

OPEN
INTERNET OF THINGS
LAB NOTES
ANSTRUTHER
JUNE 2016



20 – 24 June 2016
Anstruther, Scotland

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We met in Anstruther, Scotland
— at the edge of the world —
because we want to learn
and make technology differently.

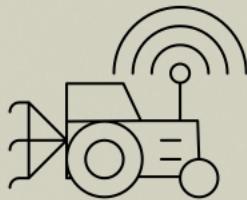
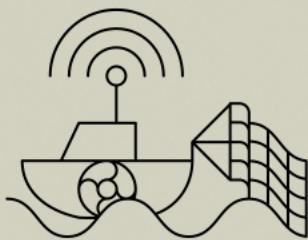
We are a network of
researchers, designers and technologists, both young and old,
who strive to ensure the next generation of the
internet puts humans first.

We care about
digital literacy,
privacy,
diversity & inclusion,
decentralisation,
and open innovation.

We want to embed these values in the things we make.

This book documents our journey so far.

13-19



Covert Communication:

Young people in Anstruther are keen to connect with one another on their own terms — away from parents and the rest of the village. How might teens in rural areas communicate privately with one another?

Community Home:

Fishing plays an important role in Anstruther. Its boating heritage is practiced today for both commercial and educational purposes. How might a local museum offer a shoreside home to the fishing community while engaging visitors?

Clever Countryside:

Farming in Anstruther means cultivating traditional foods with a blend of inherited practices and high-tech tools. In a village oriented more to the sea than the land, how might farmers connect their way of life and produce with coastal communities?

Martin

Mike

Kate

Sarah

Julia

Otis

Jane

Djibril



Erika

Stefano

Jbn

Felix

Erika

Jude

Rachel

Davide

Peter

Ben

Leonardo

Holly

Toby

Sam

Katie

Tommaso

Dean

Vladan

Zandr

Rory

Michelle

Dietrich

Babitha



Designing a Healthy Network

Michelle Thorne

Q: Why did you organize this event?

This design sprint in Scotland is part of a larger effort exploring the Internet of Things. It's an opportunity to find allies who care about shared values—such as digital literacy, privacy, diversity & inclusion, open innovation and decentralization—showing up in emerging technology.

We're here to leverage IoT as a tool for social impact. We want to demonstrate how these values can be embedded in our work and furthered in what we make.

Q: Who's here and why?

I see the participants here as a professional network. We're all working in the field of IoT in a professional capacity, be that as researchers,

designers, technologists or internet activists. The norms of IoT are not yet established. Through collaboration, we develop shared practices and understanding of what it looks like to better embed these values in the technology we build.

In this way, this event is all about learning-by-making and building a network through collaboration and making something meaningful together. By making a prototype together or project you start to form bonds. These bonds form a network. As a participant, there might be a skillset or mode that is comfortable for you—such as being a coder or user researcher. You'll have honed your craft in that field. Then the balance at an event like this is how do we help you do what you do best, but also support you to learn new skills.

Q: How do you facilitate an exchange like that?

There is a favourite quotation I have from the team at Aspiration Tech, "Freedom in a framework."

When organising something like this, it is important to help people succeed by offering a framework for participation but also giving permission to break it. Our role as organizers is to suggest parameters, yet encourage people to create new ones.

In this way, you can make the process of the event be part of the event's goals. Here we're striving for relationship building, with emphasising shared values, peer learning and building interdisciplinary practices. An outcome for the

event is positive indications of a healthy network.

Q: How has this event evolved as a reflection of previous events?

We're learning from each event we've organized so far. Feedback is dynamic, and we want to have the network inform and be informed by these events.

In Berlin in April 2016, we arrived with some design scenarios prepared. The participants really appreciated the anchoring and jumping off point. The attitude was "let's start to make things." We had fewer days, so this approach helped us move quickly while still having rich contexts to be inspired by. In Scotland, we decided to take a step back, and invite the participants to discover their own scenarios by doing research themselves.

The teams were also quite static in Berlin. We did some match-making, thinking about how to set the table and who might work well together. People stayed in their teams throughout the whole event. But soon it reached its limitations. We learned that it's helpful to have groups form and dissolve over the course of the event. That's why the Scottish event is now more fluid in terms of group formations.

Furthermore, in Berlin we didn't have the voice of any users in the room. We were being inspired by Berlin but not building for Berlin. This event is quite different. We have teens as active participants. We went out and met boat builders and farmers. This has given us a richness and texture that is a big improvement and given more purpose to what we build.

Q: How are these events understood and championed at Mozilla?

These formats are unusual within Mozilla. That's because historically, we're an organization that

has primarily defined itself in software and technology products. With software, especially when it's used by millions of people, there is almost a hubris in thinking that there is a universality in the world.

Also, because you are working digitally a lot, you are kind of disembodied. These sorts of events helps Mozilla find its body. That practice has been growing in different forms with a lot with colleagues that have been doing similar work, particularly in the US and Canada, focusing on cities as hubs and networks.

Anstruther is a great complement to Mozilla's urban efforts. The challenges of rural life are things like intermittent connectivity. The village context provides a richness that is different from city-life. It's important to consider that when learning and making technology, especially for social good.

As for how to take these event formats forward, we have invited colleagues to come and experience the events. They in turn have gone on to become

champions internally. We're also trying to get better at documentation, so we can tell this story.

And lastly, the quality of the ideas and the relationships matter. If we have indications of a healthy network in action, that makes the case to continue this work. And the ideas generated here are very different from those that might have come out of an anonymous hotel meeting room.

Q: What is the value of a "slow convening"?

Particularly in Silicon Valley, there's an obsession with "fail fast." It uses hackathons and sprints in a way that's not necessarily a good thing.

We are often failing fast with other people's lives. It seems reckless, especially if you are trying to do things for others. There's a need to be supportive and nurturing.

We are here to learn by making and shape professional practice. Therefore, we have to think about learning in more holistic and reflective way.

