

The Mobile City

Rotterdam 27 -28 Feb 2008



The Mobile City conference 27 & 28 Feb. 2008 Rotterdam – www.themobilecity.nl

Workshop 2: "Mobile Media, Mobility, and Identity"

With Tim Cresswell and Malcolm McCullough

Moderator: Michiel de Lange

27 Feb. 2008 15:30 - 18:00 (registration starts at 15:00)

Netherlands Architecture institute (NAi). Address: Museumpark 25 Rotterdam, Netherlands. The workshop takes place in the Bakema room, downstairs.

The conference dinner starts at 19:00. Address: The Bagel Bakery, Schilderstraat 57 A, Rotterdam.

A map of both venues can be found at the end of this file.

Program

15:00 Registration & meeting participants.

15:30 Welcome.

15:35 Brief introduction of participants (max. 1 minute pp): 1) Who are you 2) What do you want to contribute 3) What would you like to get out of this workshop?

15:50 Start with introductory statements by Tim Cresswell & Malcolm McCullough.

16:20 Followed by discussion.

17:45 Wrap-up.

18:00 Drinks.

19:00 Conference dinner.

Workshop theme

In this workshop we will tie together several themes: converging developments in mobile media, mobility, and (urban) identities. Can we apply concepts from mobility studies in research about new media? In turn, can media studies contribute to understanding of mobility? And what is the influence of mobile media and mobilities on the construction and experience of (urban) place and identity?

We will discuss existing analyses about mobility, e.g. as proposed by Urry (2000), who proposes 4 kinds of travel: travel of objects, travel of people, virtual travel, and imaginary travel. We will discuss the 'new mobilities paradigm' in relation to the 'sedentary and nomadic metaphysics' (Cresswell 2006) from a media perspective. What happens to place making and (urban) identities under the influence of mobile and pervasive computing? Can technologically mediated mobilities be seen as a "fourth place" (McCullough 2004)?

The discussion is split into two thematic parts:

1) "Mobility turn" in relation to mobile/locative media

Possible questions:

* Mobility (and terms like fluidity, liquidity, flow, neo-nomadism, etc.) is seen as a central characteristic of contemporary life (Cresswell 2006). On the other hand, mobile and locative media re-introduce the importance of place, of being somewhere (McCullough 2006). How can we deal with this paradox?

* The 'mobility turn' appears to have its origins in concern with changes in physical (geographical) space and movements. How can developments in mobile media be integrated into theories of mobilities?

* Similarly, how can media theory - which has tended to portray "the virtual" or "cyberspace" as a world set apart - incorporate theories about (physical) mobility? How can we think of the merging between digital and physical space as "hybridization" of spaces?

2) Identity in the 'mobile age'

Possible questions:

- * An important aspect of identity is the way we relate to other people, feel (imagined) nearness. How do mobile technologies shape nearness and co-presence?
- * Identities have traditionally been tied to (narratives of) places: being from somewhere, being somewhere. How does this change in this age of dominant "mobility-systems"? What kind of new narratives are formed around the concept of mobility?
- * A central concept pair is dwelling and meeting. Identities can be said to oscillate between sedimentation (dwelling in the known) and innovation (meeting, opening up to new influences). How do mobile media change the character of dwelling and meeting?

This serves only as a guideline. Of course, there is much room for participants to contribute their own questions and perspectives. Participants are welcome to briefly show examples from their work. A laptop with an internet connection will be available for on-the-fly visual illustration. Please prepare by bringing a USB stick or putting your work online. The general aim should be: what can we all learn from each other, and contribute to transgressing our own various disciplines?

Literature

As preparation, I'd like everybody to read some relevant literature:

Cresswell, Tim. *On the Move : Mobility in the Modern Western World*. New York: Routledge, 2006. Excerpts from first two chapters are online at: http://chef.bijt.org/docs/Tim_Cresswell-On_the_Move-2006_crypt.pdf (PDF password: themobilecity - copyrighted material, please don't spread!).

