





# Cityware: Interplay between physical and digital space

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### Overview

- Current trends
- Technology, the city & people!
- How to think of city-ware
- Dark scenarios
- Cityware on the web (Facebook)
- Cityware on buses

Current trends

#### Current trends

- Web 2.0
  - User generated content, web applications
- Mashups
  - Mixing various sources of information
- The social web
  - Web of friends is a resource

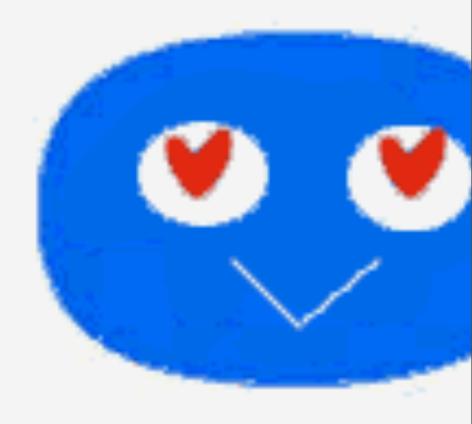
Technology, the city, and people!

#### Nokia Sensor

- "See and be seen"
- Local peer-to-peer profile searching







# \_MOBILEDATINGSOFTWARE.COM & www.bluedating.info

Bluedating

Find your soul-mate right next to you!

### Bluetella

- Peer to peer file sharing
- File forwarding over clients



## Wireless Rope

- See people nearby
- "Rope" your friends so you don't get lost in a crowd





Jabberwocky

Meet familiar strangers "Urban atmospheres" project

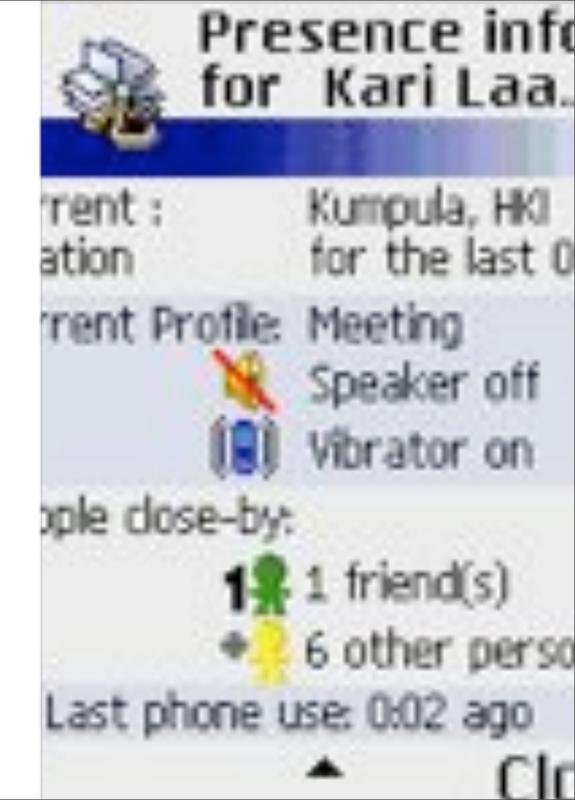


Telelogs

Listen to familiar strangers' audio blogs

#### ContextPhone

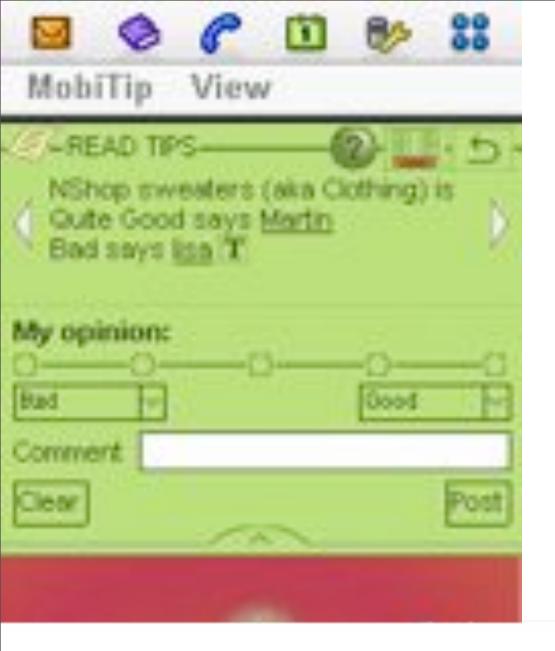
- Context aware
- Instant messenger
- Communicates over network / bluetooth

