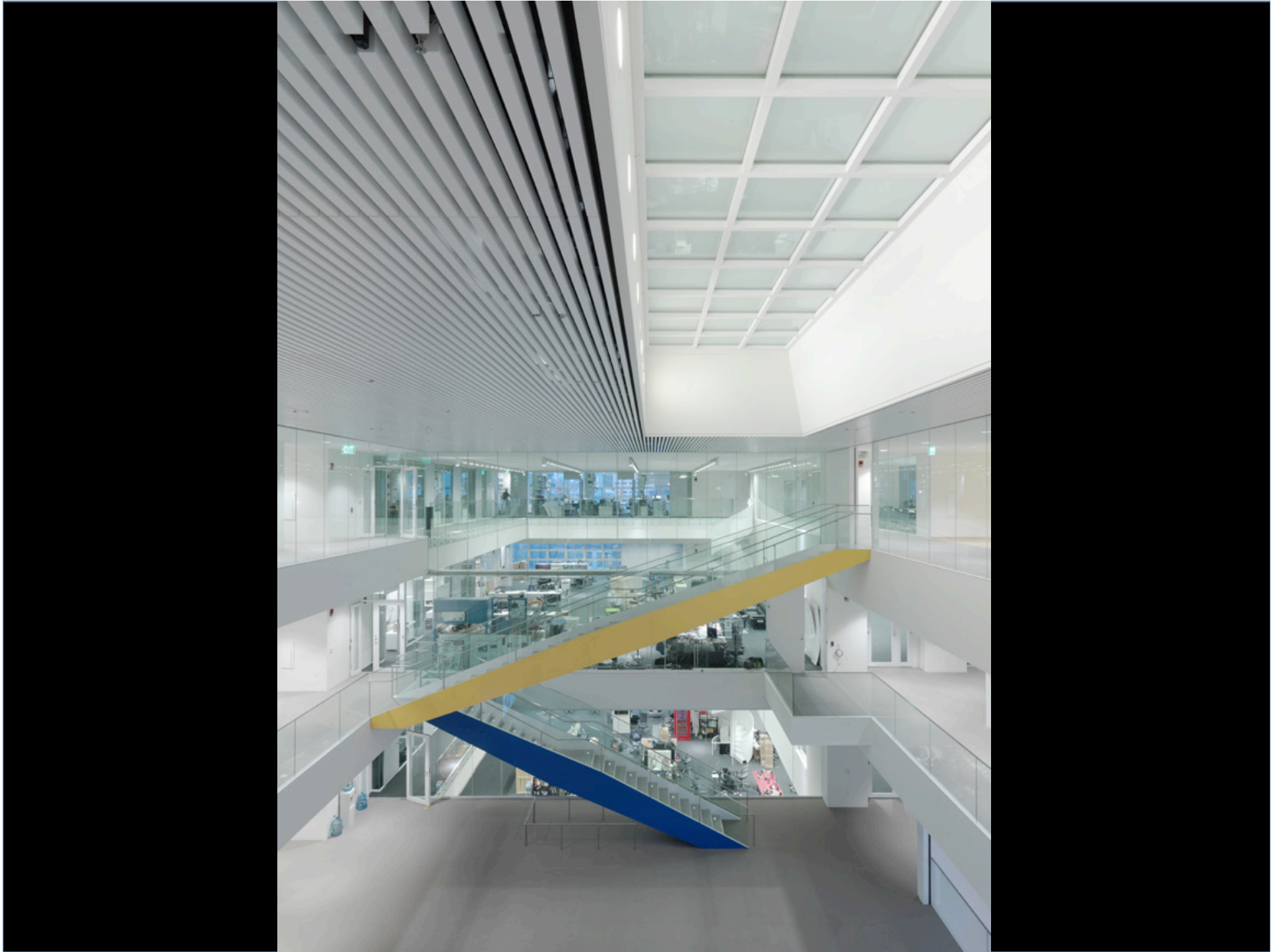# People in Places

Andrew Lippman

Media Lab

lip@mit.edu

April, 2010

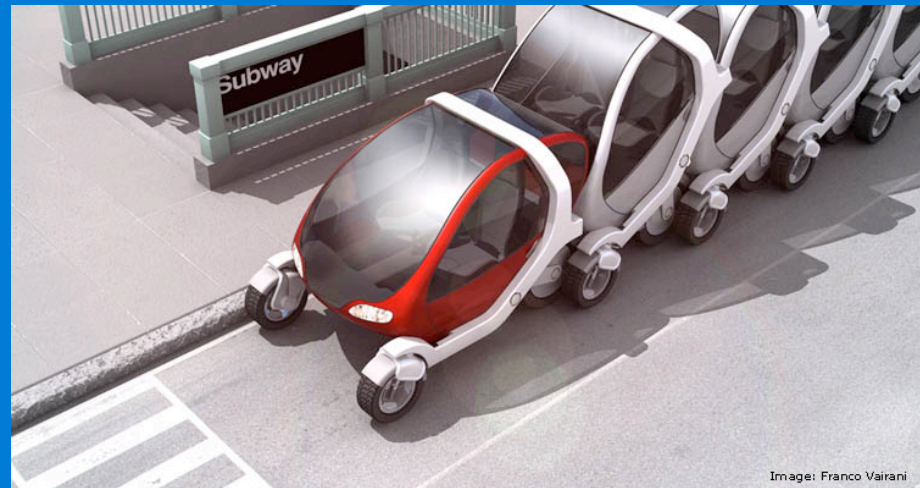# People in Places

- 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…"