McCullough, Malcolm. "On the Urbanism of Locative Media." *Places: Forum of Design for the Public Realm* 18, no. 2 (2006): 26-29. Download: <http://repositories.cdlib.org/cgi/viewcontent.cgi?article=2243&context=ced/places>.

And at least glance at:

De Souza e Silva, Adriana. "From Cyber to Hybrid: Mobile Technologies as Interfaces of Hybrid Spaces." *Space and culture* 9, no. 3 (2006): 261-78.

Abstract: <http://sac.sagepub.com/cgi/content/abstract/9/3/261>.

The full pre-publication version of the paper can be downloaded from <http://www.souzaesilva.com/pub.htm>.

Urry, J. (2002). "Mobility and Proximity." *Sociology* 36(2): 255-274.

Abstract: <http://soc.sagepub.com/cgi/content/abstract/36/2/255>.

Full paper draft can be downloaded from

<http://www.its.leeds.ac.uk/projects/mobilenetwork/downloads/urry1stpaper.doc>.

Participants (short)

1. Malcolm McCullough - Associate Professor University of Michigan.
2. Tim Cresswell - professor of Geography, University of London.
3. Anatole Fuksas - researcher at Università di Cassino, actual research project on the Ecology of the Novel.
4. Eric Kabisch - artist, interaction designer, and doctoral candidate in the Department of Informatics at the University of California, Irvine. Project: Datascape.
5. Jutta Hinterleitner - Architect based in Rotterdam. Project: "Mapping Houten".
6. Ginette Verstraeten - Professor of Comparative Arts and Media at the Vrije Universiteit Amsterdam.
7. Rene Boomkens - professor in social and cultural philosophy at the University of Groningen
8. Martijn Oosterbaan - Postdoc dep. of Practical Philosophy, Faculty of Philosophy, University of Groningen. Research project "New Media, Public Sphere and Urban Culture".
9. Ole B Jensen - Professor of Urban Theory in the Urban Design Research Group at the Department of Architecture and Design, Aalborg University, Denmark.
10. Bo Stjerne Thomsen - research fellow at the Medialab at MIT, Boston, looking into new types of performative technologies facilitating interactive collective urban environments.
11. Colleen Kaman - graduate student in the Comparative Media Studies program and a researcher with the Center for Future Civic Media (C4FCM).
12. Beth Coleman - artist and media scholar, MIT/Soundlab.
13. Howard Goldkrand - artist and cultural engineer, Soundlab.
14. Pat Naldi - artist, researcher, and Lecturer based in London.
15. Lorenza Parisi - PhD student at the Faculty of Communication Sciences, University of Rome, La Sapienza (Italy).
16. Tim Schwanen - lecturer in urban geography at the Department of Human Geography and Planning, Faculty of Geosciences, Utrecht University.
17. Eva Nieuwdorp - PhD candidate in New Media and Digital Culture in the Faculty of Arts and Humanities at Utrecht University, The Netherlands.
18. Jeroen Timmermans - PhD researcher in the Playful Identities-project at the department of philosophy of the Erasmus University.
19. Martijn de Waal - co-organizer of The Mobile City conference, PhD candidate in the project "New Media, Public Sphere and Urban Culture".
20. Monika Codoury - independent architect and Phd researcher at Z-Node of the Planetary Collegium, University of Plymouth and Institute Cultural Studies, Zurich University of the Arts.
21. Annette Mees - theatre, games, installations and adventures maker; associate director of the Ahh Performance Lab.
22. Janine Toussaint - architecture master student at TU Delft.
23. Marion Traenkle - independent artist and designer based in the Netherlands; associated with the School of the Arts in Amsterdam as a researcher; pursuing a practice based PhD in Digital Performance at Brunel University West London.
24. Michiel de Lange - conference co-organizer; PhD candidate at Erasmus University Rotterdam, Netherlands, fac. Philosophy in the "Playful identities" project.

