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CART 360

ETUDE ONE: StrangerThings

The Three Things

PUBLIC TELEPHONE

The first thing I immediately noticed was the public telephone. It exists everywhere in the public, and has not changed overly much since its conception. From streets to inside an airport, public telephones exist in these spaces, their own quiet monuments to time. Although I do not see them used nearly as often as I used to, I still walk by them on a daily basis. The public phone on the corner of Guy, simply across the street from the University, always stands, practically abandoned despite the life existing around it. It definitely does conduct electricity for the phone and technology to work, those connections already made. It functions when the user enters the appropriate amount of change, which activates the phone and allows one to dial a number and call. They are built durably, mostly metal structures that are made to survive the elements, as many of them are placed outdoors on street corners such as this one. I have only used a public telephone once, in a negative experience when I had no other method of communication, and have only seen the public telephone used in media where the character seems to immediately die afterwards. Therefore, it always instigates an air of discomfort for me to consider properly using one. This is an odd disconnect from what is otherwise a very useful and universal tool to make a phone call, and what probably comes as a relief to others when they require its services, as most public utilities. In a way, it has become an irrational discomfort and fear, which is inherently odd to consider.

CET APPAREIL NE REND
PAS LA MONNAIE
Appels sortants seulement

NO CHANGE PROVIDED
Outgoing calls only

VISA MasterCard AMERICAN EXPRESS

Frais virés ou
facturés à un
3e numéro*

Déposer montant requis
Deposit required amount

Insérer et retirer la carte*
Insert & remove card*

Collect &
third number
calls*

LOCAL	50¢ – Faire indicatif régional + numéro (taxes applicables incluses)	Indicatif régional + numéro		0 + indicatif
	50¢ – Dial area code + number (applicable taxes included)	Area code + number		régional + numéro
INTERURBAIN	1 + indicatif régional + numéro			
LONG DISTANCE	Déposer le montant affiché	1 + indicatif régional + numéro		0 + area code +
	1 + area code + number	1 + area code + number		number
	Deposit required amount			
OUTRE-MER (service restreint)	011 + indicatif de pays + (indicatif de zone) + numéro			Faire 0
OVERSEAS (where available)	Déposer le montant affiché	011 + indicatif de pays + (indicatif de zone) + numéro		Dial 0
	011 + country code + (routing number) + number	011 + country code + (routing code) + number		
	Deposit required amount			

Urgence Emergency	**911**
Téléphoniste Operator	**0**
Réparations Repair	**611**
Assistance-annuaire Directory Assistance	**411**

* Appels locaux 1 $ (taxes applicables en sus)
* Local calls $1 (plus applicable taxes)

◀)) VOLUME   ENGLISH   Appel suivant / Next call

(514) 846-9119

SCOOTERS

Another thing I come across often are the new public use scooters. Like the Bixi bike, these scooters are rented and used, and the current promotion offers one free ride. They're a lime green and built compact and colorful, made to be eye catching but also functional. They're powered by batteries- which means they're electrical- but this is mostly to track the amount of money used during a single ride, as well as the throttle. They're new and an exciting concept for those who do not wish or cannot ride a bike-- such as myself. While my cousins rode bikes to the park, I would kick along on an old metal scooter, an easier mobility to control and learn as opposed to the fine balance of bikes. It's another way to make Montreal more mobile, and even easier to get around- with the already existing constructs of busses, metro, and public bicycles.

