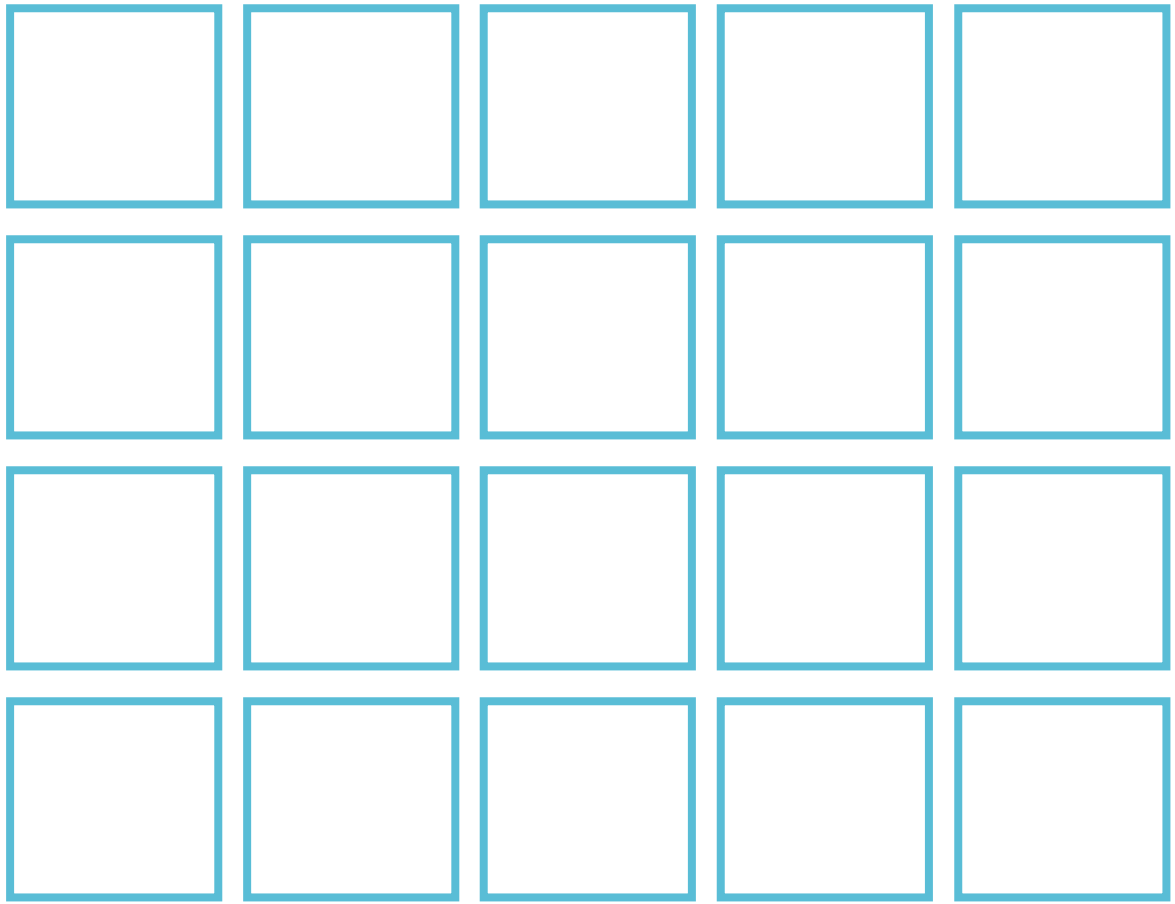
