People in Places

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People in Places

• Technology interacting with the physical environment
• Influencing Space
• Influencing technology

“Sleep no More,” Diane Paulus
Environmental Questions

• “Design motility for a city you want to live in”

• “Design an information system that shows guests the ideas behind the visible work”

• “Make a phone we want to use…”
Three Dimensions of Mobility

- **Air**: a Qualitative change
- **Pocket**: A gradual change
- **Environment**: The real opportunity
  - Interaction vs. access
  - Socialization vs. *Seamlessness*
Inherently Social Spaces

• “We” not “me”
• Local and Distant
• Technology armaments

Sixth Sense
Understanding Space

- Re-design layouts for people and employees
- Integrate views of customers across physical and digital channels
- Quantify design and marketing efforts
Casual Operating Interfaces

- One app per screen: Blackberry, iPhone, Android, Palm, XO
- Usable while doing something else
- Generalizable to signage, picture frames, TV/STBs, portable devices, physical devices, learning systems
- Generalizes mobility to consider both the device and the environment
Design Ecology
David Small
Agnes Chang, Richard Tien, Jeffrey Warren

Information Ecology
Henry Holtzman
David Carl, Long Elliott, Matt Hirsch, John Kaszmer, Reed North

MORE About
We have become reliant on digital information for communication, commerce, and entertainment. This information needs to be always available, whether stored locally on our computers, on administered servers at work, or even being published via social media. Most importantly, we should have access to this digital content or information to assist us. The Information Ecology group explores ways to connect our physical environment with information to navigate. Through the use of low-cost, energy-efficient technologies such as 3D printing and containers, we are creating pseudo-physical environments to interact with our information.

FEATURED PROJECT ConstantCrit

ConstantCrit encourages MediaLab researchers to post their work in its earliest form - as a compact one to two sentence statement. The system then displays these ideas throughout the Media Lab, allowing others to critique and discuss the work. This creates a way for ethos to simply state a project, or go further and follow it up in collaboration with the author.

Tangible Media
Hiroshi Ishii
Leonardo Bohnett, Kwei-Chung, Gearas Fitcher, Jean-Baptiste Lavracu, Zhiru Les, Daniel Lehninger, Call Vasquez, Xue Xia

Viral Communications
Andrew Lippman
Sune Keesom, Hwan Hoong Lee, Caiwei Shen, Grace Zhao, Polychronis Tapinos, Yannis Katsikitis

Touch displays provided by Samsung Electronics Co., Ltd.
Design Ecology
David Small
Ayano Chang, Richard Tye, Jeffrey Warren

Information Ecology
Hanny Holtzman
David Liao, Geof Good, Matt Henick, John Ketten, Reed Martin

Tangible Media
Hiroyuki Ishii
Lorenzo Trovato, Kaywen Chang, Sean Follmer, Jean-Baptiste Lalanne, Jinha Lee, Daniel Leichtinger, Cédric Vaucelle, Xiao Xiao

FEATURED PROJECT
Beyond - Collapsible Tools and Gestures for Computational Design

Beyond is an interface for design where users can directly manipulate digital objects with physically realizable tools and natural hand gestures. When used in the screen, these tools can physically collapse and project themselves onto the screen, letting users pan, zoom, and move as if they were inserting tools into the digital space beyond the screen. Our aim is to make the digital 3D-design process more efficient, scalable, and accessible to general users by extending physical affordances and inherent senses of 3D space beyond the computer screen.

Viral Communications
Andrew Lippman
Sara Busack, Melinda See, David Shen, Grace Kuo, Polychronia Kyriakopoulou

Touch displays provided by Samsung Electronics Co., Ltd.
Looking deeper

Camera Culture: Ramesh Raskar