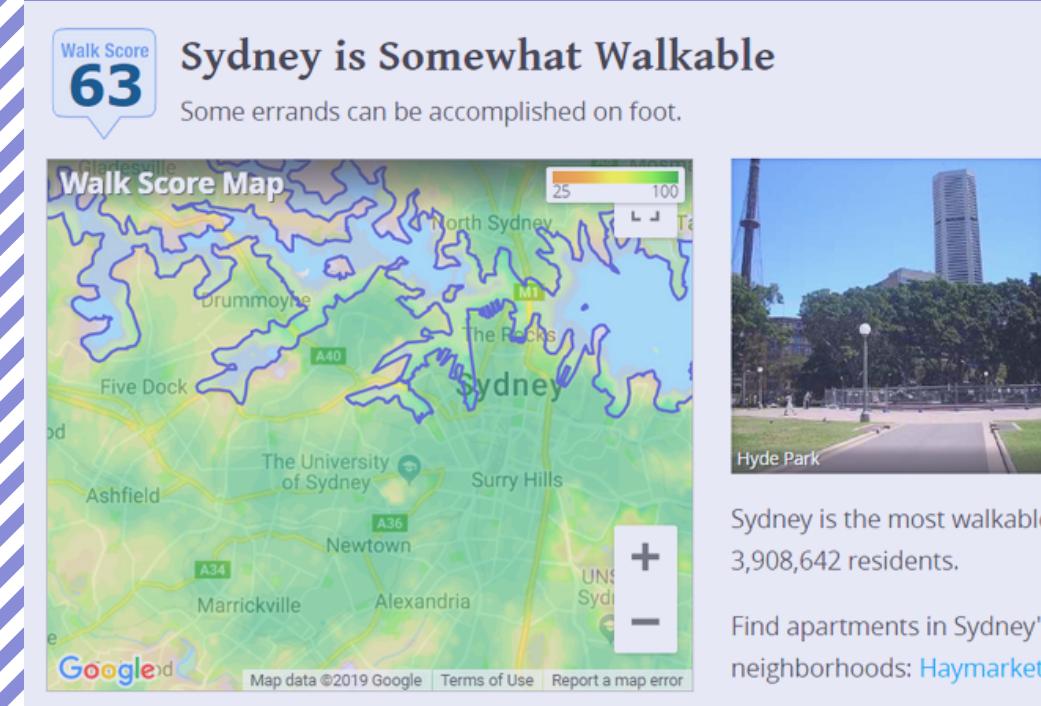




Project Brief:

As cities become increasingly more urbanised and populated, pedestrian congestion continues to rise.

Unsustainable numbers of people in these urban environments can lead to a lack of walkability in cities, leading to a less approachable environment for pedestrians and a lack of empathy towards other people on the street.



BACKGROUND RESEARCH



"WALKABILITY"

Making a city more accommodating for pedestrians not only increases the way people feel about their environment, but has been proven to increase the value of a place.



ATTRACTIVE CITIES

People are more likely to walk and engage with their surroundings in interesting and novel environments.

EMPATHY

Walkable cities allow people to be more empathetic to other pedestrians.

MARKET ANALYSIS



CHANGING THE BUILT ENVIRONMENT

Creating positive, enticing and channelised walkable experiences by refurbishing the environment.

USE OF TECHNOLOGY

Creative use of technology to introduce new methods of displaying information or feedback.

PLACEMAKING

Utilising space within cities to create places people want to be in.