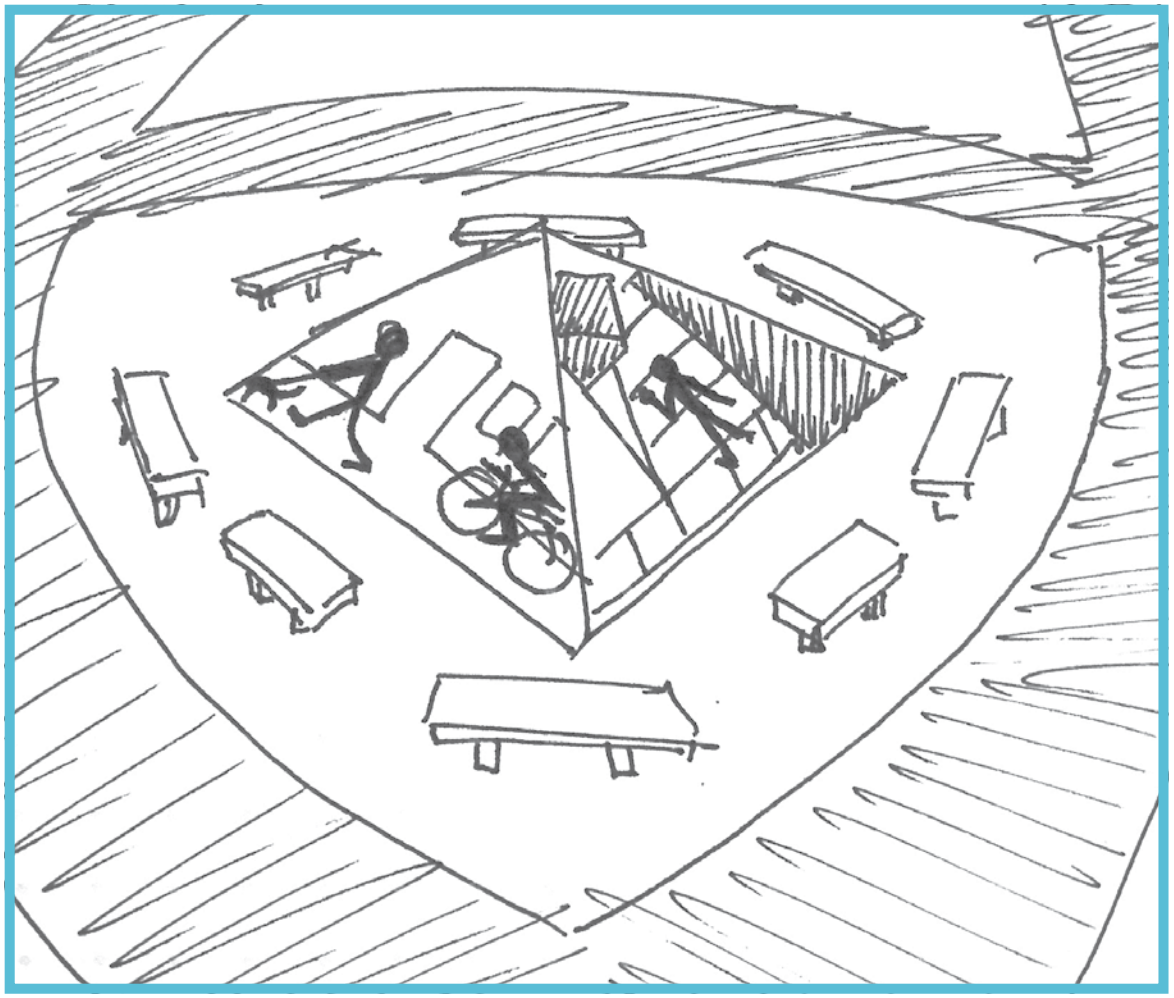
team cubicon

