

Doors of Perception 7 – FLOW, the design challenge of pervasive Computing - Aantekeningen

14, 15, 16 November 2002, Door Anneke en Ianus

General remarks



DoP is organized a bit smaller than previous years. The focus is more on the speakers and less participation of conference attendees. First day is focused on the matter of flow, the second day on observing flows and the third day on the design of flows. Every lecture session opens with a video-collage by Marcel van der Drift. This is basically a recomposition of TV snippets. The collage is well done and illustrates the different segments. Very funny effect of the video collage is that it sucks you in and leaves no space for interpretation. The collages are highly cynical and make the subject matter absurd.



Zitten in de conferentiehhal.

Dag 1, blok 1:

John Thakara

We wennen steeds meer aan flows. Ik zette mijn tas pas op een gootsteen in een vliegveld werd hij nat omdat de kraan

ging lopen. Ik lijk toch niet op een tas, toch vindt die kraan van wel. The way the proactive computing is designed is show so much arrogance to the user. In a magazine on pervasive computer they describe the new possibilities as the wild west, where there were no rules, we (the ubicomperers) have to make those rules. Does this mean that we, regular users, are the native Indians? Sommige flows gaan niet helemaal goed andere zijn weer geweldig. Hoe maak je de goede flow is een vraag die we ons moeten stellen. Especially flows that don't force us to buy goods, but that enhance our lives through services. Therefore we need to be able to observe flows and find the tools for service design which goes away from projects into a more continuous design paradigm.

Janine Benyus

Bio mimicry, everything around us is natural, and a building is like a nest. We have to look at how well it is adapted. Using bio mimicry means stealing from nature, asking: how would nature do this. It does not mean only looking at the small beautiful solutions such as the fact that a peacock (pauw) is actually brown but the structure makes it this oily blue, but also the process and the whole ecosystem, optimizing the adaptation, using the things in the locale.

Luis Fernandez Galiano

Luis starts with the remark that the technical staff asked: "Are you going to use real or old fashioned slides?" Then he knew he was at the wrong

place. He shows a slide of the poet Heraclitus (crying) and Parmenides (laughing). Heraclitus is frustrated by flows. Flows zijn soms leuk, soms niet. Probeer patronen te vinden als je ontwerpt en pas je daaraan aan. To conclude he shows a two manmade hills, one of the ashes of burnt cows (mkz) and one from too much sugar. Warning: Crazy flows create crazy deposits.

David Rockeby & Michel Awad

Photographers, ze lieten bewegende computerbeelden zien van Piazza San Marco: Gewoon, Alleen de bewegende objecten gefilterd en vervolgens alleen stilstaande onderdelen gefilterd. Een soort 'flow analysis' d.m.v. video.

Michel Awad had een fotocamera constructie op zijn hoofd om panarama's te maken in de tijd, hij liet ook foto's zien die een soort scan waren van ruimtes. Awad uses until now only analogue photography and has first used the idea of panoramic imagery to create panarama's that circle multiple times thus also showing time (the leaving of a boat). The same principle is used without rotation, but by walking (in a bookshop on the street) and scanning the side view, which gives a view of what architecture or interior looks like when passing by. But finally he used the same principle without movement, thus only picturing motion in one single spot. The result is an image that abstracts architecture and surrounding and shows only people, cars and animals in motion.

Dag 1, blok 2:

Lars Erik Holmquist

Starts with the warning of carco cult: the aborigines building look-alike planes to attract the real planes from landing. Ubiquitous computing, ontwerpen naar de menselijke maat. Dit hoort in het rijtje Paperless Office, Artificial Intelligence, Mobile Internet en andere mislukte technologische toepassingen. www.ubicomb.org Lessen voor design: zorg dat mensen je conceptproducten uittesten, leer van die ervaringen! Houdt rekening met de drie hoofdproblemen.

- User Interface (shows a horrible example of informative art, where a Mondrian displays the temperature in 6 capitals using the primary colors)
 - Power & Network (pins with a deadline)
 - Sensitive context awareness
- Ideeen van ubicomp: Vloeren met twee lagen waar je 'artifacts' in kunt prikken. 1 laag is het netwerk, een laag is de power supply. Muren waar je dan magnetisch lampen op kunt plakken en ergens anders de schakelaar zonder draden aan te hoeven leggen.

Lars warns us to make real working things and not pray for the gods of bandwidth or computation to come and bail us out. After this an even more tech oriented demo on extrovert-gadgets, www.extrovert-gadgets.com where they create a very open gadget communication layer that allows for in their example a tumble light to connect to an MP3-player, where tumbling the light changes the genre. The example is better than the whole approach and it has even been lived with.