User Research

SURVEY

24 Responded

OBSERVATIONS

The state of Sydney pedestrian traffic

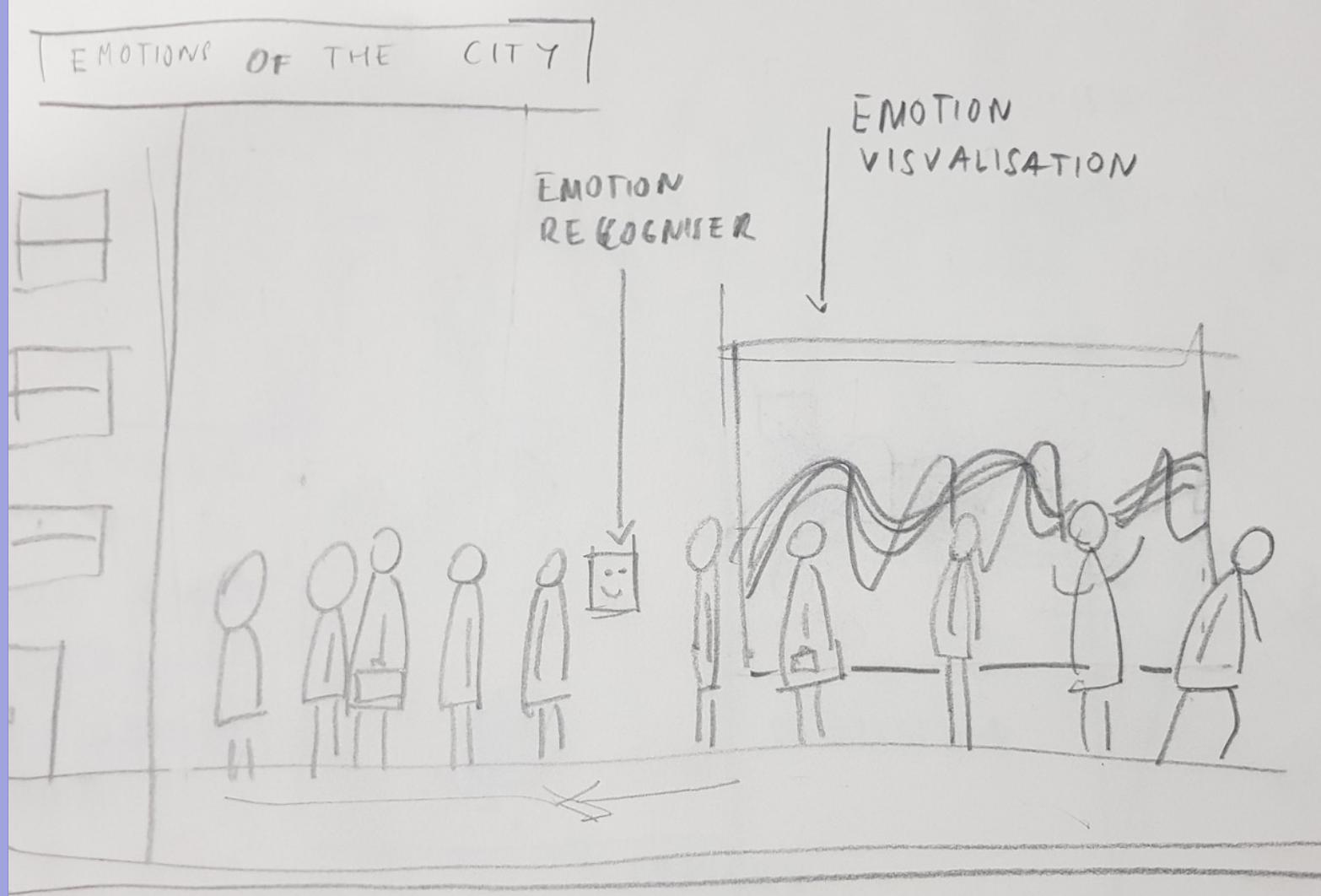
SUMMARY

We found that the space is being used by people of different needs, with these priorities shifting as time changes. Additionally, people walk primarily out of necessity, and prefer shorter routes when other routes seem less effective.