An event like this requires meta-cognition. You have to realize the event isn't just about making a prototype, but about shaping your practice and contributing to a larger community. For that, reflection is vital.

I liked how at the UnBox Caravan, we spent the last day in writing and reflection. From there, I have been inspired by the idea of the Slow Convening. It's about taking the time to listen, observe, be in a place, be present in your practice. You can still be rapidly prototyping, but with a slow philosophy. As a person who has organized a lot of events, that has been really inspiring.

Q: What's been difficult about these events?

One thing I have struggled with is the idea of networks and the role an event's host organization.

I would love the group's feedback on what does the voice of the event host (in this case, Mozilla) look like in these networks.

What are effective ways to position the host organization? What are people looking for from the host, and what are they interested in contributing back? How do various collective identities play out?

You don't want to put a big banner around everything people do. You want to be allies and work alongside others.

Instead, we all see the opportunity for a network of professionals to positively shape IoT in the decade to come. That's why we have to learn how to work together that leverages our respective expertise and further our agendas while helping us all grow and become more effective advocates together.



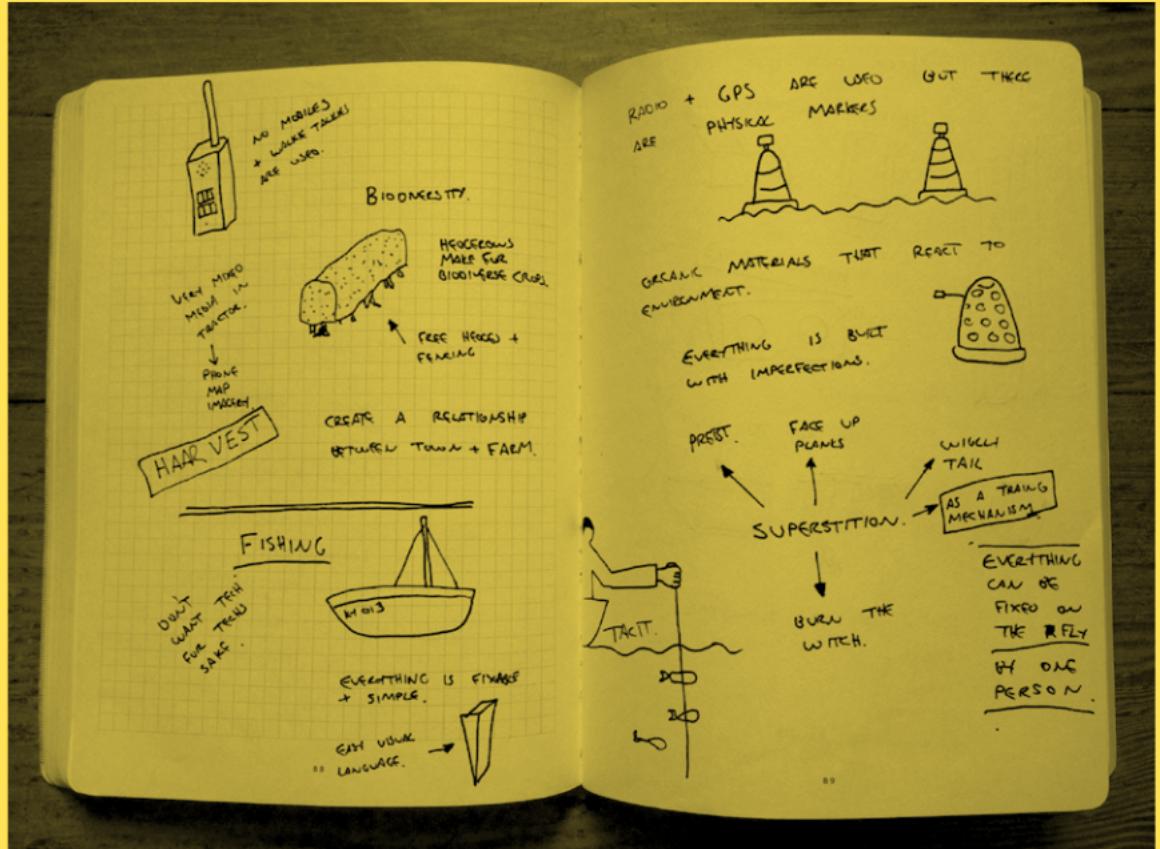


Throughout our week in Anstruther we met with three local communities – the Fisheries Museum, farmers and teenagers – to listen, discuss and observe.

Based on these research visits, design principles emerged that informed our initial prototypes.

We took these nascent ideas into the field for further thought and discussion. We were confronted by the physical reality of the environment, and the challenges of rural connectivity. At the same time, we were inspired by the traditional values of the communities we were visiting. Ideas matured, took unexpected detours, were abandoned and reborn.

Each day we were treated to a lovely set of outings, meals and visits along the Scottish shoreline where we could get to know one another and reflect on the impact we want to see.



Mainstream
IOT so far
is a
Series
of '...'
spectacular,
failures

SIMPLE TOOLS
SIMPLE MATERIALS
SIMPLE TECHNIQUES
COMMON SENSE.