amy bickerton
matthew morosky
jenny schweers
jesse venticinque

BID spring 2010



cubiconcepts



crossroads

interaction

Video display of nearby neighborhoods combined with audio/musical interaction based on average of sound from that neighborhood. These visualizations would be a qualitative way to view the neighborhood, but could be combined with visualizations that quantify activity in the location.

We might explore a teamwork or "critical mass" aspect to the interaction. Seated areas to observe will be crucial.

audience

Passerbys, hotel folk, new people / visitors, Church goers, visiting the hospital, workers.

site

At the center of Morrow Triangle.

research

Confirmed need for orientation and need for more activity by interviewing people who passed by or entered the triangle, as well as with people who work in the church and in the hotel that neighbor the triangle.

Confirmed the need for more seating in the triangle.

needs

Shares abundance of activity in more active locations with the relatively dull park, a la Jane Jacobs' ideas about strangers positively influencing cityscape.

Visual and auditory comparisons between closely situated neighborhoods can orient people to nearby locations.

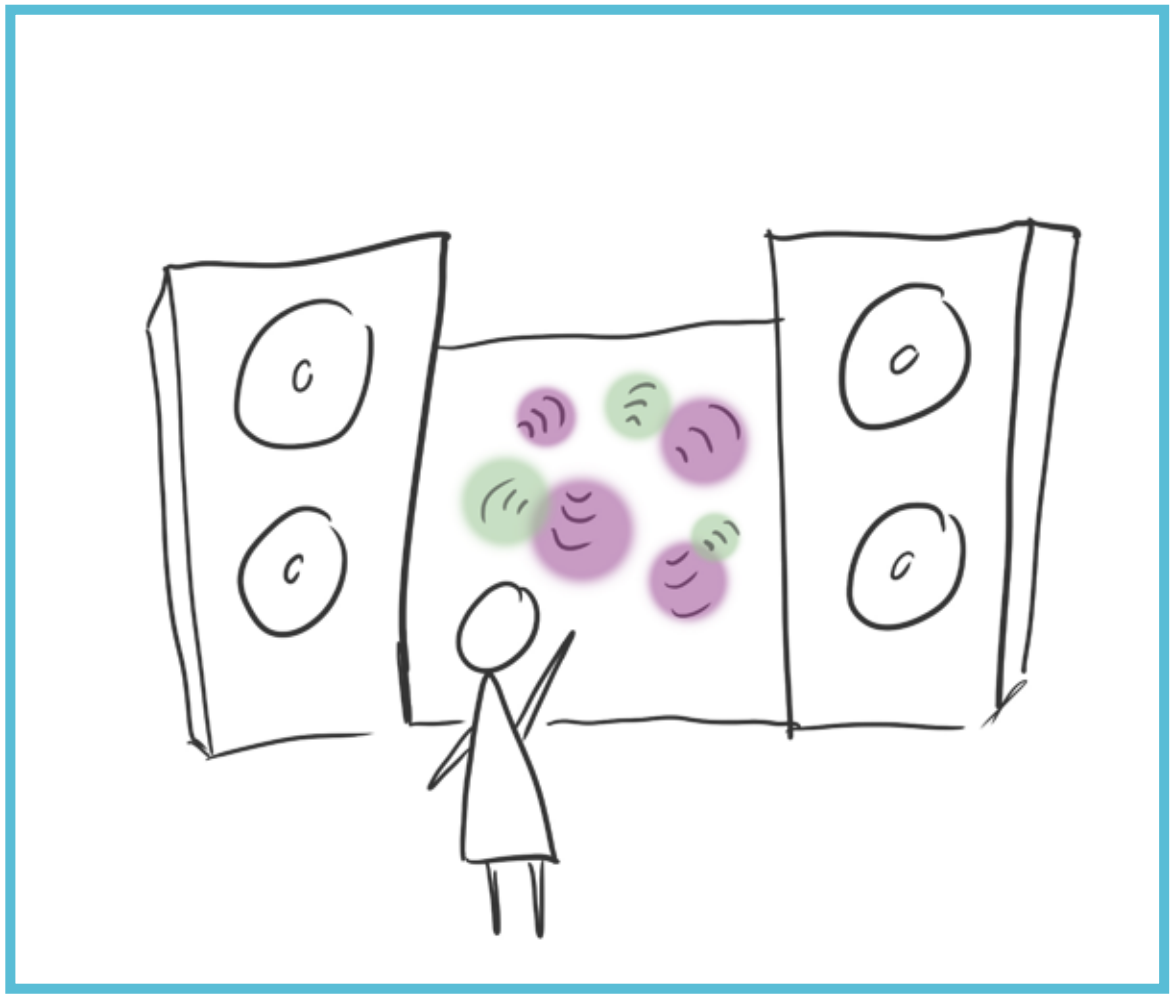
Making the Morrow Triangle more safe by bringing more "eyes" to the space.

validation

Need to describe location, level of activity, and characteristics of nearby neighborhoods

feasibility

Difficult but possible with existing technology.



beatmap

interaction

The system samples sounds from different points around the city and creates rhythm and harmony out of the street noise. In parks and quieter locales, the system could pick up on bird chatter and wind for a more relaxing auditory experience.