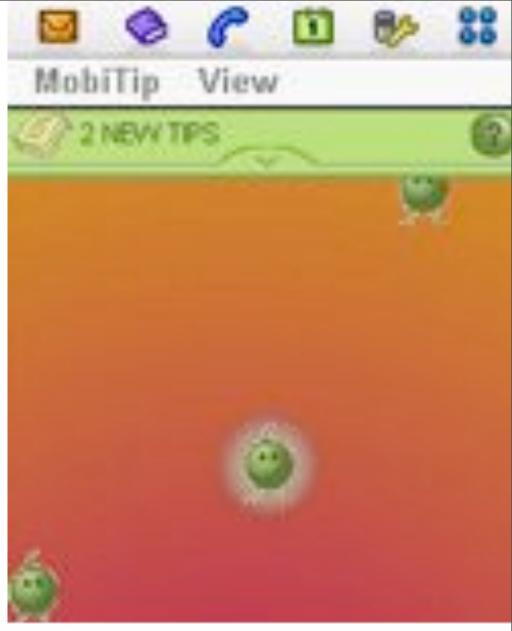




Decoy

An invisible poster, graffiti or a direction sign which gets alive by the mobile in the pocket





MobiTip

Location-based tips about restaurants, shops, etc.



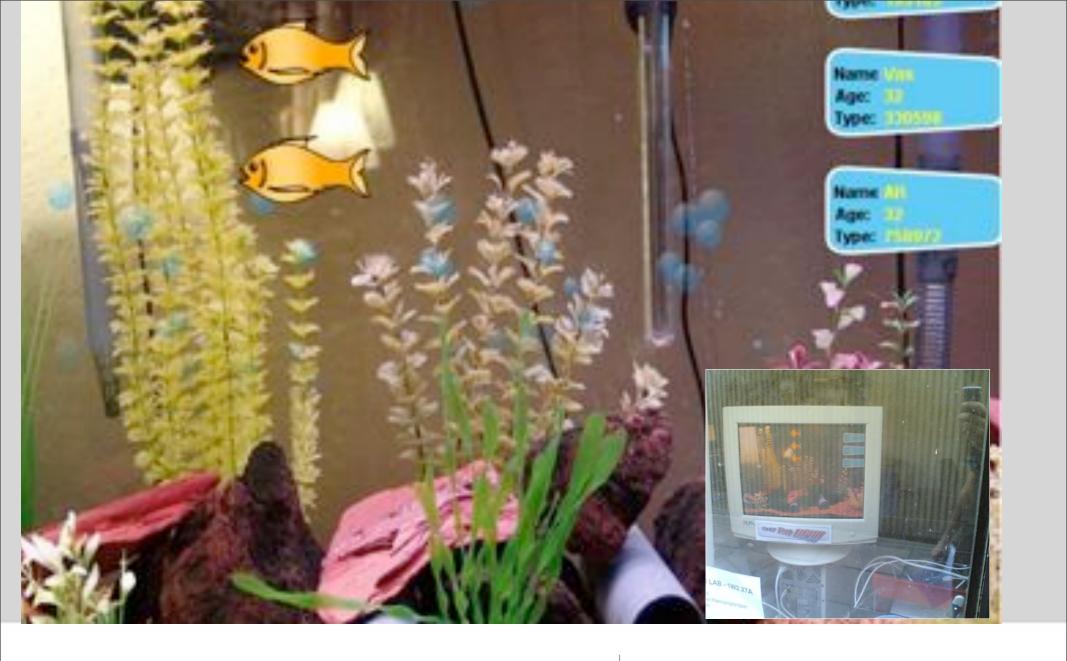
You-Who

Question-and-answer game to meet strangers



Talking points

Bluetooth augmented spaces help blind people navigate



Bluefish

Each person has a fish

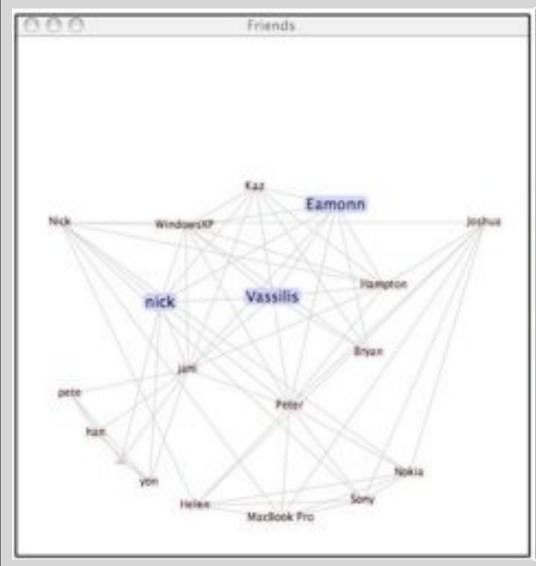


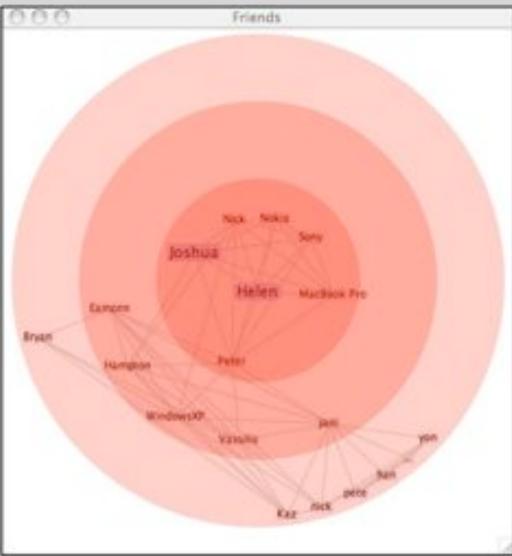










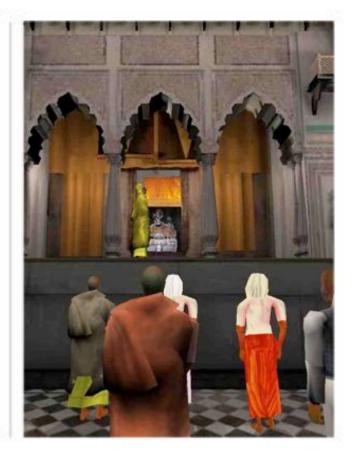


Friend of a friend

How to think about city-ware















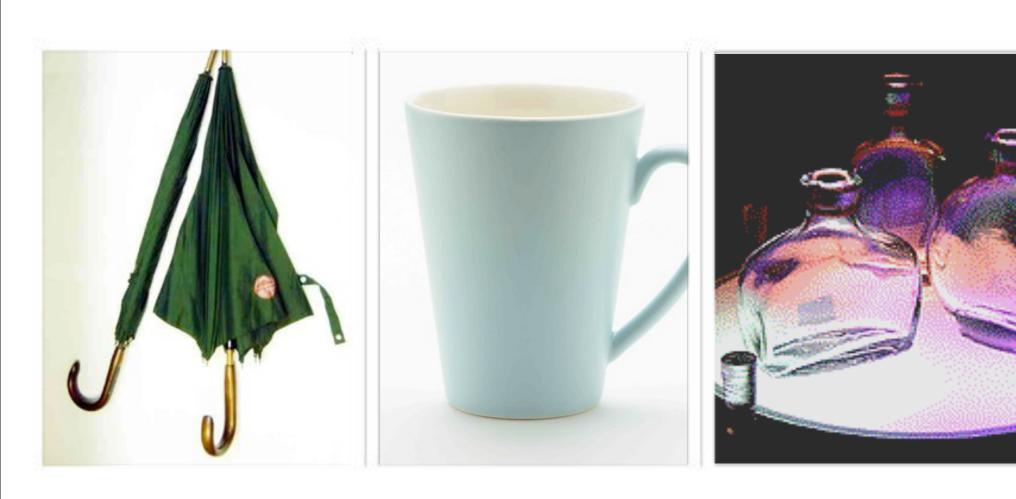