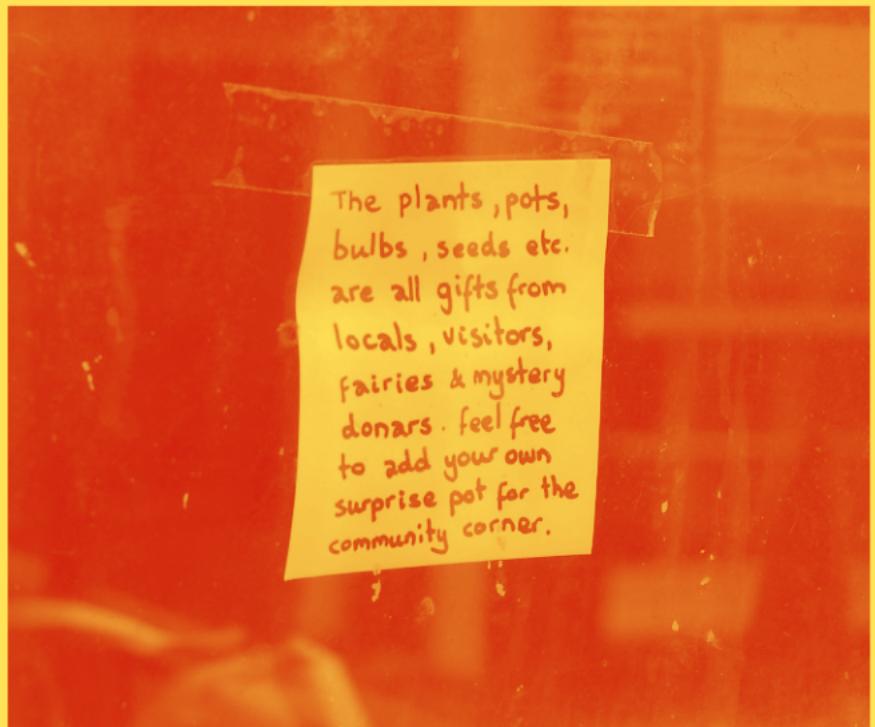


One of the ideas that emerged after talking to youth in the community was to use technology to repurpose phoneboxes as digital civic spaces.

A group of us went to investigate the phonebox.



When we arrived, we noticed it was already being used as a community space: people had planted flowers and were posting messages on the door for each other.



A local woman walked by and described how the phonebox had become a wee community corner. Some people used it as a garden, while others used it as a space to post messages or help provide magic for young children.

The owner of the phonebox, BT, no longer maintained the box, but had sent the woman supplies so she could paint it herself.

We offered to help.

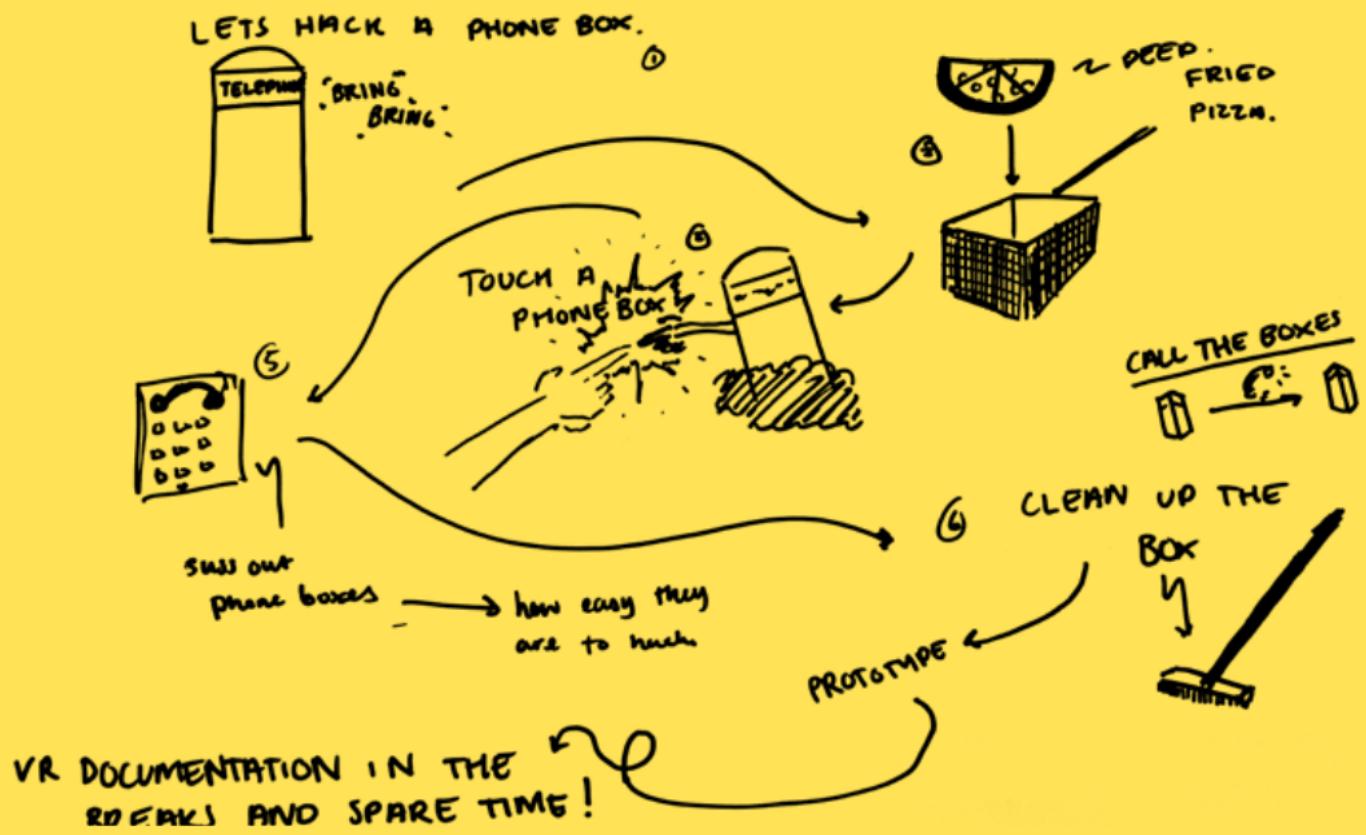






We came with one idea
of how we thought we
could help the community,
but we left having had impact
in a completely different way.

PHONE BOX → PERSONAL DEVELOPMENT.





Gavin Greig @ggreig · Jun 22

@StephenGethins Interesting local project here (not personally involved):



· @RachelRayns

Refurbing a telephone box in Anstruther ready to fit
@Raspberry_Pi-powered local information exchange for
teenagers



...