A display with speakers allows users to compare the sounds of neighborhoods. You can "tune in" to a neighborhood like a radio station. or choose what part of the city is sampled, and mix them like a dj.

audience

Audience consists of individuals either passing by or waiting at bus stop. This system could also help orient people who are new to the city, such as visitors staying in the hotel, people who are visiting the nearby hospitals, or for transient residents, such as the large college student population living in the neighboring apartment buildings.

site

This system would be located in the center of Morrow Triangle. Not only would this promote more activity in a currently desolate parklet, but it could make people aware of parts of the city they wouldn't normally consider.

research

Confirmed the need for more activity in the triangle by interviewing people who passed by or entered the triangle, as well as with people who work in the church and in the hotel that neighbor the triangle. We observed the triangle for a week, noticing its underutilization.

needs

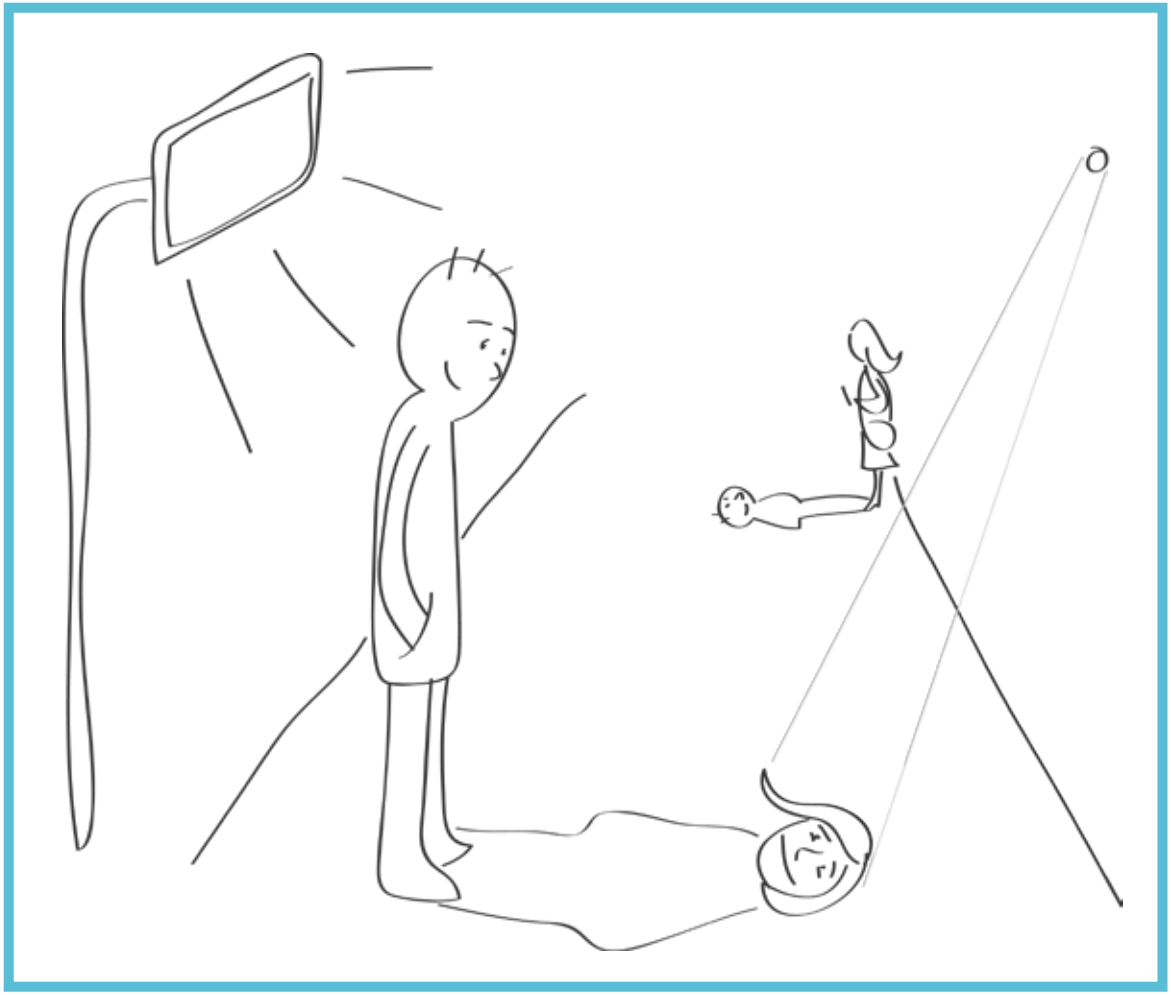
Make Morrow Triangle more safe by bringing more people to the space, and by giving them a way to compare neighborhoods through hearing.