Image: Franco Vairani

Three Dimensions of Mobility

- Air: a Qualitative change

- Pocket: A gradual change

- Environment: The real opportunity

  - Interaction *v.* access

  - Socialization *v. Seamlessness*

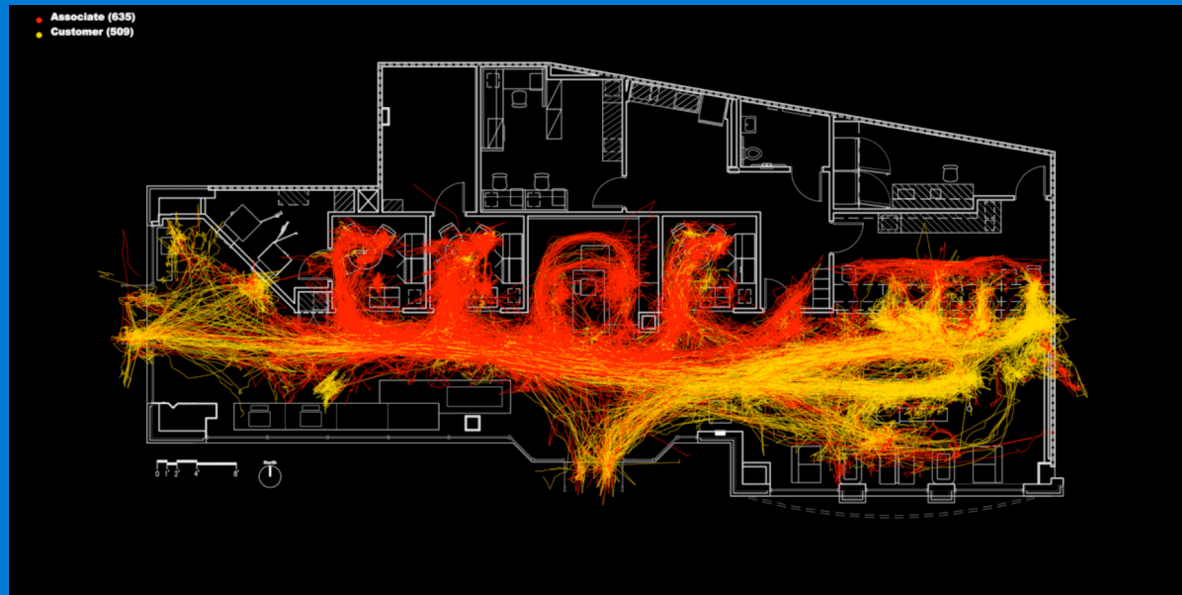Third Cloud: Reed

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

- Quanitfy 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

Social Applications

BT LABORATORY

Design Ecology

David Small

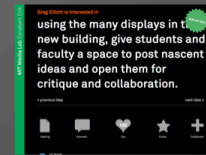Agnes Chang, Richard The, Jeffrey Warren

Information Ecology

Henry Holtzman

David Carr, Greg Elliott, Matt Hirsch, John Kestner, ReeD Martin

MORE
About

FEATURED PROJECT
ConstantCrit

« previous   next »   X

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 enterprise servers at work, or via third-party services like GMail. Most importantly, we should have choices beyond desktop computers or smartphones to access it. The Information Ecology group explores ways to connect our physical environments with information resources. Through the use of low-cost, ubiquitous technologies such as sensors and consumer electronics, we are creating seamless and pervasive ways to interact with our information—and with each other.

Greg Elliott is interested in

using the many displays in the new building, give students and faculty a space to post nascent ideas and open them for critique and collaboration.

ConstantCrit encourages MediaLab researchers to post their work in its earliest form - as a concise one to two sentence statement. The system then displays these ideas throughout the Media Lab, offering others a chance to critique the work by suggesting readings and comments. It also offers a way for others to simply 'like' a project, or go further and follow it or collaborate with the author.
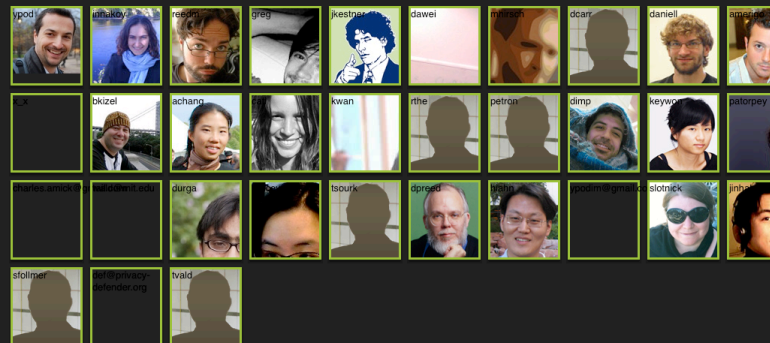
Tangible Media

