Back to Reality

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MIT Media Lab
October, 2010
People in Places

• Technology interacting with the physical environment
• Influencing Space
• Influencing technology
• (WE not me)
People in Places

Bata; “Sleep no More,” Diane Paulus
Building Space: Seek

Architecture Machine Group, 1968
Spatial Thinking

Simonides of Ceos, c500BC; SDMS, 1976
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…”
Understanding Space

- Re-design layouts for people and employees
- Integrate views of customers across physical and digital channels
- Quantify design and marketing efforts
Visible Networks

In a Good Network, the Intelligence is at the Edges.

What One Looks Like in Front of the Television
Directionality

Light is All Around Us
How am I supposed to decide where to look?

Thoughts of a Viral Graduate Student
Glass Infrastructure