validation

We can prototype and role-play with passersby.

feasibility

Uses MIT Media Lab's ambient addition technology to create rhythm and harmony out of the street noise.



hello, it's me

interaction

As you walk down the sidewalk, a combination of video cameras and projectors project your face onto someone else's shadow and someone else's face onto yours. The image grows more or less distinct as you move closer to or farther away from the person in your shadow.

audience

Audience consists of individuals either passing by or waiting at bus stop.

site

South sidewalk of Forbes Avenue, between Bellefied Ave. and the Schenley Drive Extension, because this concept needs a high-traffic area that gets a fair amount of sun. This stretch of sidewalk borders the main city library, includes a well-used bus stop, and sits in Pitt's campus, so it has plenty of activity.

research

We observed individuals on this stretch of sidewalk for the better part of an hour. Many stood waiting for buses, while others walked by, We interviewed two pedestrians on this sidewalk; one expressed great enthusiasm about being nudged to interact with new people.

needs

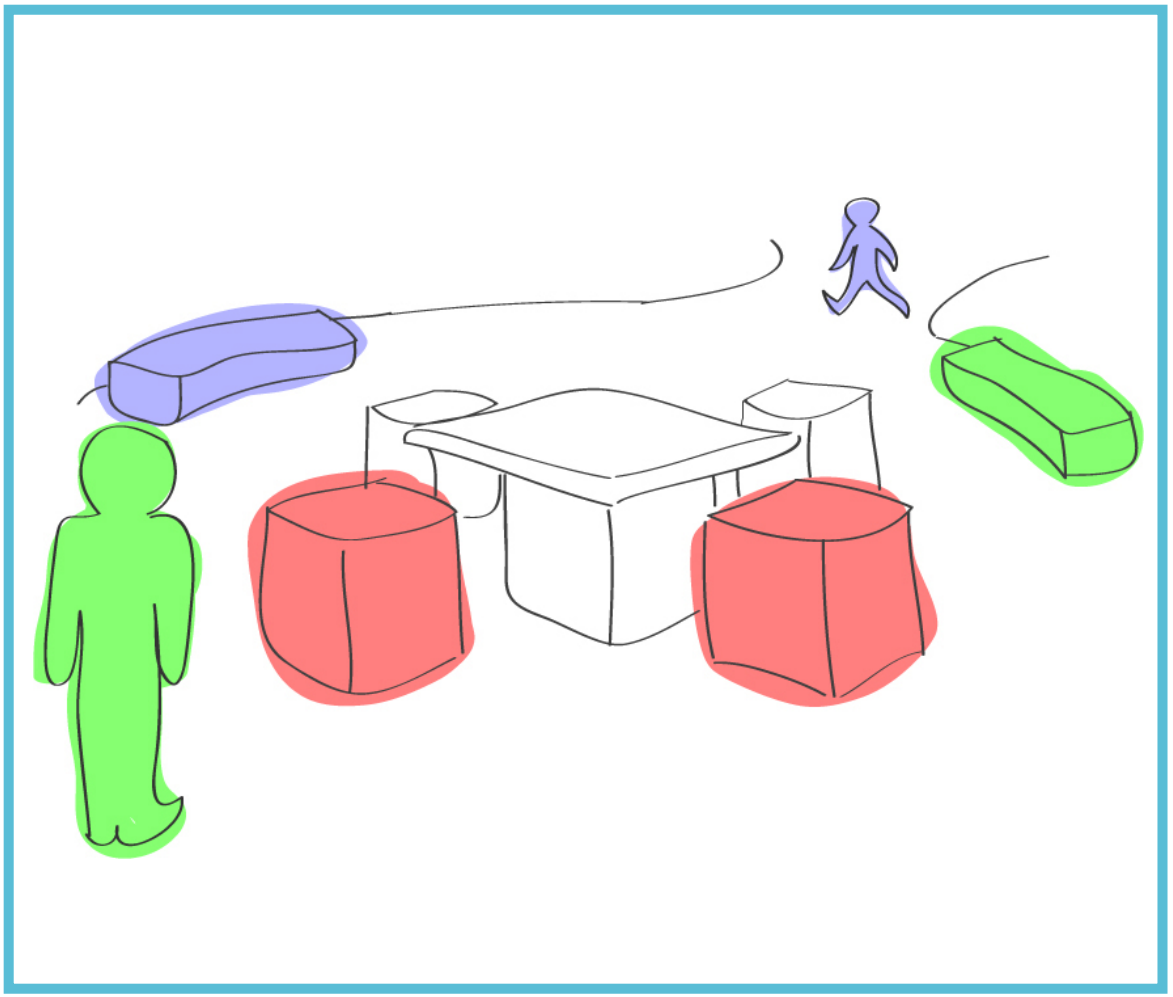
Foster connections between individuals by bringing another person into your shadow, which is very much a part of you, without forcing interaction.