Designed in
California

LBCATSL-US_V02

IMEI: 8693070314411019

ELEVATOR

Although already mentioned by Lindsay MacDonald in their paper, I couldn't help but be attracted by the idea of elevators- they are the ultimate liminal space; they take people between locations, and the atmosphere inside of them is extremely distinct. The elevators I use the most are those at Concordia, with metal textured walls and a sleek aesthetic, and even they cannot escape what I would dub 'the elevator effect': the inherent awkward silence between strangers as they seem to deny the others' existence willfully, where making conversation feels nigh impossible, and the age old struggle of wondering whether one should wish the other a good day as they exit the doors. Riding an elevator alone is the only situation in which this isn't evoked. However, it is interesting to note that an elevator is a small space that contains people that will do anything not to interact with each other (unless they already know each other, but even then, often there is just a nod and greeting, talking strangely taboo). Despite being so used to it, there is always an odd sensation to entering an elevator, and perhaps that is why it is often used in media for either comedic or transitional purposes. I would argue the experience is near universal, which is an interesting concept to explore. Although I am not certain of the types of elevators at Concordia, elevators are often powered electrically and hoisted upward and downward by a cable.
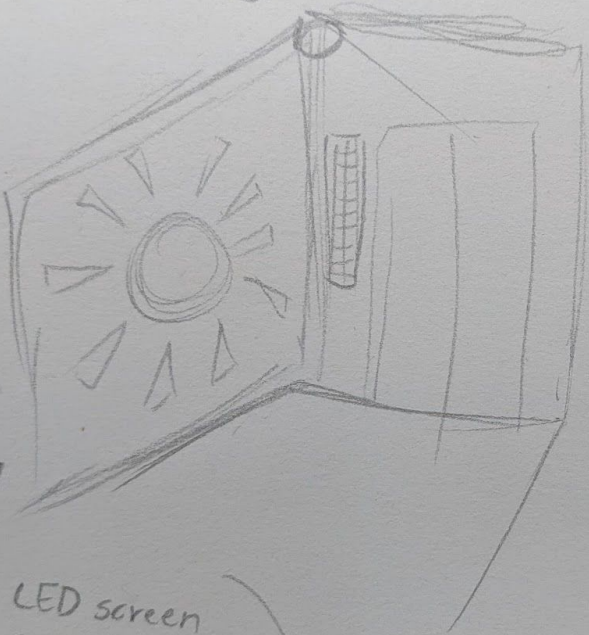
10   11