CONCEPTS

3 Main Concepts

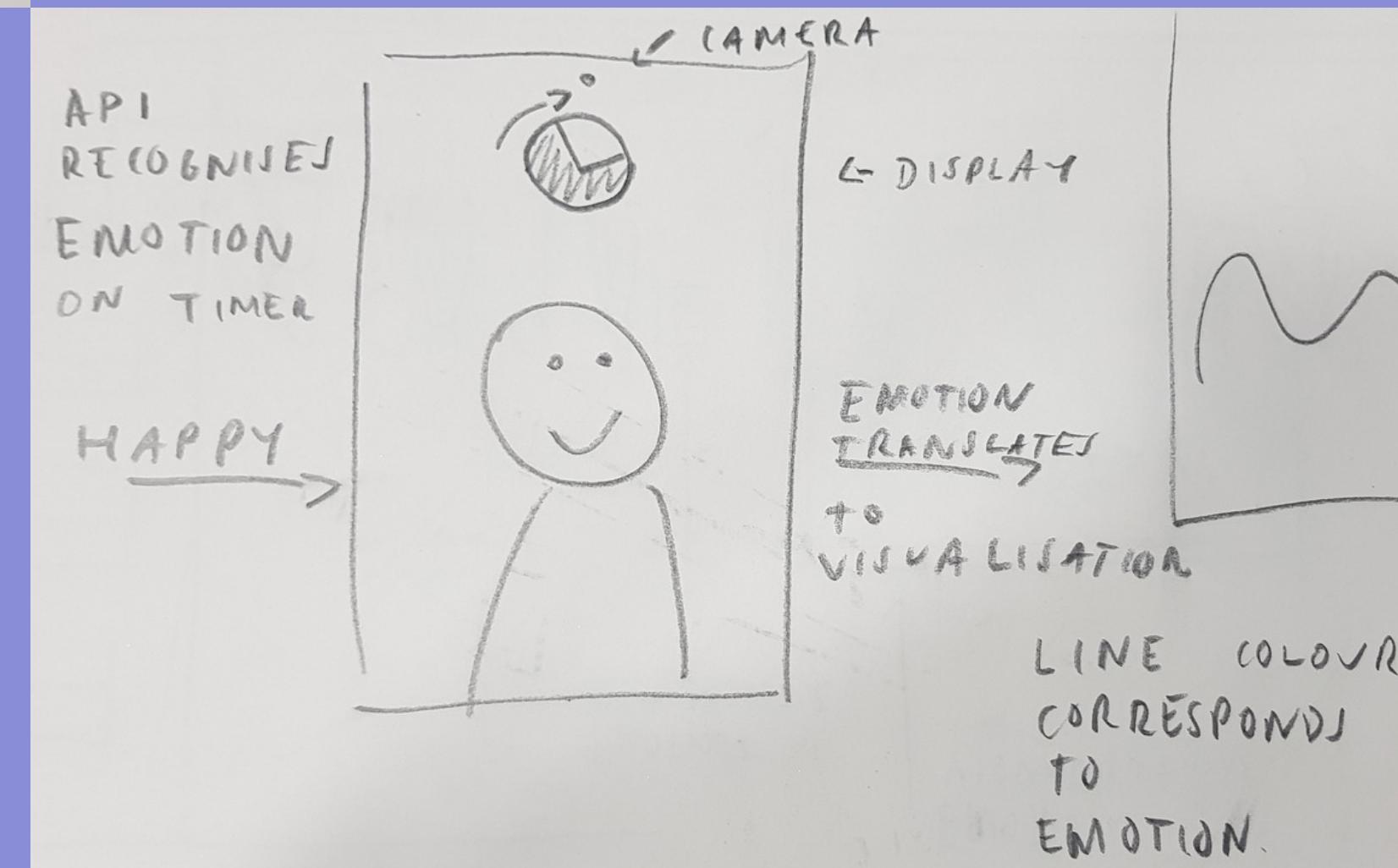


Increasing Walk Appeal

A wall mounted display would be used to present the array of general emotion from people that pass by to engage people and increase the visual variety and walk appeal of an area.