validation

We can prototype and role-play with passersby. Actually printing out face images and moving them along with individuals' shadows would be important to get a good sense of the interaction.

feasibility

Technology exists for face tracking, shadow tracking, and projections. Perhaps complex to implement, but possible.



sweetseat

interaction

Sensors collect data from Bluetooth-enabled devices that includes, but it not limited to: contacts list, social networking data, bookmarks, mobile applications, music library, etc. Based on this information, the system would provide seating and location "suggestions" within the area, projecting colors on people and the seating areas with lights. The suggestions would be mapped based on the data collected on the individual – somewhat ambiguously – and people with "overlapping" data would be suggested to sit near one another. In doing so, the individuals would know that they had a common link, but would not know precisely what it was.

audience

Audience could be any individual passing through the area: people at the bus stop, museum patrons, students, and any passersby with a Bluetooth device.

site

Stephen Foster Monument would be appropriate, as it is a high-traffic area, including many individuals waiting for the bus and passing through the mall of trees next to the Carnegie Museum of Art. Furthermore, it has very good visibility on Forbes Avenue, between the museum and the Cathedral of Learning.

research

Spoke to several individuals at the Stephen Foster Monument. Observed foot traffic in the area.

Would need to pitch the idea to people to get opinions on whether or not the mediation used was appropriate. Furthermore, we are expecting concerns over privacy, and will need to research how this might be alleviated.