More about the participants and their work

Malcolm McCullough - Associate Professor University of Michigan

For twenty years as an educator, author, and design advocate, Malcolm McCullough has consistently brought a human-centered approach to emerging practices in digital design. Beginning from computer aided design in architecture, in which he was a pioneer in the 1980s, McCullough eventually reached artists, urbanists, environmental psychologists, digital fabricators, and usability professionals. His 1996 book *Abstracting Craft* found an interdisciplinary audience for the creative work practices behind the digital economy. His 2004 book, *Digital Ground—Architecture, Pervasive Computing, and Environmental Knowing*, offered a theory of place for interaction design. McCullough has given over thirty invited lectures and keynotes in over a dozen countries. Prior to joining the architecture faculty at the University of Michigan. He served at Carnegie Mellon; and for ten years at Harvard. He experienced silicon valley briefly as a product manager at early Autodesk and later as a visitor-in-residence at Xerox PARC, all back in the 20th century. Currently he is writing a book on environmental histories of locative media.

<http://www-personal.umich.edu/~mmm>.

Tim Cresswell - professor of Geography, University of London

Tim Cresswell's research interests are in social and cultural geography. Specifically he is writing a on geographies of mobility ranging from ballroom dance to the international airport. His interests centre on the role of geographic thought (about such things as mobility, place, landscape, space etc) in the constitution of social and cultural life. He is keen to show how geographical imaginations and practices play powerful roles in the production of relations of power, domination and resistance. Tim Cresswell is also on the editorial board of the journal "Mobilities".

<http://www.aber.ac.uk/iges/staff/cresswelltim.shtml>

Anatole Fuksas

Anatole Pierre Fuksas is a Romance Philology and Medieval Culture PhD (Università di Bologna). He serves as a researcher at Università di Cassino, where he teaches since 1998, while running his research programs on the manuscript tradition of medieval romance literatures. His actual research project on the Ecology of the Novel (<http://ecologyofthenovel.wordpress.com/>) especially focuses on variable narrative encoding of perceptual events, interoceptive responses as emotions and feelings and purposeful action through the textual tradition of medieval French novels.

<http://webuser.unicas.it/apf/apf.html>.

Eric Kabisch

Eric Kabisch is an artist, interaction designer, and doctoral candidate in the Department of Informatics at the University of California, Irvine. His current practice is concerned with the varied intersections between geospatial information technologies and human geography. Eric is developing a framework for analyzing the cyclical process by which information technologies measure, represent and embed themselves into society and our world. He constructs cultural artifacts which utilize custom software systems, DIY construction and usually emit some form of sound. Through the creation of these artifacts he hopes to reconsider the process of design, enabling novel forms of use by avoiding traditional evaluative models such as efficiency and utility. Eric's previous education includes an MFA in Arts Computation Engineering (UCI), a BA in Telecommunications and Music from Indiana University, and an A.S. in Audio Technology (IU). He has professional experience in interaction design, game programming, and art direction.

Project: Datascape: A synthesis of embodied and synthetic worlds

Digital and synthetic worlds – such as those enabled by massively multiplayer online games (MMOGs) including *World of Warcraft*, *Second Life*, *There*, *The Sims*, and *Ultima Online* – are the subject of increasing interest from academic and commercial communities. While many researchers study the impacts and relationships these digital worlds have with “real world” social structures and economies, the worlds are still conceived as self-contained entities that exist in abstracted and isolated spaces. In recent work I focus instead on synthetic worlds of digital information that describe – and regulate – the embodied physical spaces people inhabit. I have developed a mobile interactive art installation as a way to bring geographically referenced information out of databases and into everyday experience of traveling through the world. Datascape enables a hybrid environment whereby participants author dynamic geographic narratives that compose a digital world. A vehicle-mounted digital periscope engenders action between passengers and a visual and sonic landscape that unfolds and emerges based on conversations between people, data, and dynamic representational entities that compose the landscape. By allowing people to view and interact with information descriptive of the location in which it is encountered, I hope to enable public education and engagement with the spaces we traverse and inhabit in our everyday lives.

<http://datascape.info/>.

Jutta Hinterleitner

I am working as an architect, for my own office and in various projects with others. I also work as part-time coordinator of a local architecture centre, located in Houten (Utrecht). My main interest is urban public space, and how people make use of it in creative and personal ways. This fascination makes me think about ways to use modern media and

information technology in projects, linking this 'medial spaces' to the existing urban space.