Hiroshi Ishii

Leonardo Bonanni, Keywon Chung, Sean Follmer, Jean-Baptiste Labrune, Jinha Lee, Daniel Leithinger, Cati Vaucelle, Xiao Xiao

Viral Communications

Andrew Lippman

Boris Kizelshteyn, Kwan Hong Lee, Dawei Shen, Grace Woo, Polychronis Ypodimatopoulos

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About

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Beyond - Collapsible Tools and Gestures for Computational Design

We live between two worlds: our physical environment and cyberspace. The Tangible Media group's focus is on the design of seamless interfaces between humans, digital information, and the physical environment. People have developed sophisticated skills for sensing and manipulating our physical environments. However, most of these skills are not employed by traditional GUIs (Graphical User Interfaces). The Tangible Media group is designing a variety of "tangible interfaces" based on these skills by giving physical form to digital information

Beyond is an interface for design where users can directly manipulate digital media with physically retractable tools and natural hand gestures. When pushed onto the screen, these tools can physically collapse and project themselves onto the screen, letting users perceive as if they are inserting tools into the digital space beyond the screen. Our aim is to make the digital 3-D design process straightforward, scalable and more accessible to general users by extending physical affordances and inherent senses of 3-D space beyond the computer screen.

Add for dpreed
Add for jkestner

Viral Communications

Andrew Lippman
Boris Kizelshteyn, Kwan Hong Lee, Dawei Shen, Grace Woo, Polychronis Ypodimatopoulos

BT LABORATORY FOR A CONNECTED WORLD

Tangible Media
Hiroshi Ishii
JB LaBrune, Leo Bonanni, Cati Vaucelle, Seen Follmer, Daniel Leithinger, Xaio Xaio, Jinha Lee, Keywon Chung

Viral Communications
Andy Lippman
David Reed, Kwang Lee, Dawei Shen, Grace Woo, Polychronis Ypodimatopoulos, Boris Kizelshteyn, Inna Koyrakh

Design Ecology
David Small
Agnus Chan, Richard The, Jeffery Warren

x

MORE
About
We define Design Ecology as the study of malleable design that is aware of and can seamlessly react to changing environments. While traditional design methods focus on single products and users, we believe that looking at the interplay between multiple people and multiple devices will yield significant results. To this end, we create visual communication that incorporates new display and computational technologies, novel software techniques, and perceptual and cognitive issues.

FEATURED PROJECT
Cartagen
Cartagen is a set of tools for mapping, enabling users to view and configure live streams of geographic data in a dynamic, personally relevant way. Today's mapping software is largely based on static data sets, and neither incorporates the time dimension in its display nor provides for real-time data streams. Cartagen, built in HTML5, and viewable on mobile devices such as the iPhone and Android platforms, helps users to analyze and view shared geodata from multiple sources. Cartagen is a dynamic map renderer which employs Geographic Style Sheets (GSS), a cascading stylesheet specification for geospatial information?a decision which leverages literacy in CSS to make map styling more accessible. However, GSS is a scripting language as well, making Cartagen an ideal framework for mapping dynamic data. Applications include mapping real-time air pollution, citizen reporting, and disaster

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LAUNCH DEMO

GREG ELLIOTT

KONBIT

Konbit

CARTAGEN

CITYCAR

The CityCar electric automobile, developed and prototyped by Smart Cities, is designed to meet the demand for enclosed personal mobility – with weather protection, climate control and comfort, secure storage, and crash protection – in the cleanest and most economical way possible. It weighs less than a thousand pounds, parks in much less space than a Smart Car, and is expected to get the equivalent of 150 to 200 miles per gallon of gasoline.
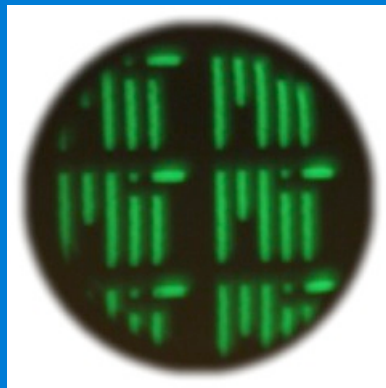
PLAY DEMO

SAVE FOR LATER

OTHER RELATED WORK

RYAN CHIN

THE FUTURE OF TRANSPORTATION

Mar 21, 4 PM
E14 6th floor

EXPLORING PROJECTS, PEOPLE, EVENTS
RELATED TO CITYCAR

Looking deeper

Camera Culture: Ramesh Raskar