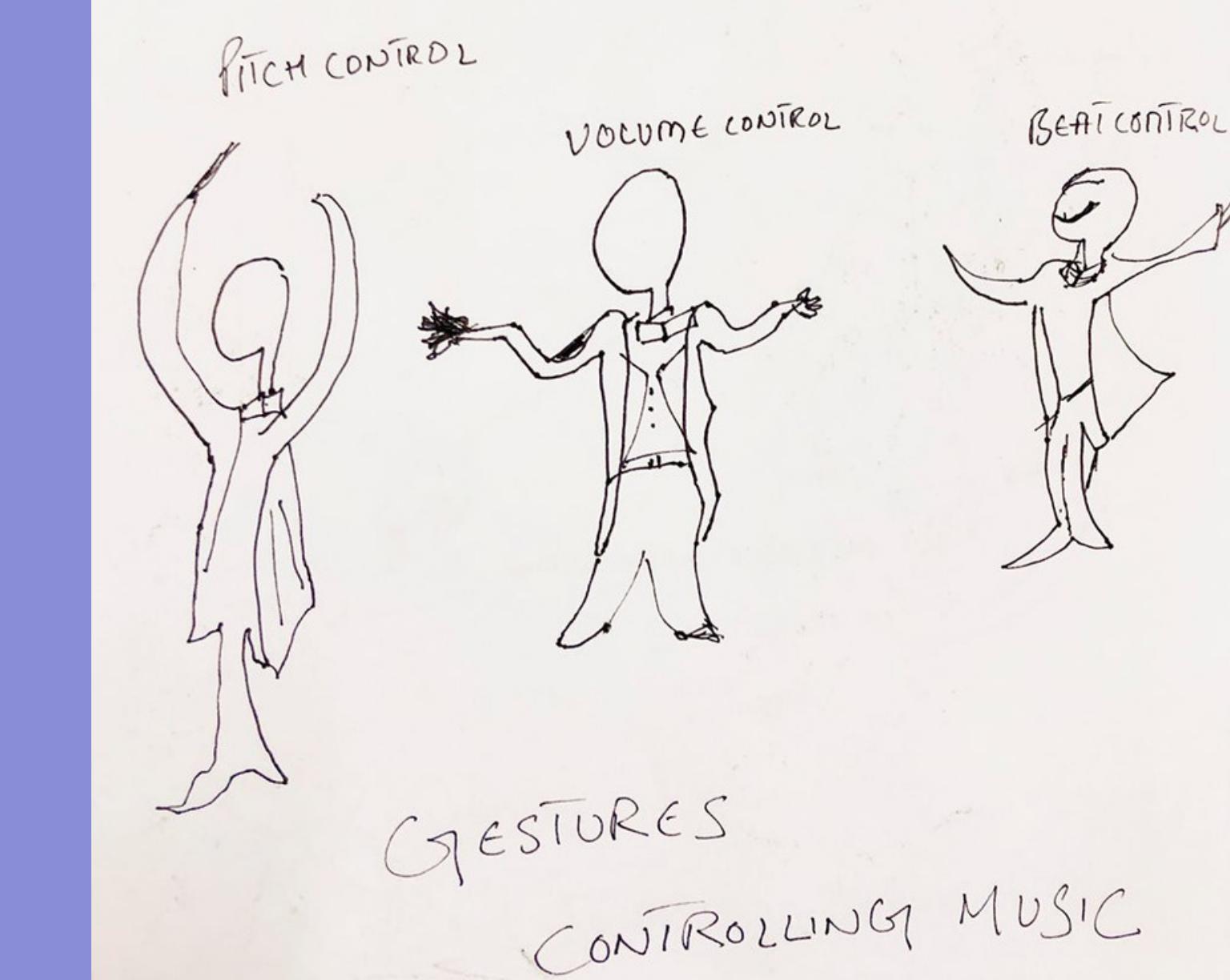
EMOTIONS OF THE CITY

An interactive display that detects the emotions of passersby that engage with the display, and reacts appropriately, creating a mosaic of visual representations of emotion.



MUSICAL NEXUS

A vision-based, interactive musical experience which allows anyone, even untrained musicians, to dynamically influence music, like what a real conductor or DJ would do.