Mark Athisaari

No slides, just black suit and red boots: Athisaari sees 4

design issues: people and places (social structures), my things with me (address books and photos), enhanced space (digital fountain) and safe consumption (trust).

Van Nokia Design. Ontwikkelingen die hij ziet zijn ontwerpen in het private domein. 60% van de gadgets zijn straks mobiel. De menustructuur op mobieltjes is niet goed genoeg als interface voor diensten. Alles wordt Java & Bluetooth.

Axel Thallemer

Festo Design. Hij liet hele mooie dingen zien die ze daar maakte vooral op pneumatisch gebied in combinatie met Membranen. Bijvoorbeeld een tentoonstellingstent waarvan de constructie bestaat uit met water gevulde compartimenten en de membraam (tentzeil zegmaar) reageert op de buitenlucht. Is het zonnig weer dan is het mat, is het minder zonnig weer dan is het doorzichtig en laat veel licht door. Also shoes that help you jump further, a pneumatic engine that allows you to dynamically add extra power, airships and balloons that can fly upside down, the biggest umbrella.



Dag 1, blok 3:

Ben van Berkel

First a set of aesthetically beautiful and overwhelming graphs of how people live in a day and of commuter flows. Then Ben shows how he translates that into architecture. Some wonderful buildings come in, such as a train station

in Arnhem or a car museum, but his inspiration is not to be related to these graphs, he talks of beautiful shapes such as the 3d moebius belts. His architecture looks wonderful but from afar I don't believe a visitor may understand it. He talks about a kaleidoscopic experience for the visitors...

Ton van Asseldonk

Onderzoek van Unilever wijst uit; het random op de markt zetten van producten levert evenveel succesvolle producten op als het zorgvuldig begeleiden en researchen van de marketing afdeling.

His case for mass individualization is the fact that need at a certain moment, such as a pizza delivery boy is able to provide the quality of a diepvriespizza at triple the price. His approach is that you need to go from a hierarchical production organization to a networked organization and replace all the clever signs for roundabouts, keeping things flowing.

Let op de flow van de dingen die gebeuren!

Dag 2, blok 1:

Bruce Sterling



The star of DoP, he is so happy to wake up in Amsterdam! The world of ubiquitous computing is so much about things that this reminds him of Solzjenitzin, who while in the goelag becomes so intimate about the stuff surrounding him that he wants to illustrate that with his own version of the life and times of Ivan Ubiquewitz. First he is imprisoned at punish.net where he is always

watched and monitored and asks his parole officer to take of the sensor rings so he can scratch himself better. After this Ivan joins the ubicomp military. Dropped in southeast Asia they find a nice spot to camp, call in airstrikes to make them a nice hole in the ground to set up equipment that scans everything and communicate with ops in Florida. Not telling them there are actually bad Luddites in the caves because that would mean getting out of their hole. When they see on their scanners a suicide bomber coming to their location the Lt. wants to zap her, but Iwan sees the nice girl in gurka and decides he wants to bring her food as an alternative strategy (the end).

Michael Schmidt & Toke Nygaard

Presentatie van de www.k10k.net website en het Moodstats programma. Moodstats geeft je de mogelijkheid elke dag aan te geven hoe je je voelt op bepaalde vlakken en er een grafiek van te maken. Vervolgens kan je die vergelijken met andere mensen. Their role in the k10k site is that of a tree that grows and the users give content and they filter the content and prune the tree. Then again they see themselves as not making eyecandy (which they do), anti Nielsen (Nielsen shirt, who they love) and not making dashboards (what they make in moodstats). They close of with saying that users are assholes (referring to the lowest denominator that sets the standards in communities).



The panel that follows with Bruce and k10k talks about dashboards. Bruce: networking is not working, the artsy interfaces shown by k10k don't work in a Mercedes driving on the freeway, they will get you killed. He likes the size of the dashboards with their haptic elegance (IK: TRI Feel is a dashboard)

Dag 2, blok 2:

Felice Frankel

"We only see what we look at, looking is an act of choice" (berger). Schrijfster/fotograaf. Designers have to abstract very complex structures. Abstract the essential pieces of your work. Let ook op je point of view als je een idee/techniek duidelijk wilt maken (verander het eventueel digitaal).

She sells science, communicates to the public and uses a visual vocabulary.

