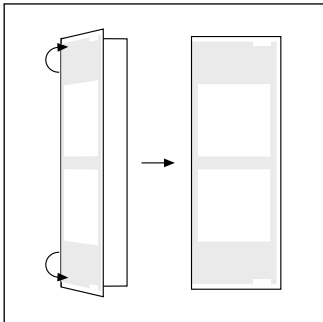
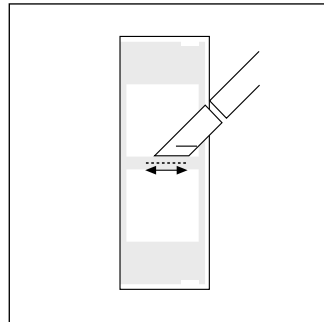


Construction

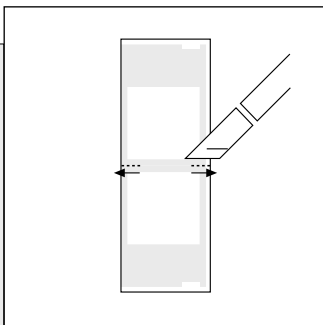
1:



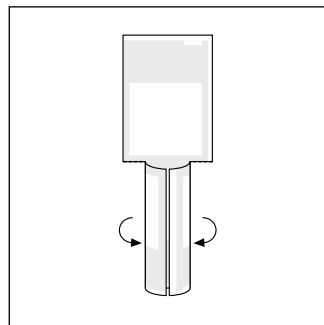
2:



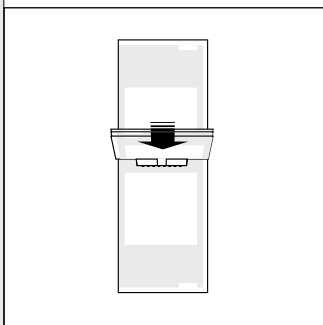
3:



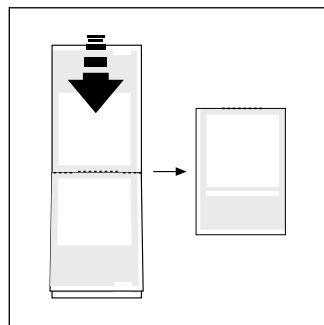
4:



5:



6:



- 1: First, fold each A4 sheet in half along the vertical axis.
- 2: Using a craft knife or scalpel, cut a horizontal slot along the centre dotted line of the first A4 sheet. (pages 1/2/13/14)
- 3: Then cut along the dotted lines on all the other sheets. Make sure to cut to the very edges of the paper.
- 4: Stack the folded sheets in ascending order with the even numbers at the top. Curl the bottom half of the second A4 page (pages 3/4/23/24).
- 5: Thread the curled page through the centre slot of the first A4 page. Repeat this process with the third (pages 5/6/21/22), fourth (pages 7/8/19/20), fifth (pages 9/10/17/18), and sixth A4 sheet (pages 11/12/15/16) with the even pages in ascending order.
- 6: When all the pages have been threaded through, check the pagination. Finally, fold the booklets in half along the horizontal axis.

Feedback

100 Participants took part in the trial – their feedback from their experiences was collated via a weblog and can be read in full in the comments sections of each day’s blog post:
http://diablo.proboscis.org.uk/MT/UT/archives/cat_trial_feedback.html

As part of our evaluation of the feedback Proboscis has posted a series of themes arising for public discussion:
http://diablo.proboscis.org.uk/MT/UT/archives/cat_discussion_forum.html



London Trial December 2003
To demonstrate the initial live prototype of the Urban Tapestries public authoring platform, Proboscis ran a nine day public trial in the Bloomsbury area of London during December 2003. Participants were able to borrow an HP iPaq 5450 running the Urban Tapestries client software to drift around the highlighted area (see map below) authoring and accessing local content for a session of up to two hours. The aim of the trial was to introduce and explore the social and cultural possibilities of public authoring. Participants were invited to take part in an experiment to explore what the future for pervasive mobile networking might be like. To give a sense of context for this Proboscis devised a series of task-based activities for participants – encouraging them to embed their own content (stories, pictures, sounds) in geo-specific locations as part of the Tapestry’s threads.