Wearable computing?







Location

Technology

Information





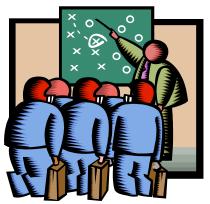














Dark scenarios

Interesting problems Interesting solutions

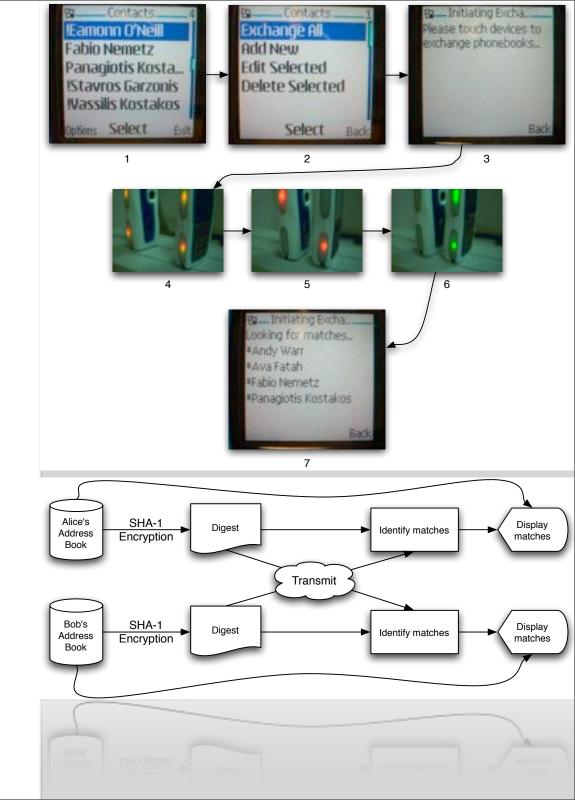
# Who is using this device/service?

Extending TCP/IP protocol with biometric information gathered where physical interaction naturally takes place.



# Who am I interacting with?

Private matching algorithm for adhoc peer to peer communication.



# What am I interacting with?

Using physical tokens from the environment to verify the service or device you are communicating with. (NFC, RFID, sound, photo).







Still not convinced?