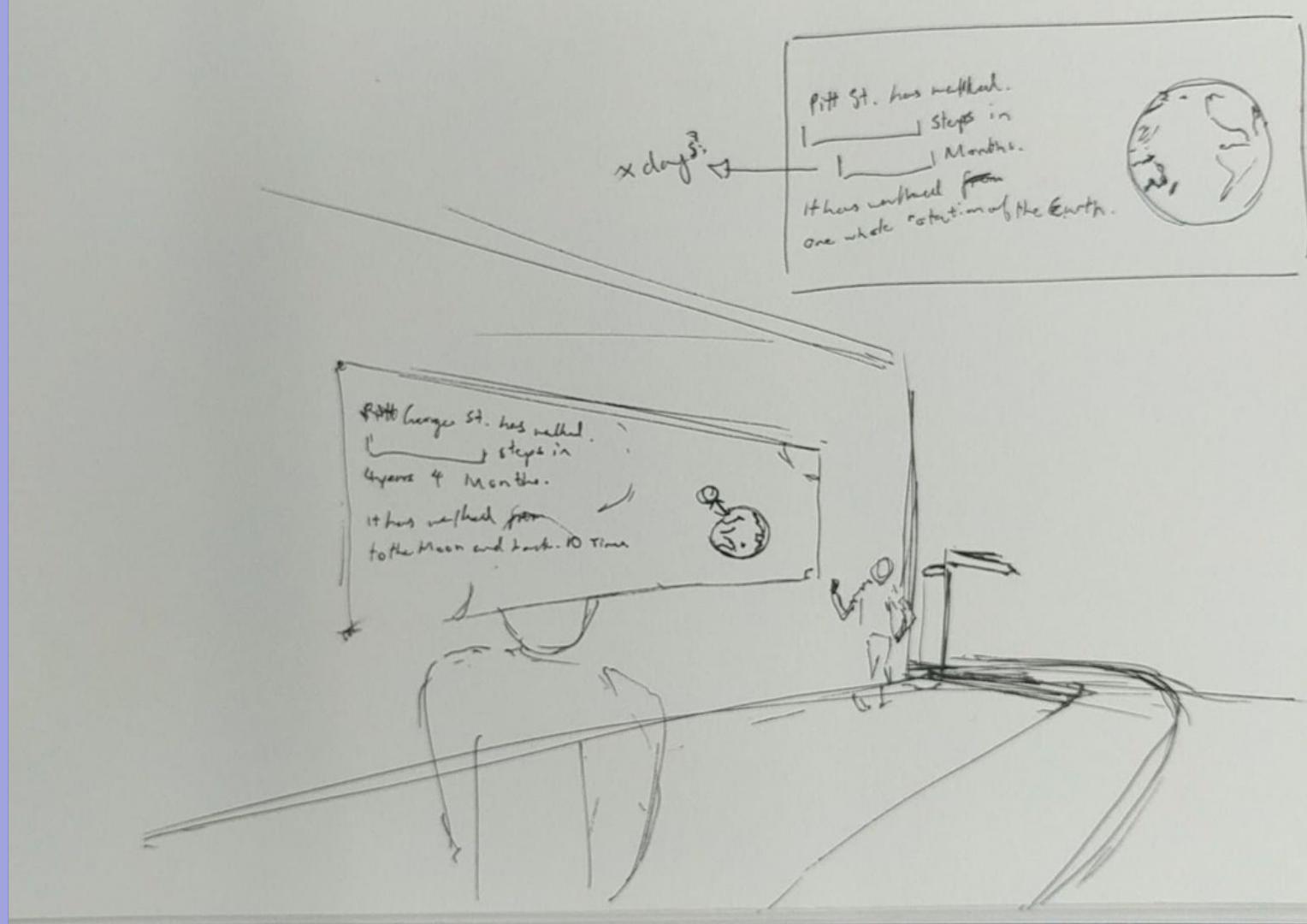


Utilising Placemaking

Place-making refers to the use of underutilised or underappreciated space in creating new and unique experiences, distributing pedestrian density more accordingly.