URBAN TAPESTRIES

A Brief Introduction

March 2004

Giles Lane

Public Authoring in the Wireless City
Urban Tapestries is a research project exploring social and cultural uses of the convergence of place and mobile technologies. To investigate these issues we are conducting transdisciplinary research as well as building an experimental platform that allows people to author and access place-based content (text, audio and pictures). It is a framework for exploring and sharing experience and knowledge, for leaving and annotating ephemeral traces of peoples’ presence in the geography of the city. The Urban Tapestries software platform allows people to author their own virtual annotations of the city, enabling a community’s collective memory to grow organically, allowing ordinary citizens to embed social knowledge in the new wireless landscape of the city. People can add new locations, location content and the ‘threads’ which link individual locations to local contexts, which are accessed via handheld devices such as PDAs and mobile phones.

DIFFUSION



URBAN TAPESTRIES
A Brief Introduction
March 2004
Giles Lane
www.urbantapestries.net

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www.diffusion.org.uk

Experiments

Proboscis will run a day Creative Lab during 2004 to explore the ideas of Social Tapestries and to identify and establish potential collaborations with arts and civil society organisations to help us create the experiments. The kinds of experiments we are interested in developing might include:

- On neighbourhoodliness and social capital
- non visual mapping and navigation techniques for the visually impaired
- integrating BIT's Robot Feral Dogs as pollution sniffers with Natalie Jeremijenko
- creating intergenerational events for storytelling
- working with sound artists to create spatial and temporal soundscapes
- creating new forms of games and play with schools

Urban Tapestries seeks to understand *why* people would use emerging pervasive technologies, *what* they could do with them and *how* we can make this possible. It seeks to enable people as their own authors and agents, not merely as consumers of content provided to them by telecoms and media corporations. The project centres on a fundamental human desire to 'map' and 'mark' territory as part of belonging and of feeling a sense of ownership of our environment.

www.urbantapestries.net

Urban Tapestries Credits

Conceived, initiated and developed by Proboscis.
Principal investigator: Giles Lane
Core team: Alice Angus, John Paul Richard & Nick West.
Stage 2 team: Paul Makepeace, Victoria Peckett & Zoe Sujan.
Stage 1 Alumni: Daniel Angus, Huw Jeffries, Katrina Jungnickel, Rachel Murphy, Nigel Palmer & James Wilkes.

About Proboscis

Proboscis is a creative studio which researches, develops and facilitates innovation through action research and development, publishing and realising creative projects. Proboscis acts as a production company, commissioning agency, publisher, think tank and consultancy.

Working across disciplines and practices, Proboscis draws upon, and collaborates with, artists, writers, curators, critics, designers, technologists, filmmakers, scientists and theorists to develop new ways of exploring social, cultural and creative issues.
Proboscis is led by Giles Lane & Alice Angus.

Social Tapestries: public authoring and civil society

From April 2004 Proboscis will run a two year research project building upon the Urban Tapestries framework. We will collaborate with other civil society organisations to develop experimental uses of public authoring that demonstrate applications of the technology for social and cultural benefit. The conceptual framework will be kept firmly planted in human experience and relationships, rather than slavishly following a technological lead.

Urban Tapestries is conceived as a tool for use by different sectors of the population for different purposes. We expect that as a configurable public authoring platform it will be adopted and adapted by many different groups for use in a variety of ways. It is designed as a simple addition to the kinds of wireless and mobile devices that are currently emerging and that more and more people will become familiar with in the next 2-7 years.



Partners:

France Telecom R&D
Orange
Ordnance Survey
MEDIA@LSE (London School of Economics)

Funders:

UK Department of Trade and Industry
Arts Council England
Daniel Langlois Foundation
Calouste Gulbenkian Foundation.