Stephen Gethins MP ✅

@StephenGethins



Follow

@ggreg @RachelRayns @Raspberry_Pi this
looks fascinating. Do you know anyone who is
involved for more info? Thanks for sending.

RETWEET
1

LIKES
3





THE FISHERMAN'S PRINCIPLES FOR IoT

HOLLY, PETER
LEONARDO

TRADITIONAL FISHING BOATS ARE
DEFINED BY CHARACTERISTICS THAT
ARE HIGHLY RELEVANT TO IoT:

- AUTONOMOUS & SELF-RELIANT
- LOGIC & TRANSPARENT, NO BLACK BOXES
- EASY TO UNDERSTAND,
MAINTAIN, FIX



NO CONNECTIVITY, NO CLOUD

- HOW DOES THIS APPLY TO LOW-COMMUNICATING CONTEXTS?
- WHAT DOES IT MEAN FOR DATA, PRIVACY, DESIGN?
NO CLOUD
- WHAT CAN WE LEARN FROM BOATS FOR CONNECTED HORNET?

"WHAT CAN WE LEARN FROM TRADITIONAL FISHING BOATS FOR IoT IN CONTEXTS OF NO/LOW CONNECTIVITY?"

THINGS DONT
HAVE TO BE
PERFECT: THE
FISH CAN BE HELD
IN PLACE BY A LEASH

HUMANS - PEOPLE
+
TECH - ENVIRONMENT

PRAGMATIC
OVER
PERFECTION

IOT SYSTEMS
ARE ECOSYSTEMS

SALT, WIND,
TILT, RAIN...
SENSE STRENGTH,
CONNECTING WATER

A TECHNOLOGY
SHOULD BE
ROBUST WITHIN
ITS ENVIRONMENT

FISHERMEN
#IOT

MATERIALS
LIVE &
CHANGE

WOOD, ROPE,
WIFI, DATA...

TECHNOLOGY
SHOULD BE
LEGIBLE TO
PEOPLE

PEOPLE
ARE NODES
IN THE IOT

NO BLACK
BOXES

TECHNOLOGY
& PEOPLE
ARE COLLABORATORS



What Internet of Things can learn from fishermen

We were brought to the “edge of the world” not because it was beautiful, unspoiled, or quaint, but to work with and learn from local communities. We found a community that was very special in that it was both savvy and conservative in its adoption of technology: the men of the Fishery Museum’s boatyard, who preserve, maintain, repair and revive a number of historic fishing boats — primarily the Reaper.

This group is special in that it both cares deeply about technology, practices, and history, and does so in a way that focuses on a very specific time. This is a snapshot

of technology in the 1920s, as sailing boats were transitioning from sails to engines: a boat like the Reaper would be built with the straightforward methods and technology of a sailboat, and enhanced by a powerful engine. Digital technology was not part of the picture. Examining the boats and speaking to these experts on historical fishing vessels we found that the way these fishermen — the crew of the Reaper was comprised of eight men and one boy — interacted with technology, their expectations, skills, as well as the way the boat was built in the first place, has a lot to offer for contemporary IoT practices.

A Scottish Fisherman's vessel from the turn of the century was built for extreme conditions. The boat had to be a self-sustaining unit that could weather critical conditions. It had to make wise use of scarce resources. The crew had to be able to maintain and fix the boat, as well as improvise solutions to unexpected challenges.

A vessel like the Reaper betrays the practices and insights of hundreds of years of experience. It is, in tech parlance, a mature and self-contained ecosystem—one that has to work with a large degree of

autonomy, be self-reliant, and adaptable, no matter what conditions it operated in.

These constraints can provide valuable guidance for the way we can design, and think about, IoT systems, products, and services. For contexts of no/ low connectivity, the parallels between a boat and those IoT systems are obvious. However, we believe that even in contexts that allow for more reliable connectivity there is much to be gained from operating more like a boat: with a larger degree of autonomy, self-reliantly, adaptable, and built to work in less-than-perfect conditions.

IoT systems, like boats, are ecosystems

The vessel is operated by a finely tuned and responsive ecosystem. The boat is an ecology of the relationships among several notable nodes. It is where people, materials, technologies, and the environment converge and work together.

This ecosystem responds constantly to its environment: weather conditions will determine how the boat is powered

(engine vs. sail), and how people work together to operate that technology.

The same should happen in a networked space (a home, a village, a city), where all nodes are equally important and each has its role. IoT is more than the Internet inThings. It is an ecosystem comprised of all the nodes that play a part.



Materials live and change

The wood that a boat is made of is never static, it changes shape and size based on how much water it has absorbed, and the content of salt in that water. It is constantly in flux. A sherman and a boat maker respond to these changes in their materials to keep the boat seaworthy.

The ship consists of materials, and those materials are living and responsive. They respond to the different nodes of the ecosystem.

The materials of an IoT are also not static. The IoT also consists of familiar physical materials beyond chips and screens but we should also ask: what are the basic materials of our digital world, and how might we work with their characteristics and fluidity? For example, signal can be weak or strong depending on elements the radio waves encounter; algorithms depend on their interactions with input from human and nonhuman sources, including that of other algorithms.





People are nodes in the IoT

A fishing vessel is a complex technology that requires several sailors to operate. To ensure that the vessel can run smoothly, every crew member needs to be able to cover all the basics and to work together in synergy.

The Reaper required eight men and a boy to operate. The line of vision from the helm to the front of the boat is obstructed by masts and equipment. Navigating alone required one man at the steering wheel, and another

upfront to serve as the eyes of the captain. In the boat people worked collaboratively with technologies to perform the tasks needed. Humans were also nodes of the vessel's ecosystem.

IoT technologies should not replace people, but instead integrate and support them. People and technologies are part of the same network and they cannot prescind from each other.



Technology should be legible to people

A vessel was not stocked with many tools, but the tools that were there were those that could be utilized for many purposes. It was apparent how these tools could be used: rope could be used to hoist a sail, bind a broken rudder in an emergency, and when it was weak, be rewoven as a buoy to protect the side of the boat from scratches.