8   9

6   7

4   5

2   3

*RC

☆RC

The Experiential Environment

Of course, the elevator is the construct I am most interested in. My intent is to find ways to disengage 'the elevator effect' in users and possibly bring about the proper acknowledgment of others or conversation by making the environment more stimulating.
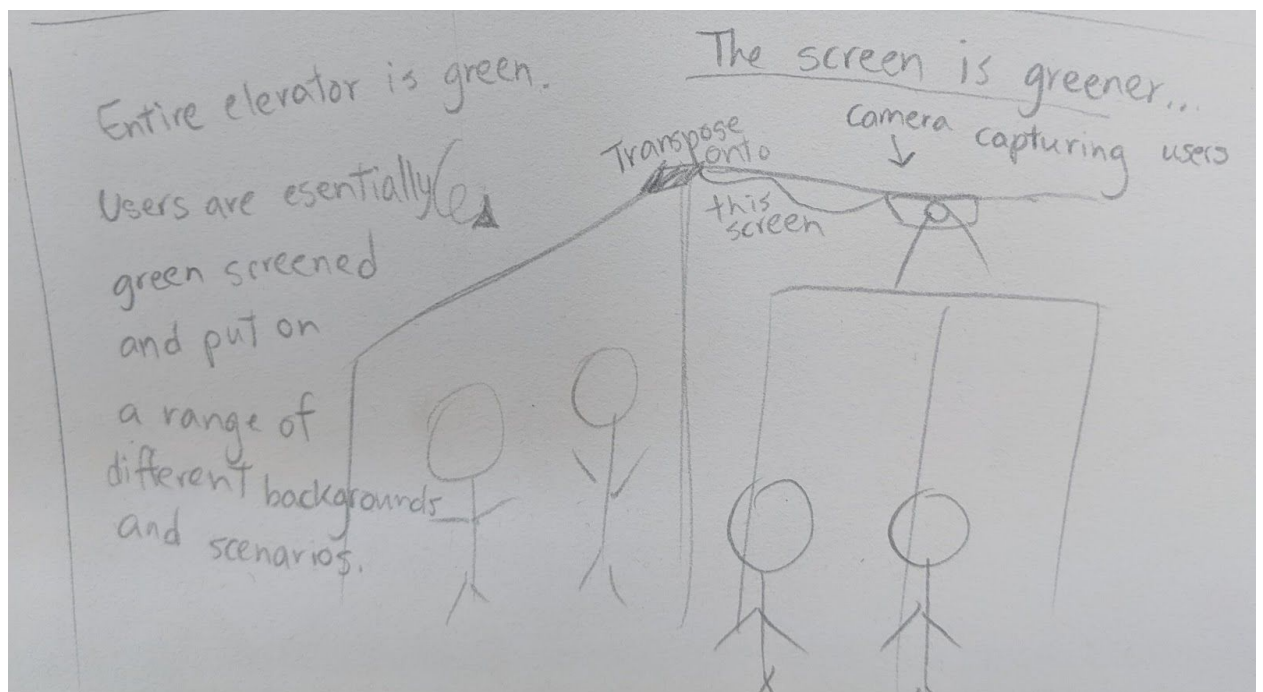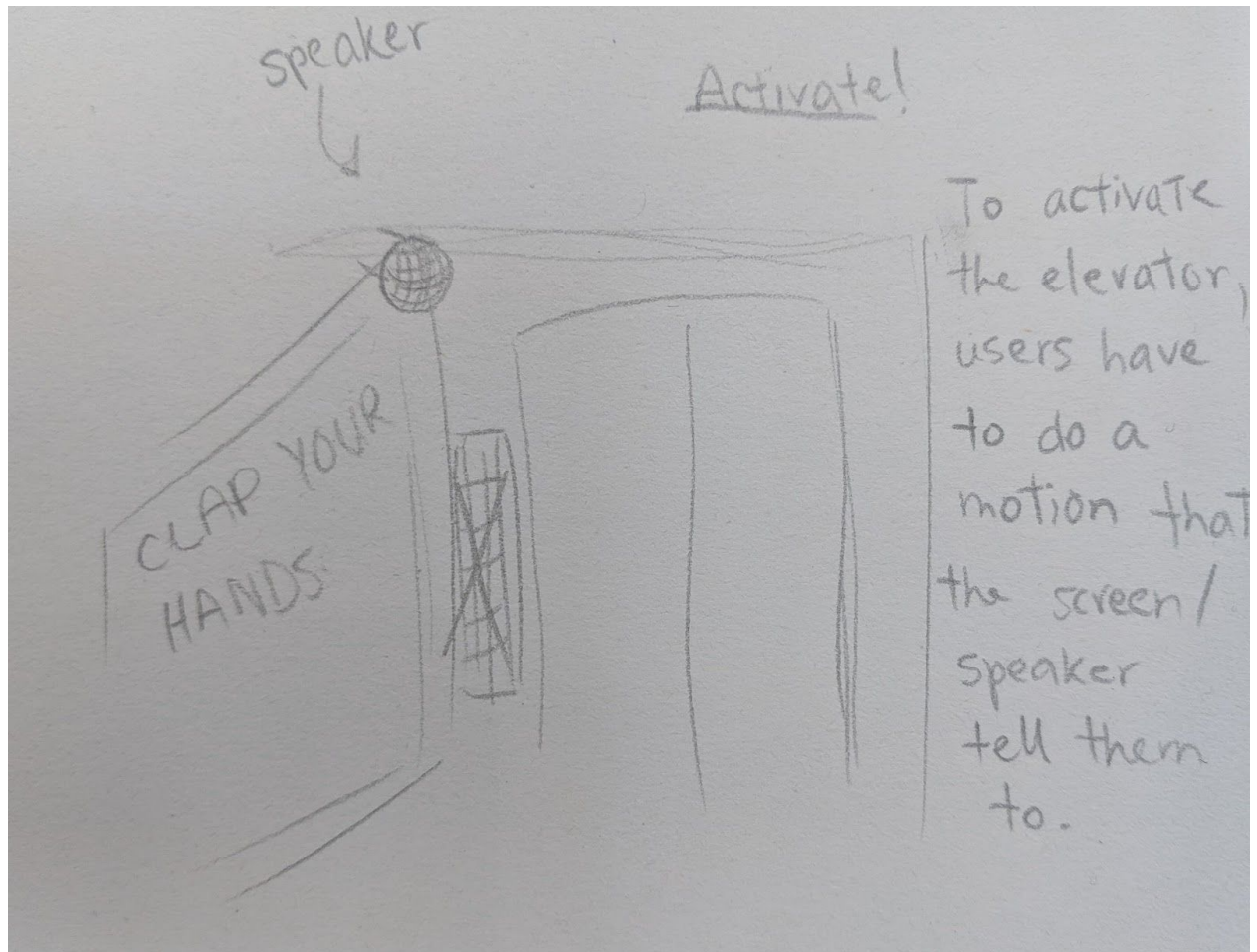
Atmospheric
(ex light   What's the weather?