needs

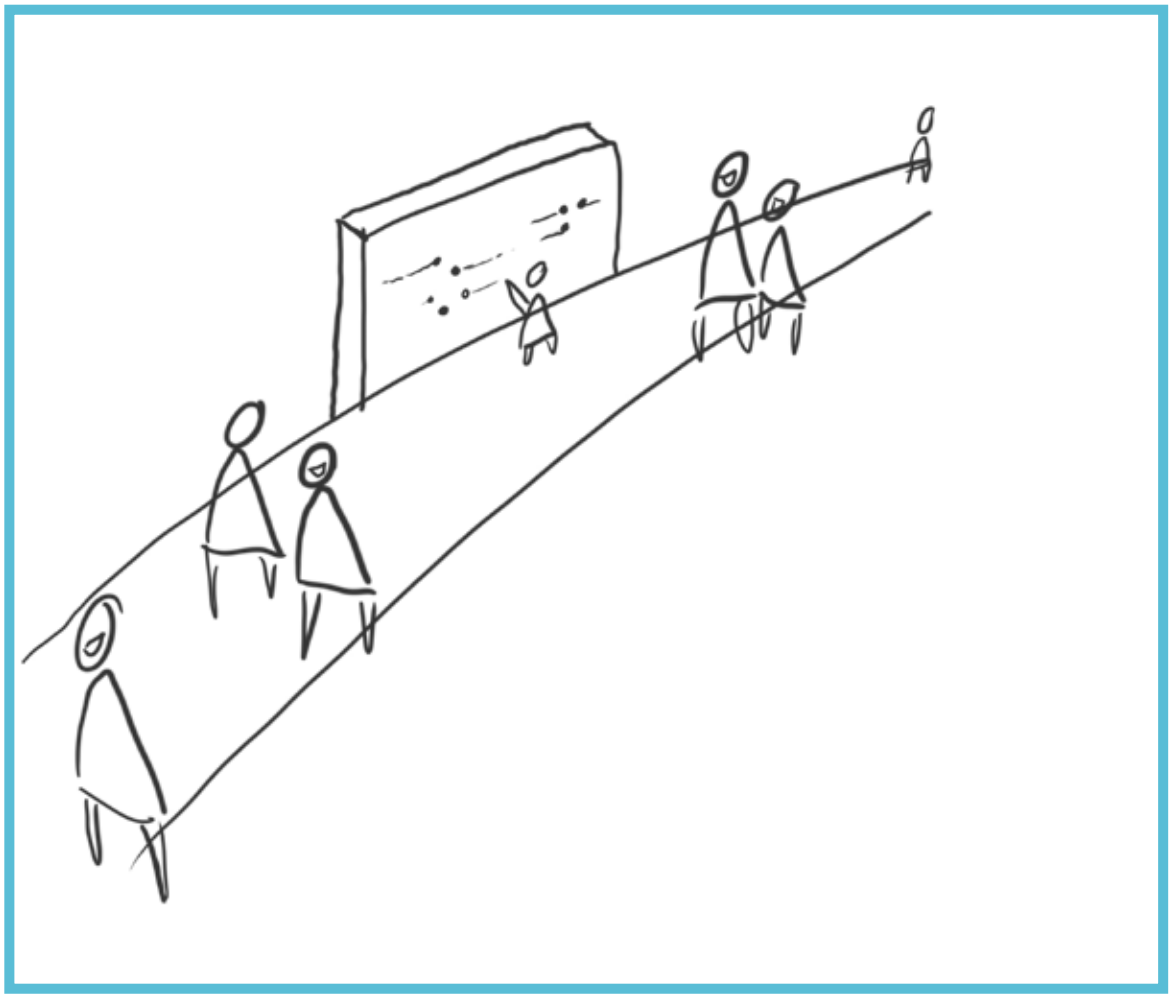
Individuals who we spoke to were very interested in engaging with strangers, but would like some kind of mediator. Furthermore, being able to advertise knowledge/interests was also desirable as a way to both meet new people and to gain knowledge.

validation

Role-playing with strangers on the street would be beneficial to get individuals to get a feel for how the installation would work.

feasibility

Difficult but possible with existing technology. Bluetooth limits the availability of information though.



smile mile

interaction

The act of smiling and the direction of attention is the input for this system. Video cameras embedded in building facades and trees recognize and track faces on the street, plotting the location of smiling faces on a large display. People can interact with the display (perhaps by having to smile in order for the display to work). Smiles are mapped in real-time as blips on a map of the area. A user can also see the possible causes for the smiles—the system also tracks head direction and orientation to discover what people are looking at when they smile.

audience

Students, library-goers, bus riders, tourists, general pedestrian traffic.

site

At the Stephen Foster monument; along the sidewalk; along the Carnegie Library lawn.

research

We observed individuals hanging out and interacting as well as watching other people. During our observations, we determined suitable sensor locations. We didn't specifically focus on smiles during our initial research, so we s till need to observe the context and effects of smiles.

needs

Connection with others; shared emotional experience. This is an interesting bottom-up approach to surfacing the interesting / delightful parts of urban landscape.

Serves as a mediator between individuals responding to environment—this need was surfaced in our interviews.

validation

Role-playing with strangers on the street would be beneficial to get individuals to get a feel for how the installation would work. We could describe with a scenario and illustrations.

feasibility

Difficult but possible with existing technology.