Technologies on a boat are highly legible and hence easy to understand, modify, and work with. Many technologies on a boat

didn't live a single life: Their simple technical construction made their use apparent, and made it also possible to repair or reappropriate to address new uses when they arose.

Nodes in IoT should not be black boxes. They should be legible to the general user. Lowtech can be the best tech if it is open in such a way that people not only can understand how to use it, but also how it could be used, repaired, or reappropriated. This is empowering.



A technology should be robust within its environment

Fishermen make use of several modes of navigation. There are those that are observable to the naked eye such as landmarks and other orientational technologies such as compasses, maps, and stars. When visual cues can not be of service, such as in a fog, audial cues come from a fog horn. Later sonar, radar, and GPS joined the menu of tools available. Each of these tools are resistant to the natural elements that the fisherman faces: rain, sea water, changes in incline, and wind. Also, none of these technologies

retired the others—they complement each other and serve as mutual failsafes.

The fishermen's technologies are robust because they are resilient in their environments. They promote redundancies and failsafes.

IoT should be built with critical conditions in mind, offering alternative opportunities and avenues for the same needs to be met. It should rely on perfect connectivity as little as possible.



Pragmatic over perfection

The Herring Drifter the Reaper was originally designed to hold a massive mast that stands more than 56 feet tall. For the first 14 years of the boat's life, the boat was exclusively powered by sail. Despite the fact that this sail was a part of the original design, the mast does not perfectly fit into place on the boat as the materials live and change. Instead, there is a plank of wood wedged in next to this mass that's approximately 6 feet tall extending from the deck to the cabin below to hold the mast in place.

Things don't have to be perfect. Instead of aiming for what is theoretically ideal, the practices that prevail are those that are effective and realistic. These are systems where parts can be adopted and incorporated into other parts, and make sense in their own environment.

IoT should be built to evolve, and in a way that can support emergent qualities. Expect for the system to grow and adapt within itself, and to be adapted and modified by its users.





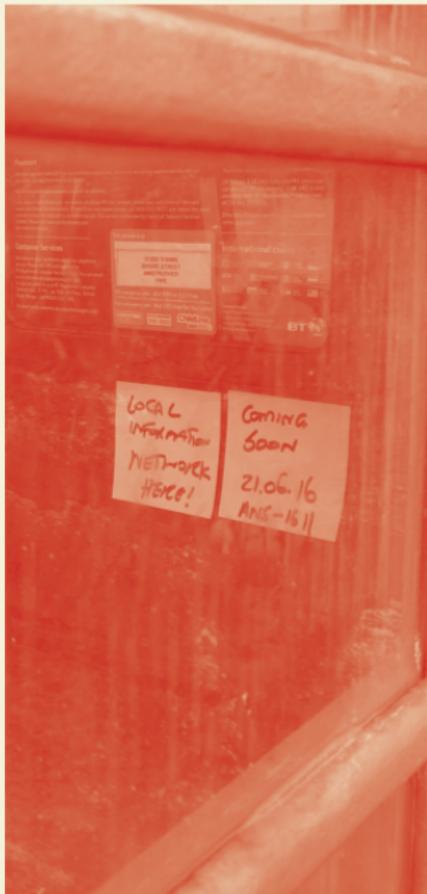












Covert Communication

A small group went to the local school, Waid Academy, to meet with young adults between 14-16 years of age to find out what issues and challenges they faced in a rural community. The young adults spoke about the need to "get away", escapism and needing a space where they were away from the adults, even though public transportation was a problem for them on a daily basis as well as to 'get away'. There were also concerns that popped up about CCTVs in shops and what the footage was used for. Even though several were on social networks, they were beginning to see that they weren't really getting actual personal content and were instead getting meaningless content that was pushed to them.

On the second day the design group looked at existing civic technology in the area, such as a telephone box, which could be re-purposed and built upon as a social network, an encrypted device to leave messages and as a mode to share stories or information. By using established resources and building upon them the team could create a community-wide resource, bringing people out from their homes to share information over a mesh network.

This idea of designing for anywhere caused the group to split their idea into two projects: designing an information exchange for and by teens, and designing upon existing resources such as the phone itself, re-animating it for new experiences.



Community Home

Using the established Fisheries Museum as a base this team interviewed those working there and connected with fishermen from the area. The group spent a lot of time understanding the traditions and the well-defined rules of the sea passed down generation to generation. These rules govern the way you move about a boat and superstitions were still alive and imbedded in daily boating life. They learnt that tools and systems must be robust and multi-purpose, because at sea the need to act quickly, efficiently and safely is imperative.

On the second day the team met with the fishermen again, taking a trip out of the harbour, learning about the secret codes of communication through flags, what some local superstitions were, and more about the navigational technology already in place on land and at sea. The team discovered that within this community information sharing was prominent and very open.

Acknowledging these traditions and ways of life, the group narrowed their focus to two areas- one where they were re-using existing technology in place but to capture new information, as the navigational network of information. The second project used the ideas and stories of superstitions to revive interest in local spots.







Clever Countryside

One of the largest farm collectives in the area is Balcaskie Castle, which is made up of 11 farms. A group spent two days on the farm, learning the mechanics of its daily life, the technology it used, and how it remixes that technology to accommodate for lack of connectivity, a common rural problem. Work in the office often had to change focus if the connectivity dropped, data had to be downloaded when the signal was strongest. While the farm makes its move from industrial farming to organic, some old traditional ways will start to be reused.

The focus was narrowed in on existing technologies and how we can build on them to create more sustainable connectivity and data sharing. It was found that this group had more trouble accessing data than the other groups so how do we connect producers and consumers from maps to labelling.

In their research, the team discovered the rural landscape we see is a bi-product of modern farming methods. The visual impression we have of the landscape is a result of the farming methods used.