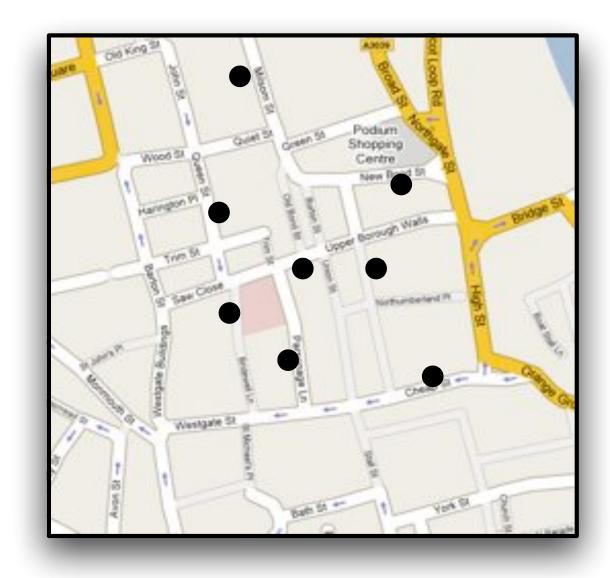


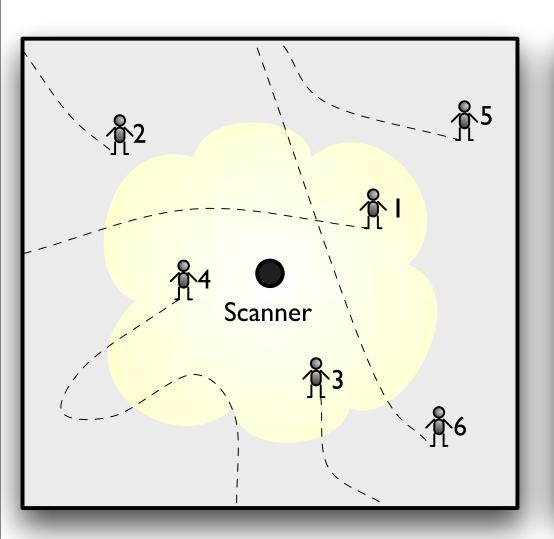


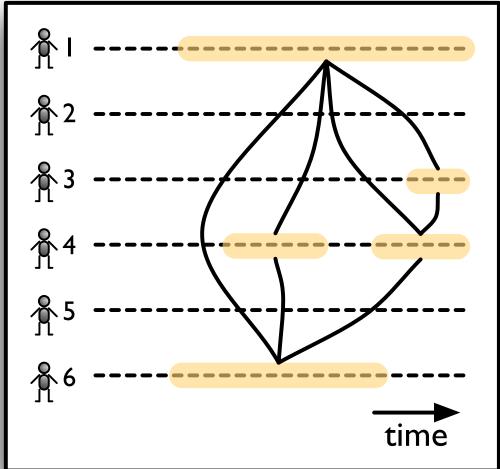


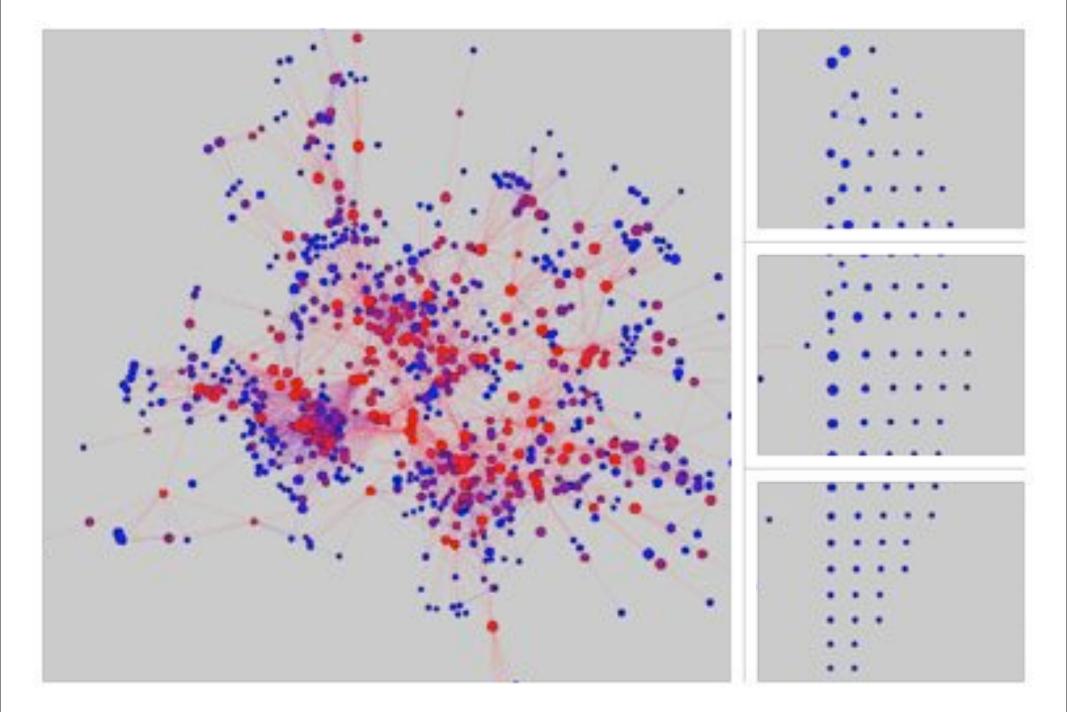
### Mixed reactions

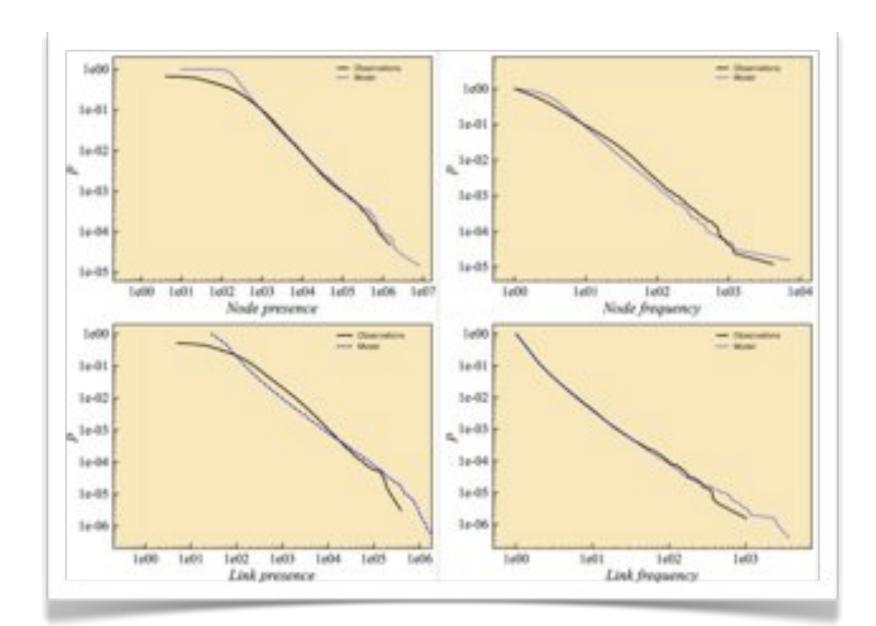
- People are not sure how to react
- It is definitely 2.0