Marco Susani

Starts out with a wonderful animation: when a group of people talk while walking in a square, eventually a monestary will be built around them. Maak een kaart van de communicatie flow.



Zijn er eerst flows en wordt er dan een infrastructuur omheen gebouwd of andersom? Zijn project is erop gericht om de sociale structuur in kaart te

brengen en er dan omheen te ontwerpen. Network reality. To find tools to map out this nonexistent spaces he looked at yoga, metaphysics and even Kamasutra. He then goes into a real Kamasutra plea on different "ways of communication" (posities)

The Womb (intiem)

The intimate daisy (circle of friends around one person)

The jellyfish (one talks out)

The Butterfly (two talk out andere)

The Carousel (in een cirkel)

The Petals (rondom 1 persoon)

The Infinite Star (alles bij elkaar)

The saucage or better yet the Pearl (the content grows)

...

Why he makes these (IK: banal) maps of communication is to give it a name that allows for his designers to talk about it later on. He concludes the talk with the term Aura(1) knowledge.

Dag 2, blok 2:

Philip Tabor

The space of Metaphor thinking. I got dashboards I need clouds.

My favourite talk. All mind visualizations are based on structuring the mind and that we are looking for something. Usually we are taking up information looking for nothing. We are creating a place of half baked thoughts. Albert Einstein talked about his thinking as a place where things where vague and forces were at play. Their part visual, part audio and even muscular events in his minds. He wants to make a daydream engine. The images in this engine are not clear but blurry.

Patricia de Martelaere

Filosofe, mensen hebben problemen met veranderingen.



She also shows the Heraclitus and talks about the inability to step into the same river twice or even once. Mensen houden van kennis en als je niks veranderd dan hebben ze al de kennis hoe het is. Mensen zijn tegenwoordig obsessief bezig met het in kaart brengen van veranderingen. Dat terwijl veranderingen alleen maar kunnen worden beleefd en ondergaan. This need to get a grip on flows is our search for immortality.

Joshua Davis

A pure entertainer talks about his prystation.com works. This art is created by first using the idea of a bouncing ball in a square, adding other balls, then drawing the relationship between the balls (the lines weren't killed, making computers crash when running to long). He makes these pieces in a relative short time but then looks at them for days. He even makes print art by just pushing the space bar (start) and see what his applications give him back (spacebar technology, how about this?)

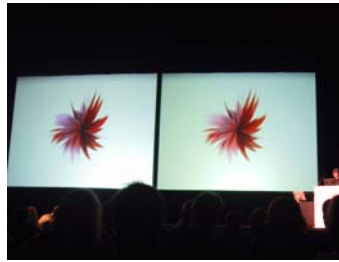
Dag 2, Open Doors:

Alexander Grunsteidl

Er is een grote opkomst van digitale camera's nou. Give it away.

Winner is Jussi Angaslava (Medialab Europe), who gives the arm's reach space surrounding the person using a device. My vote was for the aesthetically pleasing Casey Reas from Ivrea with wonderful ideas for new

fabrics.



Dag 3, blok 1:

Malcolm McCullough

Architect. Vergelijk data flows met flows die allang bestaan en leer daarvan (o.a. in de architectuur). Bijvoorbeeld water en graan. Flow needs fixity. It is all about tuning. Design is appropriateness en adaptive ness.



Een van de dingen die hij belangrijk vindt aan goede architectuur of design is dat je het onthoudt. Denk over Digital ground dan heb je een basis om vanuit te denken. Context doesn't shape but is the subject matter of design. The naïve notion of functionality, where he describes those ugly new, not very well adapted mansions, which are usually the place where one can find the home automation systems. Numerical analysis can not tell you how it feels to wake up in Amsterdam.

Dag 3, blok 2:

JC Herz

Gaat over Online computer games. Designers zijn daar meer burgemeesters dan degenen die het allemaal bepalen. Voorbeeld: "Should aliens be able to serve in the military?" Dit was een belangrijke kwestie in de Starwars game.

Je hoort ook vaak: Give me the engine not the game.

De Mod community, hoe ga je hiermee om als bedrijf? Vaak moet je gewoon advies geven als je zakelijke dingen wilt regelen; moeten we een advocaat nemen bijvoorbeeld. Wat bedrijven ook doen voordat ze een game releasen (bijv. Sims) is alvast de tools uit om nieuwe karakters te maken. 90% van de nieuwe Simms content is geschreven door de spelers. Het is een soort volkskunst.