Fife Coastal Walk

Mid-week, many of us immersed ourselves in nature with a 10-mile walk along the Fife Coastal Path. This narrow footpath winds along the coast, at times leading walkers down to the water's edge, up steep rock staircases etched with traces of the sea and along shaded burns.

Small clusters emerged naturally as people found their walking pace over the 4-hour hike. The sweeping landscapes inspired reflection, and released from the frenetic jangle of our workspace, we were able to consider our prototypes and ideas from a fresh perspective.

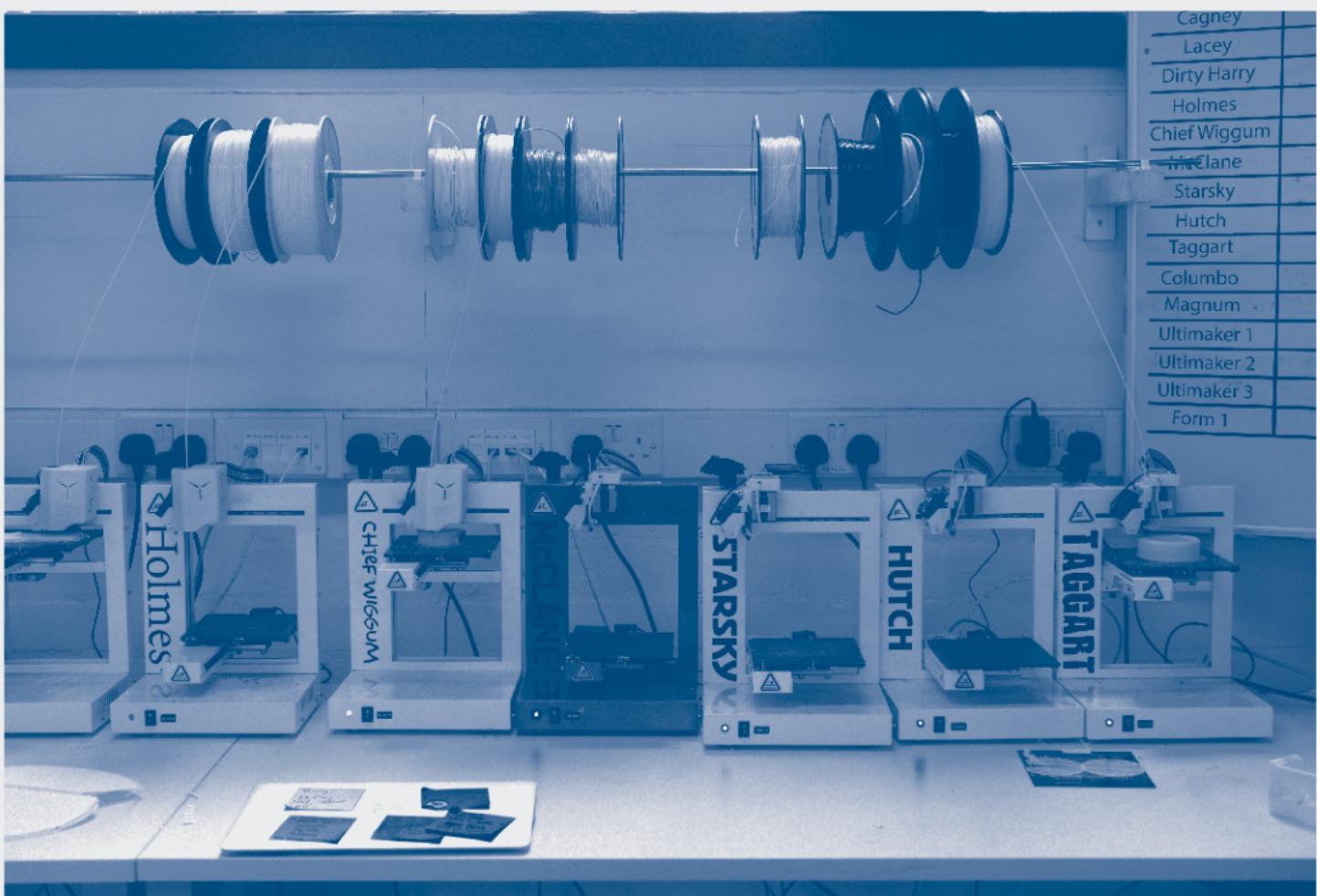
Put 40 creative people together in a space and what will follow is a pressing urge to design, build and create objects and technologies that are thoughtful and inspired.

But as we walked, a common question began to emerge in many conversations: were we designing for problems that didn't exist?

Were we adding value to the community? Were we responding to the daily challenges of the people we had met? Or, were we being swept up in our own creative momentum, driven by our collective enthusiasm and the time constraints of a 5-day design period?

Our walk along the shore gave us a moment to reflect and reconsider our design choices and motivations. For our work to be meaningful beyond our small group, the questions that confronted us are critical to ask.

Cagney
Lacey
Dirty Harry
Holmes
Chief Wiggum
McLane
Starsky
Hutch
Taggart
Columbo
Magnum
Ultimaker 1
Ultimaker 2
Ultimaker 3
Form 1



The Internet of Forgotten Things : Io-fT

Ben Eaton

Using the dilapidated phone-booths on the front in Anstruther to think of a series of abstracted internet services that can all be accessed through the use of an old fashioned k6 phone box.

Using a toll free number people can interact with the box and others by exploring the various apps that it holds – playing a version of Chat Roulette re-imagined for phone-booths up and down the coast. Check twitter feeds based on their location, and post messages to the internet.

The thinking around this has come from the reality of trying to use and interact with the internet in these remote locations – and the relative solidity of the phone booth. It is not about fetishising its vintageness but rather about highlighting the physicality of the internet as represented by one ton of steel and glass.