Description of the project I recently work on, "Mapping Houten".

Under the umbrella of the local architecture centre "Makeblijde" I am at the moment developing a project for the teenage inhabitants, using GPS as a tracking device. I want to investigate if the streetwise teenagers make use of the public space in the way the urbanists and architects wanted them to. In a newtown like Houten (grown from 5.000-50.000 inhabitants over the course of 25 years) everything is designed, nothing has grown.

We want to track the movements of the young people and learn which places they prefer. To find out why they like these places we will ask them to document their movements by means of photography, or film made with their mobile phones. The project preparations are just starting, the actual project will be carried out in the autumn of 2008.

Ginette Verstraeten

Ginette Verstraete is Professor of Comparative Arts and Media at the Vrije Universiteit Amsterdam. She is the author of *Fragments of the Feminine Sublime in Friedrich Schlegel and James Joyce* (SUNY Press 1998) and of several publications and edited volumes on mobility and globalization, such as *Placing Mobility*, *Mobilizing Place: The Politics of Representation in a Globalized World* (Rodopi, 2002, with Tim Cresswell), and *Verstrooide burgers: Europese cultuur in een tijdperk van globalisering. (Distracted/Dispersed Citizens: European Culture in an Age of Globalization)*. Amsterdam: Vossiuspers, 2001. Her book on *Tracking Europe: Mobility, Migration, and the Politics of Location* is forthcoming with Duke UP.

Rene Boomkens

René Boomkens is professor in social and cultural philosophy at the University of Groningen. His main field of research and interest is the development of modern urban and popular culture, with a special stress on notions like 'modernity', 'modern experience' and 'everyday experience'. He published books on popmusic and popular culture, modern urban culture and the public domain, and on globalization. He is member of the Dutch Council for Culture, which advises the Dutch government in the field of cultural politics and the development of the arts. He is also chair of a book series on Knowledge, Politics and Public Affairs for publishing house Van Gennep in Amsterdam.

Martijn Oosterbaan

Martijn Oosterbaan studied Cultural Anthropology at the University of Amsterdam, where he graduated with the MA thesis: *Pilgrim's Tales: The Historic Pilgrimage to Santiago as a Late Modern Market of Narratives*. From 2000 till 2005 he was PhD-Student at the Amsterdam School of Social Science Research (ASSR), University of Amsterdam. His PhD dissertation was titled: *"Divine Mediations: Pentecostalism, Politics and Mass Media in a Favela in Rio de Janeiro"* The research was part of the PIONIER project *Modern Mass Media, Religion and the Imagination of Communities. Different Postcolonial Trajectories In West Africa, Brazil, The Caribbean And India*, headed by Prof dr. Birgit Meyer. Currently he is Postdoc at the department of Practical Philosophy, Faculty of Philosophy, University of Groningen. Member of the research project *New Media, Public Sphere and Urban Culture*, headed by Prof dr. René Boomkens. This project is part of the NWO project *Transformations in Art and Culture*. This research investigates the changing nature of public city life and its representations as a result of the developments in communication technology. Within the larger research project he is responsible for a sub-research titled: *European Brazilians: A diasporic/virtual community*. In this research he examines the networks of Brazilian migrants in the Information City. The comparative study of Brazilian migrants in three European cities: Amsterdam, Barcelona and Lisbon contributes to discussions concerning the influence of (new) means of mass communication on (migrant) group networks and the conditions of citizenship in the European Union.

Ole B Jensen

Ole B. Jensen (1965). BA in political science, MA in sociology, and PhD in planning (PhD). Professor of Urban Theory in the Urban Design Research Group at the Department of Architecture and Design, Aalborg University, Denmark. Main research interests are urban mobility, performative urban environments and the network city. Interest in relation to the Mobile City workshop and conference: how the networked technologies relating to contemporary urban mobility offer potentials for transgressing mobility as 'waste of time' or instrumentalism at the same time as they are power-laden and oscillates between state control and market consumerism. The challenge for me as a social scientist working in a design department is to analyse and discuss networked urban mobility as 'more than A to B'.

