

TELLUM

A NETWORKED GAME OF TELEPHONE

Tellum is a community-building, geolocation app akin to a neighbourhood anonymous book or item exchange box, but with sounds instead.

Users on mobile devices may listen to other's messages once they themselves have 'given back' into the system, optionally leaving their message up for repeated listening.

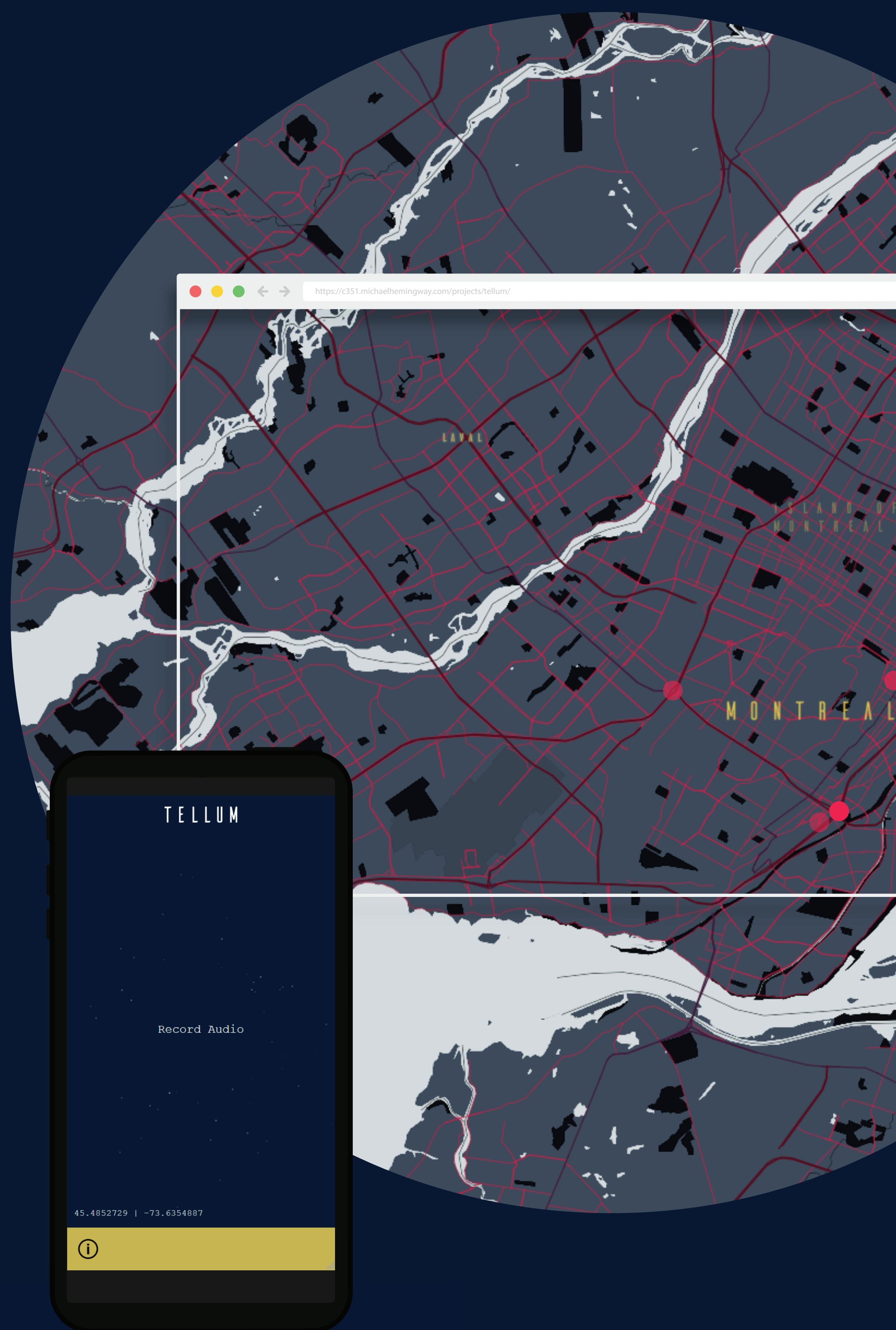
Geolocation data is associated with each recording, and on the desktop platform, visible as a heatmap of message transmission.

BUILT WITH BLOBS

Tellum uses modern web APIs to record realtime audio from a mobile browser and stores that data in a server with minimal metadata, collecting only time and geolocation. Users are not tracked, and one may upload as much audio as they wish.

Client-side technologies include mapping software by MapBox, AJAX via Axios, extensive use of the Navigator and associated UserMedia & Location interfaces, and the usual HTML/CSS/ES6 stack.

The backend stores BLOBs and text data with a PHP API that returns clean JSON, open to the public to build upon and integrate with.



"Network Effect." Network Effect, networkeffect.io/

"Item Exchange Boxes." HCLBOX, <http://www.hclbox.org/en/pages/about>

Hashemi, LaPorte. "Listen To Wikipedia" Hatnote, <http://listen.hatnote.com/>

FedEx. "FedEx Soundtrack." FedEx, <https://soundtrack.fedex.com/>

Brownstein. "How Has Technology Changed the Concept of Community?" The Atlantic, <https://www.theatlantic.com/technology/archive/2015/10/community-in-the-digital-age/408961/>

Recording