Io-f-T could expand to include more formal methods of interaction and functionality and more complex ways for people – especially young people – to interact with each other using the phone-booths as hubs for these activities.

```

1  <?php
2  include 'twitter.php';
3  // if the caller pressed anything but 1 or 2 send them back
4  if($_REQUEST['Digits'] != '1' and $_REQUEST['Digits'] != '2' and $_REQUEST['Digits'] != '3') {
5      header("Location: response1.php");
6      die;
7  }
8 //create array of phonebooths
9
10 // otherwise, if 1 was pressed we Dial 3105551212. If 2
11 // we make an audio recording up to 30 seconds long.
12 header("content-type: text/xml");
13 echo "<?xml version=\"1.0\" encoding=\"UTF-8\"?>\n";
14 $booths = array(
15     "+441333310598",
16     "+441333310495"
17 );
18 ?>
19 <Response>
20 <?php if ($_REQUEST['Digits'] == '1') { ?>
21     <Say>Welcome to Booth Roulette, , you are being connected to another phone booth in Fife</Say>
22 <Dial><?php echo $booths[rand(0,1)]; ?></Dial>
23     <Say>There is no one there sorry. try another by pressing 1 or choose something else by pressing 4.</Say>
24         <Gather numDigits="1" action="handle-key.php" method="POST">
25
26     </Gather>
27 <?php } elseif ($_REQUEST['Digits'] == '2') { ?>
28     <Say>leave a 30 second message.</Say>
29     <Record maxLength="30" action="handle-recording.php" />
30
31 <?php }elseif ($_REQUEST['Digits']=='3'){
32     ?>
33     <Say><?php getTweet(); ?></Say>
34     <?php }?>
35 </Response>

```



When the haar rolls in lock all windows and doors or all children will disappear

A cup of tea stirred counter clockwise brings the haar



Hang a loved one's belonging from a pagan tree and they will return safely from their travels

It's bad luck to post a selfie on a Thursday





If you crack your iPhone screen
you'll have 7 years bad luck on tinder

If you screengrab a
snapchat the
sender will lose
their fortune



**Never join a whatsapp group
in bare feet**

GIVE every farm in the country a digital presence

For consumers



Map (Google)
Opening hours (if shop)
List of what they sell (if shop)



For farms

ANS-001 Unique ID Registrar (to stop brands faking to be a farm)

Digital presence **kit / instructions**

@iotwatch / Alex D-S

- how to run social media accounts
- how to open / run a digital shop
- how to reach out to local communities
- how to get feedback on produce

```
29         color: 'rgba(20,130,150,0.8)',  
30         width: 1  
31     })  
32   })  
33 })  
34  
35 var farm_features = [];  
36  
37 // console.log(farms);  
38 // console.log(places.data);  
39 for (var i=0; i<farms.length; i++){  
40   for (var j=0; j<places.data.length; j++) {  
41     if (farms[i].farmlocation == places.data[j][5] || farms[i].farmlocation == places.data[j][6]  
42       ) {  
43       var place = places.data[j];  
44       console.log(ol.proj.transform([parseFloat(place[4]), parseFloat(place[3])], 'EPSG:4326', 'EPSG:3857'))  
45       var loc = ol.proj.transform([parseFloat(place[4]), parseFloat(place[3])], 'EPSG:4326', 'EPSG:3857')  
46       var ft = new ol.Feature({  
47         geometry: new ol.geom.Point(loc)  
48         // name: farms[i].farmname,  
49         // id: farms[i].id  
50       });  
51       console.log(ft)  
52       ft.setStyle(iconStyle);  
53       farm_features.push(ft);  
54       break;  
55     }  
56   }  
57 }  
58 ...
```



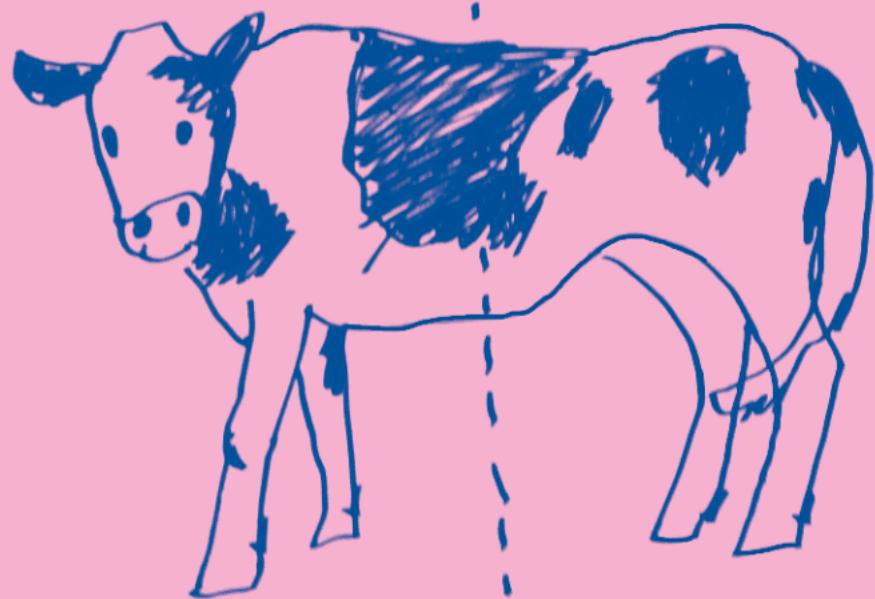
In theory, eggs can be traced back to their source using ID codes printed on the shell. This tells you the ID of the farm where the egg was produced. Unfortunately, there's no centralised data for finding out where these farms actually are. I did find a partial list available through Sainsbury's, and used a geocoder to find their locations. The code draws a circle on a map corresponding to each egg farmer's location.

Rachel Prudden

Map shows UK Egg Farm Locations



← : → M & S

A blue handwritten text 'M & S' with a dashed line above it, flanked by two small blue arrows pointing left and right.





'A sad day for Europe': EU aghast as Britain votes Brexit

Historic decision to abandon 28-member trade bloc poses existential threat to entire European project

- Britain to leave EU - live



Located Thinking

John Rogers

The journey is really about knowing that we are not 'getting' anywhere and it is not going to be clear, it is about the atmosphere, the environment and the attitude. And we have got to this nature of a journey through various iterations.