Rather it is a cultural phenomenon too often just seen through the eyes of planners trying to 'fix' congestion, accidents and so-called 'environmental externalities'. Not realising that mobility is culture. Simultaneously such a discussion should try to point at the third space for meaningful social interaction mediated by networked technologies that goes beyond state control and market commercialism.

Bo Stjerne Thomsen

Bo Stjerne Thomsen is M.Sc. Engineering in Architecture and Design with specialization in Urban Design enrolled as PhD Candidate at the Department of Architecture & Design, Aalborg University, Denmark. Through an Elite Research Scholarship he is currently research fellow at the Medialab at MIT, Boston, looking into new types of performative technologies facilitating interactive collective urban environments. Employed 5 years at the Austrian architects Coop Himmelb(l)au and with own design practice since 2001 he works with an interdisciplinary approach to architectural design, urban development and open interactive environments.

In 2006 he was project manager for the interactive NoRA pavilion for the 10th International Architecture Biennale in Venice as an interactive public event setting presented in papers and conferences and has previously worked as project architect for the House of Music in Aalborg and doing design development on large-scale urban projects in China, Mexico, Denmark, Syria, Thailand and USA with emphasis on multifunctional spaces. He teaches in advanced architectural design, interactive urban design and intelligent models and acts as consultant within urban design, architecture and interactive design.

His current research interests are on new types of Performative Environments, investigating the emergent effects of networked environments interacting with the local citizens illustrated through the design development of interactive architecture and urban experiments. The research has a special focus on investigating how pervasive computing and modern communication technology can be used to improve local interaction between humans and environment as part of community-making and in specific the development of new design methods and technology to be integrated in interactive urban design, landscape and architecture.

Colleen Kaman

Colleen Kaman is a graduate student in the Comparative Media Studies program and a researcher with the Center for Future Civic Media (C4FCM). Her research focuses on ethnography and notions of democracy, public space, and vernacular culture. She is particularly interested in relationship between mobile technologies and the creation of narrative and identity. For the Center for Future Civic Media, she is developing a platform for individuals to contribute and exchange audio while building greater community engagement online and within a geographic space. The project explores the role that sound and narrative play in the (re)construction of identity in an increasingly fragmented urban experience.

Another project, called Eco-Pet, was developed in conjunction with the Mobile Experience Lab. This project explores how geo-referenced environmental information like audio and air quality recorded and exchanged through mobile performative objects helps actors to define themselves and others through circulation. In particular examining how new mobile technologies help build vibrant, constructive social engagement with the urban space by fostering environmental awareness and cultural formation through interactive installations and as part of user-friendly public transportation systems.

She is an Emmy-nominated journalist and documentary filmmaker with nearly ten years of experience in television, radio, and new media production. She earned her B.A. in Anthropology from Bates College in 1995.

Conference Discussion Questions:

In addition to the work by the speakers, I am also interested in discussing Bruno Latour's Reassembling the Social and Sherry Turkle's work on the connections between emotions and objects as a way to examine the relationship between material culture and notions of the public. What impact do these technologies and related behaviors (like mapping) have on the relationship between formal and informal (vernacular) economies/cultures? How might new media technologies alter the relationship between the individual and the neighborhood/city, particularly within contested geographies (geo-political, social-cultural, or economic boundaries)? Finally, how might we consider mobile media in light of John Seely Brown's Social Life of Information?

Beth Coleman & Howard Goldkrand

Beth Coleman, artist and media scholar, MIT/Soundlab
Howard Goldkrand, artist and cultural engineer, Soundlab

New York-based artists Beth Coleman and Howard Goldkrand began collaborating in 1995 with the SoundLab Cultural Alchemy project, a nomadic, multi-media installation and event (www.soundlab.org). Coleman and Goldkrand work with diverse materials including sculpture, installation, sound, code, and text. Their collaborative and individual projects have been exhibited internationally in venues such as Whitney Museum of American Art, P.S.1 Museum of Contemporary Art, Mirror's Edge international exhibition, the Venice Biennale, ARC/Musée d'Art moderne de la Ville de Paris among others. Currently, Coleman is a professor of media studies and arts at Massachusetts Institute of Technology and Goldkrand is the cultural engineer for the Modernista! agency.

