Digital Networked Urban Public Display Systems

Potentials for Increasing Awareness and Community Involvement through Mechanisms of Feedback.
Evocative display

• Using simple, direct elements, emotional rather than technical
• Juxtaposition of information from neighborhood::city::country::world
• Possibility of living bio-matics
BioMatic Display: A Computer controls the health of the plant by manipulating nutrients with reference to air quality.
PART II: New Content

In addition to sensing and communicating air pollution levels and risks, how could urban display function so as to stay interesting and hence effective?
OR
PART II:
What would we do

If the city took over commercial outdoor signage?
News Content often fails because:

- It is irrelevant
- It becomes entertainment
- We become detached
- It is repetitive/boring
- News providers are untrustworthy
Information Display

• Alternative to broadcast media for local news

• Neighborhood specific

• Allows for quick dissemination of general information to a public increasingly specialized in their news consumption
Commuter Information

- Street and Highway Traffic on major routes from the location
- Public Transport Information including schedules and capacity warnings
Interactive!

• Large number of mobile bluetooth devices
• Allows people in proximity the posting of text messages visible for a short period
• Affords public urban forums
• Ephemeral urban graffiti
The helloworld project solicited and displayed public SMS via laser on the urban landscape.
Wi-Fi Hub

• Wireless Local Area Network with searchable and comprehensive local listings
• Interface directly or via blue-tooth
• Results displayed for others to see, persistence proportional to popularity
Julian Bleeker’s projects explore location specific wireless networks
Gaming

- Night-time and holiday use
- Affords social interactions and entertainment
Blinkenlights, by chaos computer in berlin, turned building into videogame fields.