A fun, way to
deconstruct the
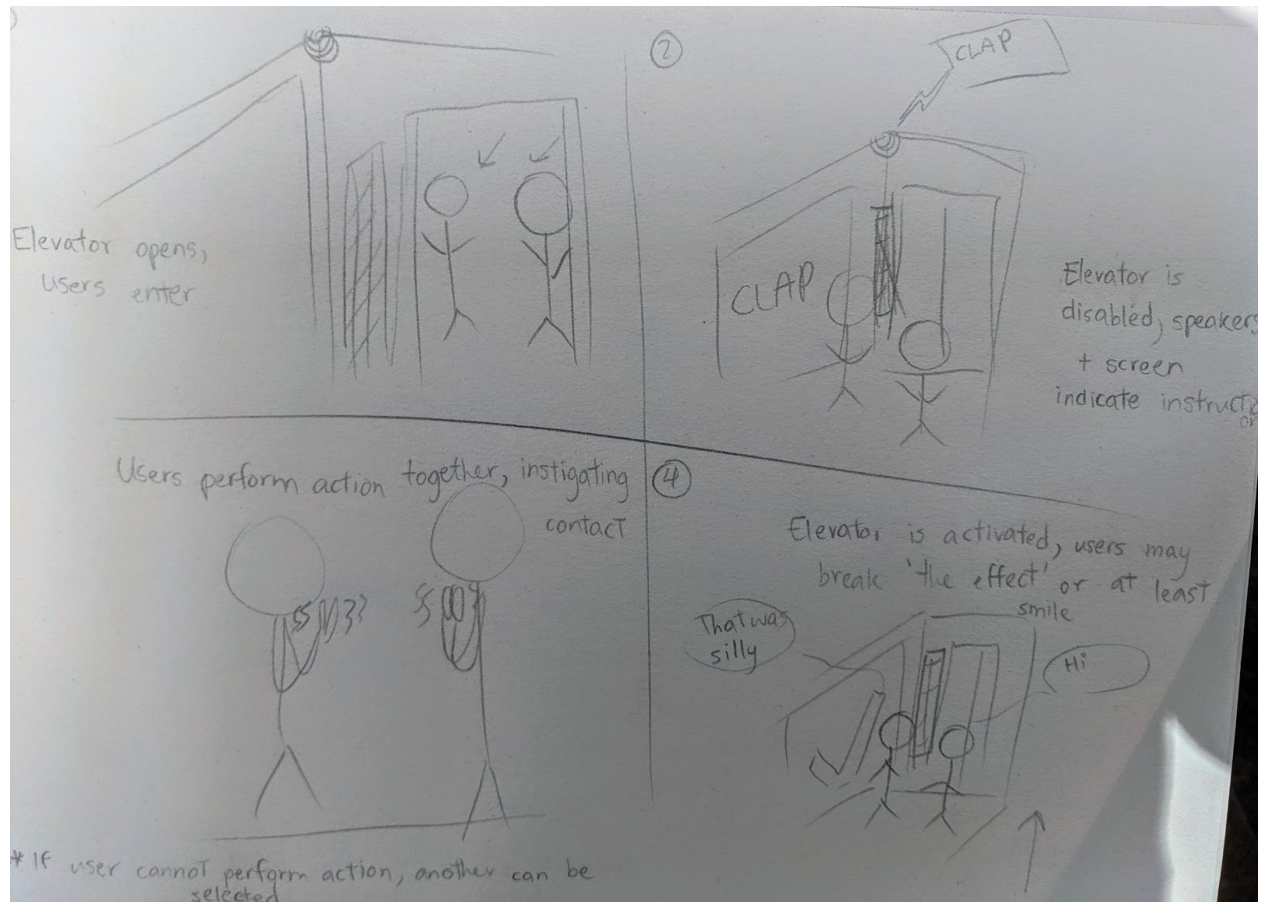trope of talking
about the weather
as an ice breaker.

Large LED screen
with a video of
the sky appropriate
to weather data

Entire elevator is

speaker

Activate!

CLAP YOUR HANDS

To activate the elevator, users have to do a motion that the screen/speaker tell them to.

Entire elevator is green.

Users are esentially green screened and put on

a range of different backgrounds and scenarios.

The screen is greener...

Transpose onto this screen

Camera capturing users

The Storyboard

1. Elevator opens, users enter
2. Elevator is disabled. The speaker and screen indicate a verbal and visual instruction for the users to follow.
3. Users perform the action, which creates their awareness in the liminal space and instigates contact with others
4. The elevator is activated, doors close and it goes to the designated floor; users are then able to converse or just sit in amiable silence over the experience, dissipating 'the elevator effect'.