Contribution:

Coleman and Goldkrand would like to contribute to the session their models test runs, and insights on developing locative art.

Learn from session:

Coleman and Goldkrand would like to contribute to learn from the session the practical and conceptual models of locative aesthetics, hybrid worlds, and other conversation with the workshop: the goal is to exchange information and help expand knowledge network.

Pat Naldi

Pat Naldi is an artist, researcher, and Lecturer based in London.

Working in media based practice my projects have been exhibited widely nationally and internationally such as in 'A Century of Artists' Film in Britain', Tate Britain, 'CTRL (SPACE)', ZKM Center for Art & Media, Karlsruhe, '911+1 The Perplexities of Security', The Watson Institute For International Studies, Providence, USA, 'Telstra International Adelaide Festival, Australia, and 'Thrilling', Outdoor Movie Season, The Wapping Project, London. I have held a

number of Fellowships and residencies including the Arts Council of England Helen Chadwick Senior Research Fellow at The British School at Rome & The Laboratory at The Ruskin School of Drawing and Fine Art, Oxford University, and a Media Arts Residency, at The Banff Centre, Canada. Over the years I have taught at a number of Universities including Wimbledon School of Art, London South Bank University, and the University of Sunderland.

Research: Currently I am a researcher at the University of the Arts, London, working on my PhD project titled: *'From 00° 00' 00" to 0101: Location, Mobility, and Identity in the 21st Century'*.

My research focuses on the effects of new technologies on our perceptive experience and the way we relate to place. We live in an information age saturated by live images from around the globe broadcast into our living rooms 24/7. *YouTube* allows users to share video clips, podcasting enables us to download broadcasts at a time and location of our choice, car satellite navigation systems help us travel via the shortest route, and personal GPS devices let us *know where we are* in the world at any given time.

Yet at the turn of the 21st century:

- What are the implications of this new *etherealisation* in geography?
- How has the emergence and progression of these technologies and the way they formulate and represent a new global cultural space transformed and affected our perceptive experience and the way we relate to place?
- If as Marc Auge (1995 *Non-Places: Introduction to an Anthropology of Supermodernity*) argues this *supermodern* predicament has left us with an explicit need to give meaning to the world and the present, has this in turn effectively given rise to the increased popularity of nationalism, and a desire to get back to ideas pertaining to the *natural*, the *original*, *rootedness*?

My research explores the potential of video-podcasting for mobile site-specific broadcasts as a means of re-configuring and re-engaging with particularity of place thereby reconciling this current common experience as displaced people, with our increasing desire to have roots and to belong to a particular place.

Lorenza Parisi

Lorenza Parisi is a first year PhD student at the Faculty of Communication Sciences, University of Rome, La Sapienza (Italy). She is mainly interested in studying how consumer's habits and sense of identity change, within the informational space of mobile media, reshaping the 'public space' and 'personal space' realms. She graduated at the Faculty of Communication Sciences in 2006. Her master research thesis ("*As We May Search. Knowledge Machines In Information Society. Memex And Google: A Comparison*") contains an accurate analysis of the cultural and ideological impact of automatic systems for storing and retrieving knowledge; a detailed comparison is done between the "Memex" of Vannevar Bush and the search engine Google. From May 2006 to August 2007 she worked in the Press Office of M.P. Mrs. Giovanna Melandri (Italian Minister for Sports and Youth Politics) as press agent and consultant for ICT, Internet and new media. From September to December 2007 she was enrolled in the ASP (Advanced Study Program) at the MIT (USA). During that semester she attended a design workshop at the 'Mobile Experience Lab', under the supervision of Federico Casalegno. There, with Colleen Kaman and Bo Stjerne Thomsen, she created a project, called *The Eco Pet*, that applies new media technologies to promote active learning and civic engagement among young people. As a PhD student she works in many projects. One of them is a device, called DOTTO, which applies GPS technology to work as a mobile audio-guide for tourists. The GPS technology localizes users and offers them specific geolocated audio information. The tool is based on an implicit interaction (movement) and, acting as a sort of travel mate, it uses a natural interface to guide the users all around the city. In these days the research team is prototyping the device in one of the main squares of Rome (Piazza Navona).