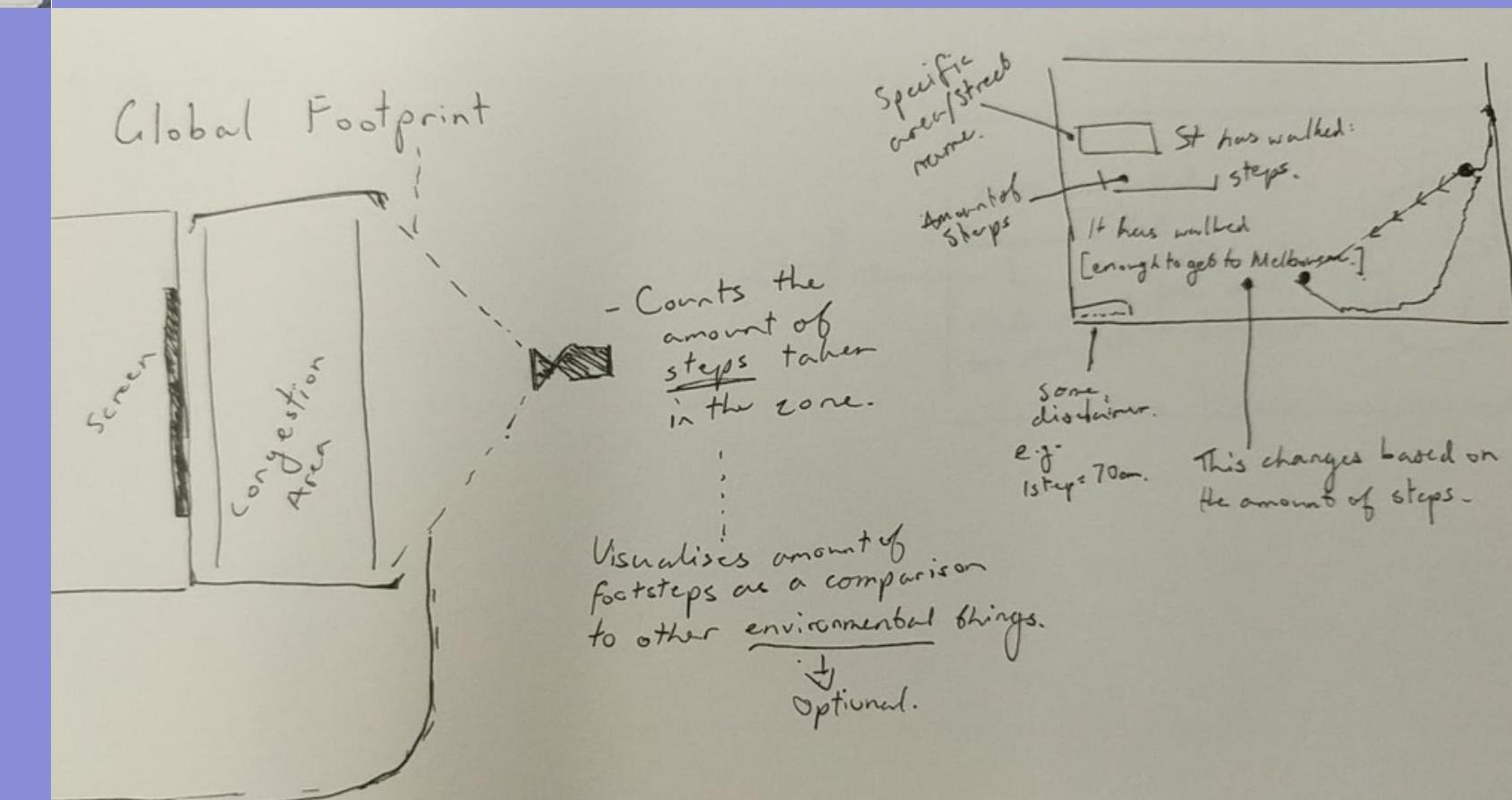
URBAN FOOTPRINT

A live, interactive information visualisation that calculates the number of footsteps in a specific area, and compares it with travelling distance between different parts of the world/universe.



Long-Term Interaction

By creating an interactive information visualisation that changes over a long period of time, we thought this concept would give a sense of familiarity to pedestrians as well as an opportunity to streamline flow by pulling away idle people.





Concept Feasibility

EMOTIONS OF THE CITY

Using an existing Emotion tracking API; costs money for extended use

Camera and displays will also be required

MUSICAL NEXUS

Using a Kinect to detect motion, a display or projection for larger scale display to present visualisation

WALKING IN CITY

Cameras to detect changes in pedestrian density, Displays to present information to the pedestrians