Diversity is key

Critically positive framework for reflection

Not having a goal in sight (else we would only deal with things for the now)

Celebration of individuality & personal expression, which also equals messiness

Patience with this messiness and chaos

Beauty and celebration

Clever people who are also nice

For the Anstruther spring, we have tried to put together a group of people who are able to engage in different ways and at different stages, with real human opportunities and places.

This is what we started doing at the UnBox Caravan session 1 in Ahmedabad where the Conductorium was a light-bulb moment, where we were working with real people and things with a centre that already had a clear structure for working with the community. With Caravan 02 at the Berlin Design sprint, we wanted to test what happened if we separated the making from the research, because we can't always fly people to places. While the research was really strong and could reside independently, what this showed me was that we always need people to meet people.

We are attempting to break away from this business of Silicon Valley and their language of agile prototyping and failing fast. That doesn't mean anything in our contexts. It is instead about being flexible, adaptive and empathetic where you are working in tune with the people you are with.

I have a problem with the word disruption; no one here wants to be disrupted. It could come across as being too hippie or even patronising - careful wording is something we need to spend time on. Yes of course, we need to work hard and work quick, but the things we are dealing with can't happen quickly. We can have a hackathon for climate change, but these are complex problems and nothing is going to change in a couple of days.

Which brings me to what it means to locate an event like this in a place like this.

For me, it is a very clear personal point of difference about "innovation" and the way it is going right now. Globally, this trend of innovation labs are becoming characteristic of glossy places in posh parts of cities, giving visitors this amazing experience of pretty bland, ubiquity. This is a pretty inhuman way of working and I wanted to bring something here into the infrastructure that has always existed. Town halls and village halls were built with this incredible purpose of public good, especially for times of extreme emergency. Nowadays, we all seem to think we are all fine but

we are actually going into real crises, whilst these places are now crumbling and I wanted to locate us back here in these real spaces. It immediately locates you in the community; all around art, painting, photos, knotting and embroidery that has been done by the community and not installations that have been done by the latest, trendiest 'artists'. These spaces and artwork have always existed and we need to not forget where we come from and connect to the community via these. The internet doesn't know how to do that but village halls do and by being here, we are immediately saying (without actually saying it) –

You are here

Be mindful and respectful

Look around you

You aren't anything special, you are part of the tide of life

You are passing through

But you can pass through this community gracefully, respectfully, learning from and with them in order to not live in a frozen stasis, under a dome, but constantly evolving...

And what can we and the world of IoT learn from here.

Hackability, fixability, reusability are all here and are all important, but are ultimately there to build trust and a sense of security. You need to know how to fix it if your boat starts leaking 100 miles offshore and we need this too. It is such a simple metaphor that is so right for the work we are doing too.

Let's not forget that we are human! So much of the Silicon Valley approach attempts to remove the human, building a dirty culture of lack of respect for land, history, people. Everything is new and in the now and we are all shiny and let's get on with it. But anyone who is not under 35, has had health problems, has to live with a family, is not from a privileged background knows that the world is not so shiny. And that's why we work together. We know we don't need a schedule, but we need a framework, and environments to learn in and playgrounds and a sense of purpose.

In questa settimana ho avuto la possibilità di:

- Creare un POP-UP
- Paraggiare nelle campagne Scozzesi
- Parlare un po' di inglese e ascoltarlo!
- Giocare a "Werewolf" (Supper infabule)
- Partecipare a molti workshop.

Djibril Gomba

In this week I has the chance to:

- Build a POP-UP book page
- Walk in the scottish countriside
- Listen and from time to time - talk: English!
- Learn playing "Werewolf" (*Lupus infabula*)
- Join workshop and discussions

Djibril Gomba

The Tech Lab

Dietrich Ayala

In the halls of Dreel
We strove with even keel
To enable those with zeal
A tech lab for things unreal

Short on time and space
With full heroic face
The team began apace
Our lab construction race

Tables moved, screens were stood
Arduinos blinked as bright as could
Solders burned as solders should
We looked and saw that all was good

Ready for the coming days
The tech lab opened for all to play
Tho future generations might go astray
Twas humans not robots, paved the way... this day



CLEVER COUNTRY SIDE

INTERVIEW WITH
SAM - BALCASKIE
ESTATE FACTOR



Sam - balcaskie estate
Farm and estate factor

Tracking the meat, they all have tags and barcodes.
We produce lots of speciality produce (preserves etc) but don't really...
have an outlet for that.



















“The land and the sea don’t talk to each other.
We live with our backs to each other.”

Anstruther overlooks the sea. It's oriented to the rhythms of maritime life. Inland, the countryside is coloured by its own practices. We explored how to make the land more visible to the residents of the seaside village as well as provide qualitative information to the local farmers as they transition their fields from industrial to organic farming. By applying samples from the Colour Harvester, we created the Balcaskie Field Collection, a colour palette taken from a large farming estate near Anstruther. We used these colours to paint model boats and other maritime items around

Anstruther, striving to take the land to the sea through colour. To take this project forward, one might compare the colour palette of different farms, which could provide a simple visual understanding of the ambitions, methods and biodiversity of a farm. Colour changes over time could be logged to understand how the fields have transformed with evolving farming practices. Furthermore, paints could be complemented with digital displays or connected objects that convey the colour data in a dynamic way and would be viewable in the village, on the farm and around the world.



Golden Promise – spring
barley – no Nitrogen



Olympus – spring barley
24% Nitrogen



Tetris – winter barley
20% Nitrogen



Invicta – winter wheat
46% Nitrogen



Invicta- winter wheat
no Nitrogen

The Balcaskie field collection

Fields change with the seasons, the application of Nitrogen fertilisers brings dusty blues to the wheat crops. The sowing of the mutagenised barley, *Golden Promise* can imbue the landscape with rich green tones, while the winter barley, *Tetris*, offers a yellower summer feel.