Collaborators:

Hewlett-Packard Labs
Locustworld

Other Sponsors:

Apple Computer UK
Garbe (UK) Ltd
Sony Europe

Public Authoring

In recent years the dominant metaphor for pervasive location-based services has been a commercial one which posits people merely as consumers of pre-authored content chosen and served to them by network providers. Such services are typified by the prevalence of mobile tourist guides, listings services and restaurant guides – all of which have their uses, but essentially do little more than make pre-existing services of print and broadcast media available via wireless devices.

Real city life is richer and more complex than this, relying as much on social networks, personal experiences and chance interactions and connections. We believe that pervasive wireless/mobile platforms should attempt to reflect this richness and complexity, rather than re-purposing solutions designed for a different age. The peer to peer and multiple points of connections offered by internet-based networks present wholly new ways of inhabiting the city and communicating with the people around us in everyday situations.

Prototype 1.1 – Trial 2

The second prototype is currently in development and will have a live trial in London during April/May 2004. The aim of this trial will be to begin to understand how people might use the system over time.

Proboscis is enhancing and optimising the system architecture (with map data again provided by Ordnance Survey) for use with Symbian UIQ smartphones (SonyEricsson P800/900s – with France Telecom R&D). The GPRS network access is being provided by Orange.

40 Participants will be given smartphones to explore the system (covering a 4km square area of Central London) over a period of 2-6 weeks. A web interface will also be added to the system to enable both trial participants and others to access the system remotely.

<http://www.proboscis.org.uk/urbantapestries/socialresearch.html>

A number of issues have emerged during the course of the research and in our account of it in this report. Broadly speaking they concern the relationship between an individual, technology and social and cultural space and the possibilities for the enhancement of the quality of everyday life which many if not most technologies claim, but which few offer in any singular or uncontradictory sense. UT is a technology which embodies a whole range of possibilities, those that its designers have discussed and are attempting to facilitate in the design of the machine, and those too that they may not have envisaged clearly, if at all. These possibilities and their expectations are open and open-ended. Indeed it is the nature of UT, as of many of the latest generation of digital technologies, to provide ways of enhancing interactivity. Here it might be said that the ordinary sense of interactivity, that between persons, is being supplemented by an interactivity between person and space. Location is of its very essence.

Conclusion: Mapping Urban Experiences

Urban Tapestries aims to privilege the experience of the individual over typical location-based services which control and author the user experience. Our model makes authorship and access to content the central relationship, enabling people to act as co-creators of the information embedded within the wireless and mobile environment, not merely as consumers of pre-authored content. Our model relies fundamentally on communities, not on service or network providers. It proposes that the kinds of everyday information we want and need are far more likely to come from our neighbours and colleagues than from large corporations or the media – 'social knowledge'.

Traditionally knowledge is viewed as the preserve of experts – defined in and by books and universities. Changes in value systems and perception of what constitutes knowledge have broadened and extended our understandings of what knowledge can be, where it resides and how it is created. Increasingly we are coming to value the kinds of knowledge bound up in the practice of everyday life, what we are typifying as 'social knowledge'.

What makes this project different is that the whole core team is involved in decisions and development of each task area – we learn from each other's knowledge and experience not just by observation but by collaborating together. The products of this process range from films, events, ethnographic research, written papers and articles, software design, technical research and development to the development of new models of collaborative working and methodologies, such as the bodystorming experiences.

Urban Tapestries is an action research project – blending prototype development with desk-based and field work. Our approach is not just multidisciplinary, but transdisciplinary. The project team comprises a range of skills and backgrounds including filmmaking, sculpture, literature, philosophy, ethnography, information design, communications, interface design, software programming and interaction design.