There is a strange discrepancy in her positivity about the people that participate and make these communities, as if there are no problems, whereas she described at Emerging Technologies the many different approaches and goals gamers have in the gaming ecology (achievers, explorers, socializers and spoilers).



JC Herz tells John it is not Wrong to make money!

Massimo Banzi

Steeds meer zal software een rol gaan spelen in producten. Daarom moeten ontwerpen steeds beter gaan begrijpen hoe software wordt gemaakt. Vroeger ging het zo:



Analysis, Software design, Development, Debugging (hij noemt dat de 'Waterfall methodology', you can't go back) Een bekende programmeur zei eens: "The

three chief virtues of a programmer are Laziness, Impatience and Hubris. I would add optimism.

We moeten flexibelere methoden hebben; Agile methods. Dat betekent: Small teams, walk close to the customer, Satisfy customer's curiosity, working software, do less work as possible, welcome change, work in pairs (1 computer), refactoring, Have a life! (40 hours a week).

Franziska Nori

Curator, ze is bezig met het project 'Digitalcraft'. Het gaat erom om digitale informatie te archiveren. Vragen die ze zich daarbij stellen zijn: wie zijn er bezig met bijvoorbeeld het archiveren van wat er in de Gaming industrie gebeurt. Hoe sla je iets op wat dynamisch is. De laatste tentoonstelling die ze had ingericht ging over computervirussen.

75% van de handel in digitale foto's gaat via Corbis, een bedrijf in eigendom van Bill Gates.

Dag 3, blok 3:

Natalie Jeremijenko

Ze presenteerde de 'FeralRobots' event. Dit zijn gehackte versie van de speelgoed robothonden die je nu al een poosje kunt kopen. She makes these toy robots into useful robots. The robots react on radio activity en vormen zo een soort legertje dat taken uit kan voeren. Feral robot dog pack release. Webcam zit in the not barking end. Zodat je ziet wat mensen zeggen over de honden. What does it mean when you get a robot as a present?



Ezio Manzini

Technology should help enable sustainability forms of life. The challenge is context regeneration. Transition: To route towards sustainability as a wide complex contradictory social learning process. Learn from the feedbacks, ready to change the direction. Fear minimization!

The space of flow is highly stratified (Felix Stadler). Er zijn allerlei lagen die ook weer onderling gelinkt zijn. Als je mentale modellen maakt van de netwerken is het goed om dat op een ecologische manier te doen. Present keywords: Large & fast Maar let op ook, desertified (can disappear).

Manzini's solution as ever is slow and close, ideas do not equal quality and he comes with Slow Food and Glocalism.

British design council

A project to get these lonely high-tech firms to use designers in the early phase of development. Quote: "It's between the disciplines that matters." Colin Burns IDEO

Neil Gershenfeld



The digital revolution is done, so he puts webservers in small chips, but it becomes interesting when he has a lightbulb with a webserver and a button with a webserver and network. He now can put a switch anywhere and the bulb anywhere, he just has to program the relationship. Don't use the sysop so he uses a set of tweakers. A student used these technologies to create a scream box, you feel the need

to scream you can do it in your backpack and let the scream out at a more appropriate space.

He then tells his of things that think to put internet to muslim girls near the Pakistan border, but that just doesn't seem to work well with John Thackara.



Doors links:

Speakers

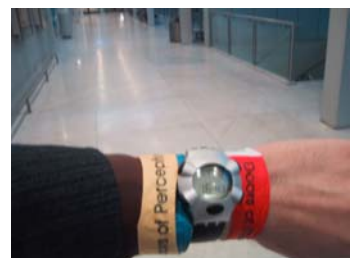
<http://www.ubicomp.org/>
<http://www.extrovert-gadgets.net/>
<http://www.digitalcraft.org/>
<http://www.k10k.net>
<http://www.moodstats.com>
https://www.madmerch.com/Merchant2/merchant.mvc?Screen=PROD&Store_Code=MM&Product_Code=K10KNIELSENMH&Product_Count=2&Category_Code=K10K
<http://www.ict4d.info> (india)
http://www.proboscis.org.uk/prps/docs/p_jeremijenko.html
<http://cba.mit.edu/~neilg>

Open Doors:

<http://realtime.waag.org/>
<http://www.fluidtime.com/>
<http://projects.interaction-ivrea.it/box/>
<http://www.submarine.nl/>

More flow:

flow.doorsofperception.com
(soon texts, now the books!)
<http://flow.doorsofperception.com/fastforwardflow.html>



time to go home after three intense days of doors