project: Eco-Pet explores how the exchange of locative information through mobile performative objects impacts youth identity/culture. We are particularly interested in examining how new mobile technologies help build vibrant, constructive social engagement with the urban space by fostering environmental awareness and user-friendly public transportation. We are furthered interested in how this transformation re-imagines social networks, urban culture and the city itself.

Eco-Pet is a monitoring device that records geo-referenced environmental information like audio and air quality and then exchanges the information among users. It also is a mobile digital pet, carried like a cell phone charm, that circulates through physical space with its owner. As the device travels along the city's public transportation system, it distributes recorded sounds and data via mesh networking. Eco-Pet is also a game, encouraging playful and ad-hoc interactions between users as they exchange audio and make re-mixes to share with one another through interactive public spaces, distributed screens, online web interfaces, and the devices themselves.

Unlike many environmental projects that assume technical fixes can address issues of pollution and climate change, this project transforms the meaning of 'environmental sustainability' and redefines it within social networks, materialized as collaborative art, narratives, and audio mixes (Brown & Duguid 2000, McCullough 2004). Eco-pet advances the concept that actors come to define themselves and others through interactions by the intermediaries that they circulate within society (Thrift 1995, Latour 2005) and considers how media transform these identities and interactions. This blurring of physical and digital space encourages the extension of private social networks into urban space, allowing citizens to more fully engage with the ecology and geography of the city. Finally this project seeks to further explore this architecture of participation – where science, art and everyday life collide, compete and coexist to produce new forms of intensely social and playful cultural production. Research and prototyping for this project is ongoing in Denmark, Italy and the United States.

Tim Schwanen

Dr. Tim Schwanen is a lecturer in urban geography at the Department of Human Geography and Planning, Faculty of Geosciences, Utrecht University. He specializes in issues of physical and virtual mobility in contemporary cities.

My research interests include the implications of the Internet and mobile phone for how individuals conduct everyday activities in space and time, how such technologies reconfigure (human) agency, and what the consequences are for urban developments and for social inequalities based on gender and other social identity markers. I am, or have been, involved in various studies of the effects of the Internet and mobile phone:

- (i) A project on the implications of Internet use for the gender division of labor within households;
- (ii) A study of how the mobile phone allows for different modes of coordinating and performing paid labor and care-giving responsibilities within dual-earner family-households;
- (iii) A project about the tradeoffs between face-to-face communication and electronically mediated communication among professionals; and
- (iv) A study of the interaction between e-commerce and shopping in the physical world.

Together with prof Mei-Po Kwan (Ohio State University) and prof Dijst (Utrecht University), I have set up *ICT: Mobilizing Persons, Places and Spaces*, an international network about information and communication technologies, everyday life and urban change. More information about the network is available at: www.geo.uu.nl/mobilizingICT.

Motivation: I would like to participate in the workshop about mobility and new technologies (with Tim Cresswell and Malcolm McCullough). My reasons for participating would be twofold. First, I would like to inform others about the research of our group at Utrecht University about the effects of information and communication technologies. I would also like to inform others about the network mentioned above. Second, I would like to learn more about emergent theoretical perspectives and notions to understand the effects of the Internet and related technologies for urban dynamics that are being developed beyond human geography. My own work is informed primarily by time-geography, feminist geography, the work by Latour, Haraway and others, and what John Urry has termed the new mobilities paradigm. These are all perspectives that are popular in human geography, but I am sure that there are equally if not more insightful approaches in other disciplines. Participating in the workshop and exchanging views with researchers and planners with a variety of disciplinary backgrounds would be an excellent opportunity for me to learn more about such approaches.