Research Process

Experimental Ethnography

This research is about the kinds of interaction and relationships existing between our respondents, communication technologies and place. The social research targeted how users responded to the early technological manifestation of UT, exploring the conceptual usability of UT, rather than being a usability trial. It questions whether or not UT may be able to deepen people’s connection to urban spaces and facilitate new kinds of collaborative relationships.

In order to address these questions, the LSE proposed ‘experimental ethnography’ as a provisional methodology involving a methodological triangulation of ethnography, interviews, a survey and a quasi-experiment. The sample of nine individuals interviewed is a small yet diverse group of people with very different relationships to Bloomsbury (the UT trial area).

We have found that this combination of skills and techniques blends together to add distinctiveness and freshness to established practices, its creates a powerful group dynamic and energy that supports individual efforts and has enabled a whole field of enquiry to be opened up and explored in a short span of time without sacrificing richness or complexity.

3. Size of the device will be a key factor – people want a device that combines the processing power of a laptop and broadband wireless internet connection with GPS, SMS, a camera, sound recording, handwriting recognition and detailed maps – all within the form factor of a mobile phone!

4. In general the participants understood that as a first prototype much of the functionality was missing, and many of them suggested what they thought would improve the software. Interestingly, no one suggested anything that hadn’t already been explored and planned into our complete functionality map of an ‘ideal’ system. This seems to vindicate our approach in rapid creative and social research driving the technological design, rather than the other way round, and the thoroughness with which we have explored as many possible uses and functions required to make public authoring a dynamic and compelling everyday activity.

Bodystorming Experiences
Proboscis uses a technique called bodystorming to rapidly iterate and test ideas. Ideas are brainstormed then turned into material forms and situations to reveal the kinds of relationships that occur between social and cultural interactions between people, places and things. Bodystorming is the transformation of abstract ideas and concepts into physical experiences, a tactile approach allowing us to investigate different qualities that ideas may have when applied to physical settings – part of a dynamic and continuous process of trial and error.

Proboscis has been developing a playful experience to engage people in the broader issues surrounding Urban Tapestries. Like a game it reveals the tensions and pleasures of rules and constraints. We use props such as a large floor map taken from a 1930s London guide, pre-authored Urban Tapestries threads to suggest the kinds of things people might annotate about a place, different coloured Post-it

Some Initial Findings

1. Creating an 11 node wireless mesh to cover key public spaces in Bloomsbury, we discovered that 802.11 has some serious deficiencies for devices that are not just wireless, but mobile too. The fluctuating signal strength and high contention when more than one device are within a base station's vicinity make it an extremely unreliable wireless solution for truly mobile applications, but fine for more sedentary activity. Weather also had a significant impact on the reliability of 802.11 radio signal – rain seemed to 'soak up' the signal and render the area of coverage almost to zero.

2. People were getting to grips with the technology and ideas and creating their own threads after a very short time (15/20 minutes). Time limitations on this trial suggested many would be willing to come back, spend longer, or work with it over time.



notes as the authoring tool and Proboscis' own custom Urban Tapestries' DIFFUSION eBooks to annotate each participant's threads.

The experience offers a gentle, non-technological, introduction to the concepts of mobile public authoring – to provoke and cajole unexpected and unintended ideas for what Urban Tapestries could be for different people.

It creates a collaborative framework for testing our own assumptions and pre-conceptions about public authoring and social knowledge – about what happens when ideas become technologies, practices, and relationships. Bodystorming allows us to ask questions in an open and co-creative environment, where all the participants are responsible for their experience as much as we are for facilitating it.

A key part of our research into public authoring and social knowledge is the experimental platform we are building, which enables us to test and develop ideas. Throughout the life of the project Proboscis will run a series of trials and tests of the software – each time using the experiences to reflect back upon our research and to design and build a more useful and robust system.

Although our intention is not specifically to create a product, by following this participatory design methodology we anticipate that the Urban Tapestries system will emerge as a viable platform for public authoring. Whilst in its early developmental stages we will be running short trials and demos – once the software is more complete we intend to explore making parts of it available to the wider community.

Trials & Demos