

Project Sketches City Science Group

This is an informal document just to give you an idea of some of the things I might work on as your graduate student.

Overall in City Science I am most interested in:

- Furniture and architectural interfaces, especially
 - Interactive, multifunctional furniture that serves as a way for the user to make smarter use of their space as well as bring new interaction modes to space
- Further developing planning tools
 - I've been surrounded by the traditional CityScope tables we have, but I believe that bringing other forms of interaction we can further our ability to bring together citizens and planners to make more informed decisions about the many facets of the city
 - Sketch and crowdsourcing into the table; imagine if you could integrate traditional planning or architectural sketches into the digital space of the model and show it on the table in a streamlined way
 - Modular pieces, such as building pieces that you can easily reconfigure both physically and in terms of the data and properties they hold
- Developing models, visualizations, tools, and workshops to better understand how at risk populations like women, children, and homeless experience the city and what urban interventions can improve their safety and experience
- Urban and GIS accessibility tools
 - Developing open source tools that allow users from all walks of life to understand, interactive with, and build models from urban data

These are just some informal brainstorm, my Portfolio of my past work is at ninalutz.github.io