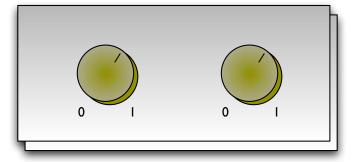


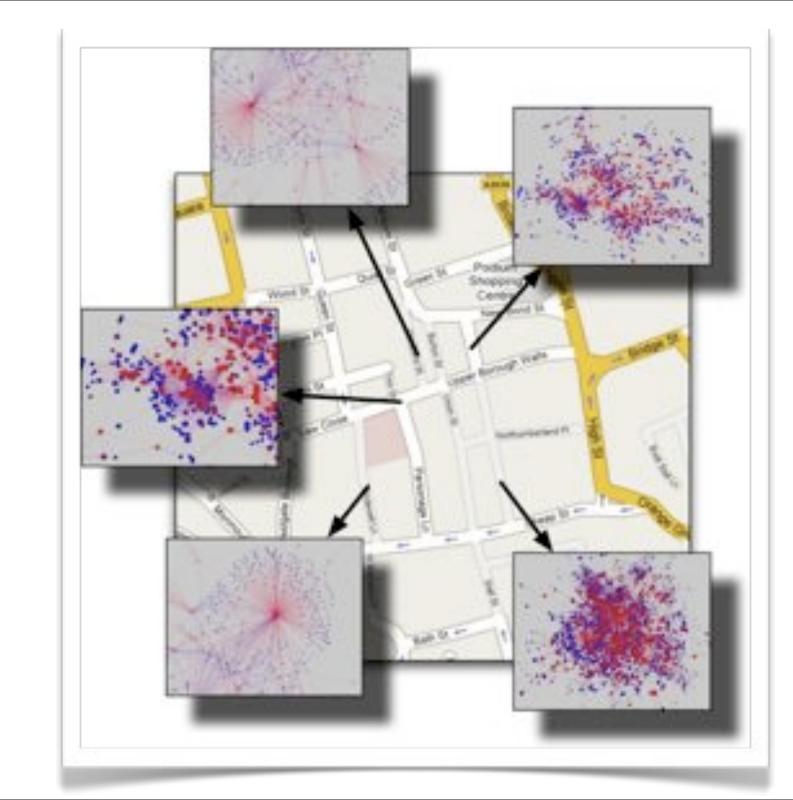


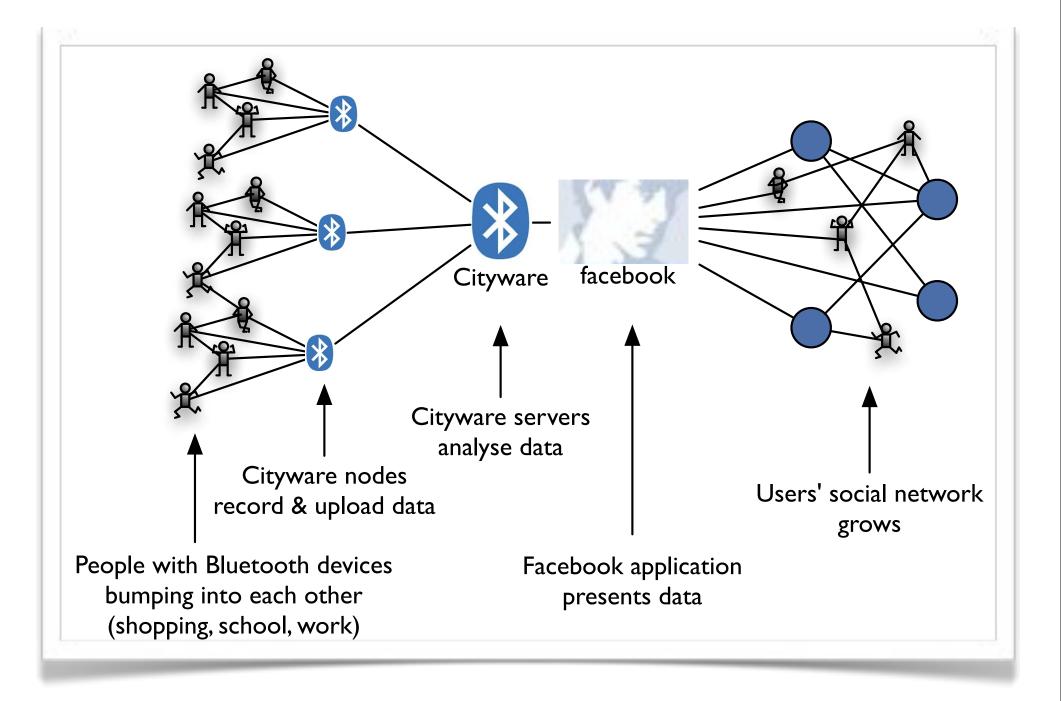


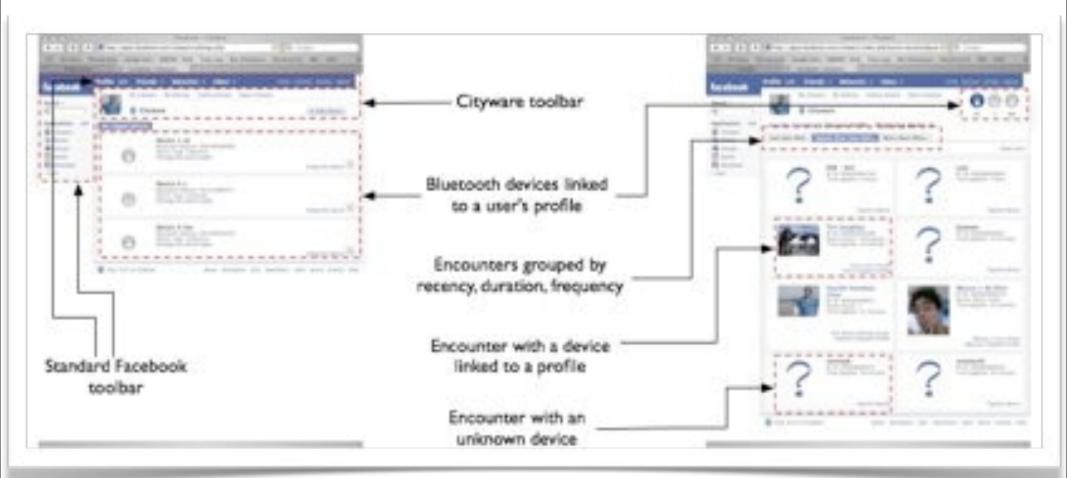


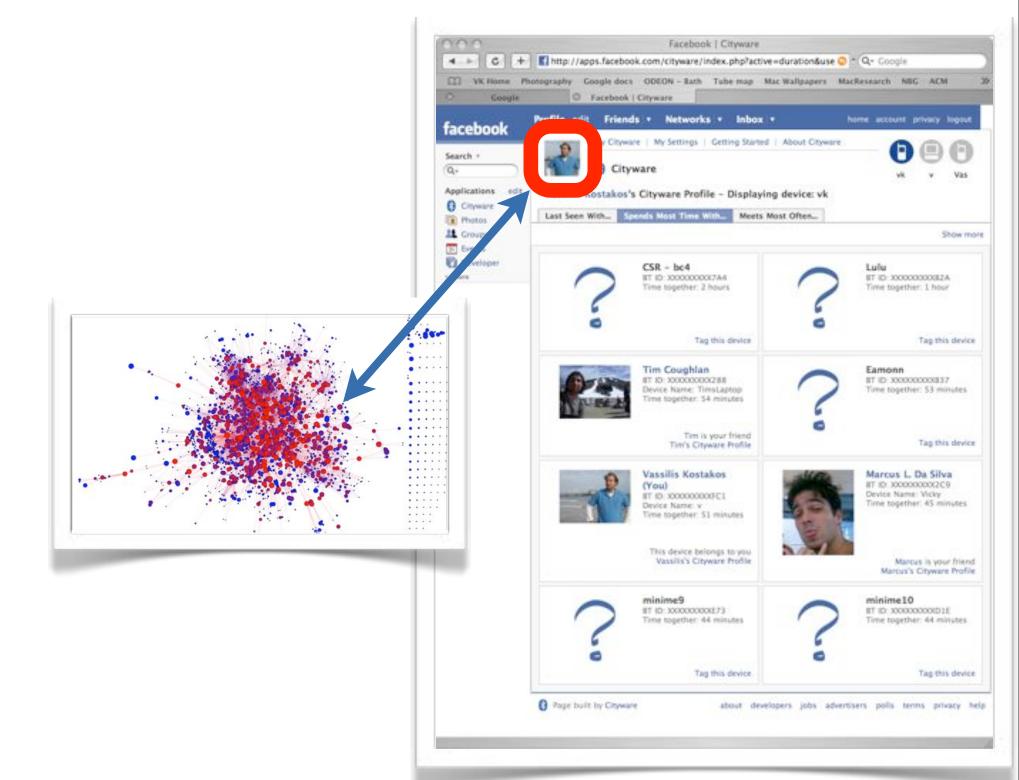


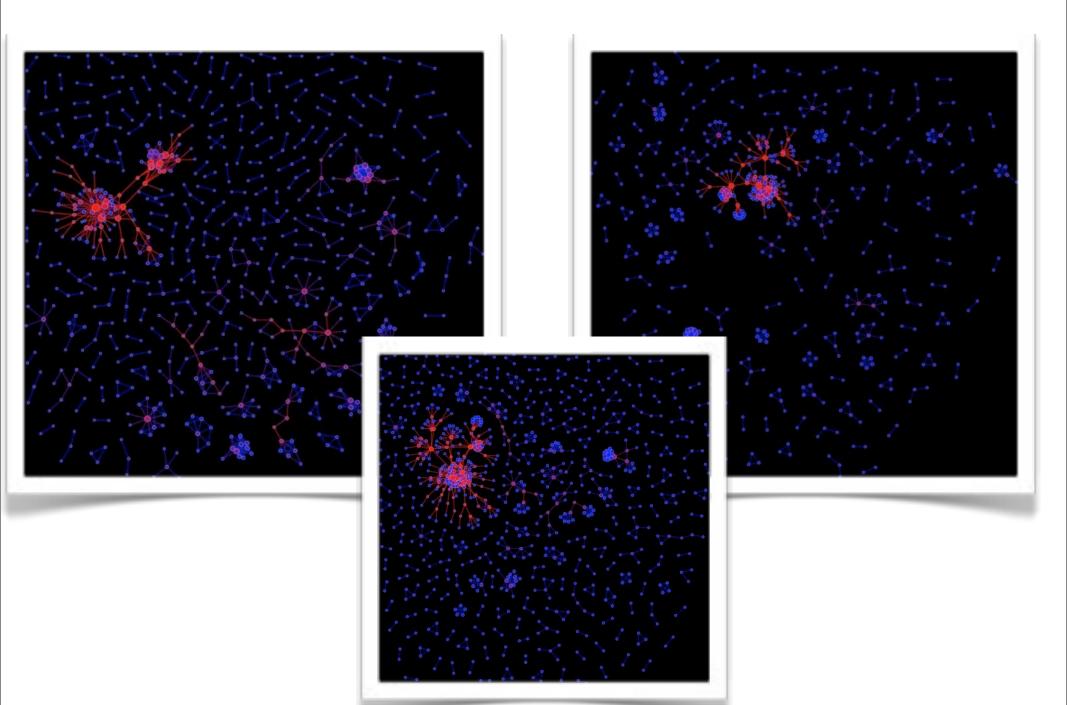








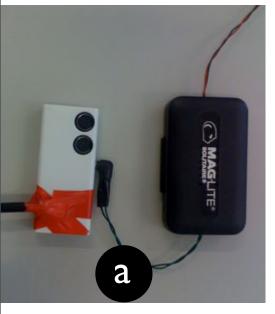




Cityware on buses

## Main idea

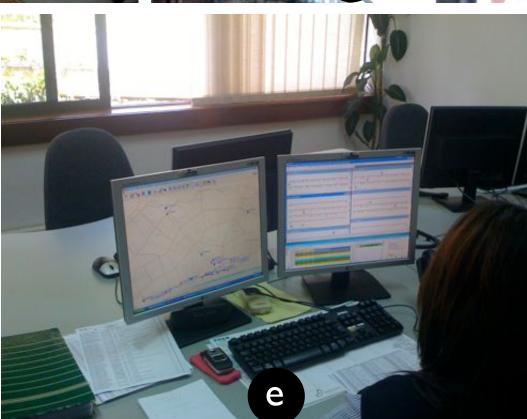
- How do people use the bus service?
- Where to they board the bus?
- Where do they get off the bus?

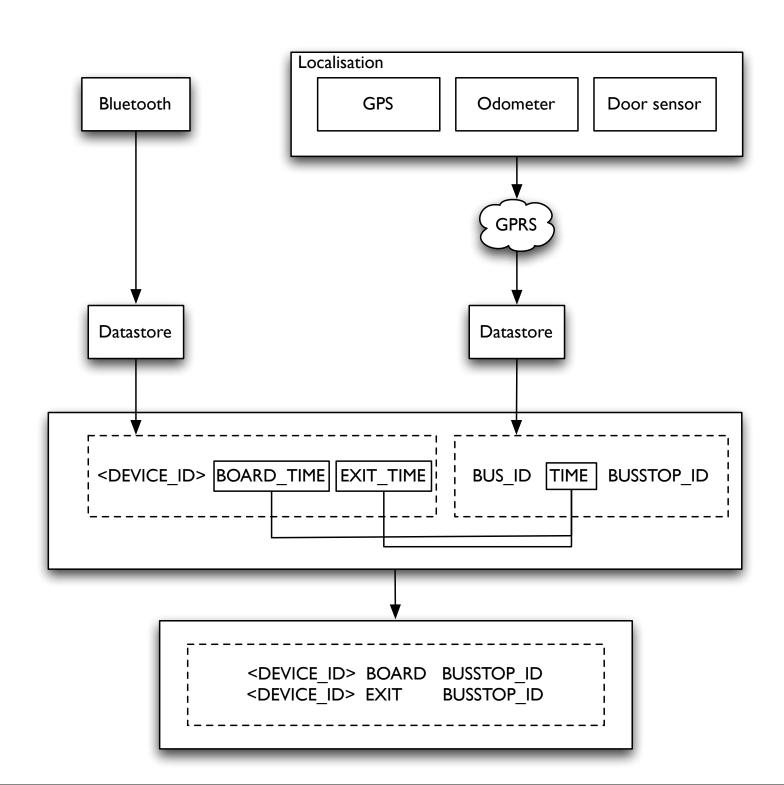


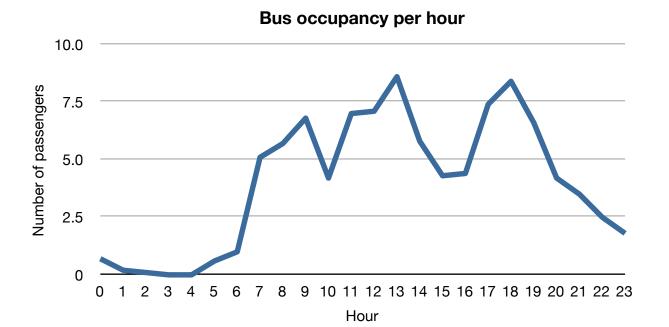


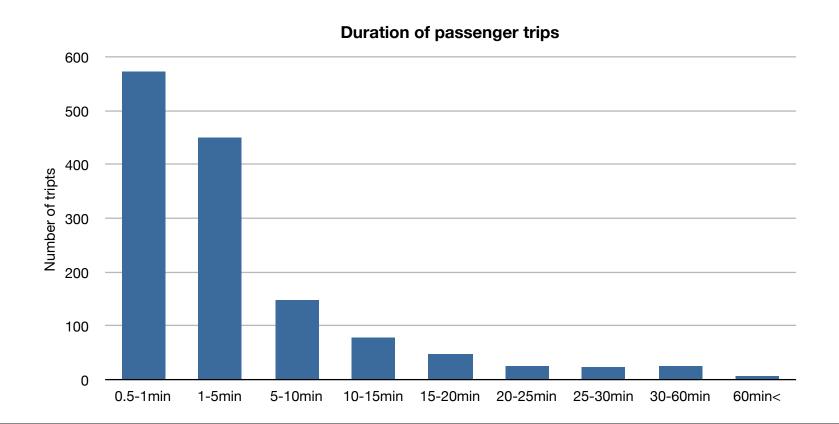












## Conclusions

- Current trends on the web point to more information, more customisation, more socialisation
- Many application take advantage of Bluetooth in order to play with physical and digital space
  - Bluetooth is a partially-embodied technology
- The interplay of physical and digital can tell us a lot about people & space.



Thank you

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http://www.labuse.org