Eva Nieuwdorp

Eva Nieuwdorp is a PhD candidate in New Media and Digital Culture in the Faculty of Arts and Humanities at Utrecht University, The Netherlands, where she participates in a research project called 'Playful Identities: From Narrative to Ludic Self-Construction'. This project looks at identity construction in relation to an increasingly technologically mediated society and the possibilities this yields for personal and cultural expression and self-reflection. At the moment Nieuwdorp focuses her research on the construction of personal and cultural identity in and through games, and especially pervasive games, looking at concepts such as embodiment, convergence and performance, as well as investigating new terminological approaches to 'pervasive games'. She has spent a period as a guest researcher in January-May 2005 with the Trans-Reality Gaming Laboratory at Gotland University (HGO) in Sweden, as part of the European Integrated Project on Pervasive Gaming (IperG), where she has done research on defining pervasive gaming. She is active in assisting the teaching staff in developing syllabuses and curricula for several courses on digital games, as well as regularly performing junior teaching duties in seminars.

Jeroen Timmermans

Drs. Jeroen Timmermans (1978) studied philosophy at Erasmus University Rotterdam (Netherlands). In addition to philosophy he did several minors in humanities at the universities of Leiden, Utrecht and Torino (Italy). In 2005 he became appointed as a junior researcher in the Playful Identities-project at the department of philosophy of the Erasmus University. His focus is on online environmental issues and the 'greening' of the Internet. He regularly gives lectures on the philosophical aspects of media and published a German article on media, mobility and rationality only recently.

Martijn de Waal

Martijn de Waal is one of the organizers of The Mobile City conference. Martijn de Waal is a writer and researcher. His main themes of interest are new media and urban culture. The last few years he has worked for The International Biennale of Architecture in Rotterdam, The International Biennale of Architecture in Shenzhen & Hong Kong, Hivos, The Mondriaan Foundation, Dutch Public Broadcasting, The Dutch fund for Public Broadcasting. He is also connected with the Faculty of Philosophy at the University of Groningen and the department of mediastudies at the University of Amsterdam.

<http://www.martijndewaal.nl>.

Monika Codoury

Monika Codourey is an independent architect and Phd researcher at Z-Node of the Planetary Collegium, University of Plymouth and Institute Cultural Studies, Zurich University of the Arts. (<http://www.z-node.net/>). Her transdisciplinary projects combine area of interests in architecture, urbanity and media art. She investigates influence of ICT and contemporary <<living-in-motion>> lifestyle on the society and space. Lectured in field of Urban Media and Information

Spaces at the University of Arts and Design, Faculty of New Media in Zurich (1999-2004). Wide range of work experience in architectural offices internationally. Studied in Germany, Switzerland, Canada, USA and Poland.

Phd Research: Territory as Interface; Designing Media-Enhanced Interactive Spaces for Local-Network Connectivity in Transportation Nodes.

On theoretical and practical level, this research is related to the remarkable growth in the application of information and communication technologies in transportation nodes (airports, railway stations and automated ports). This growth indicates a shift toward a globally integrated and constantly mobile networked society with characteristics and dynamics that are material as well as immaterial. Emergent forms of informational mobility are influencing patterns of movement, co-presence, social segregation, exclusion, profiling and security in an urban context. The research explores the correlations between socio-spatial transformations and new forms of mobility, as well as study the emergence of real and virtual worlds using example of Airport Hubs. The main question of the research is: How can new architecturally situated interaction design shift these spaces into socially responsive environments?

The research reviews relevant historical and theoretical literature on mobility and surveillance inside transportation networks and analyze the connotations of 'new surveillance' for mobility on physical and informational control is related to borderlands, border crossing and border identities. Transportation hubs have become reorganized, recombined and pre-mediated by ubiquitous technologies and the author compares artistic interpretations and architectural subversive applications of wireless technologies to explore combinations of surveillance and security with assistance. The practical part of the research investigates how these changing forms of physical and informational mobility contribute to production and transformation of urban techno-space at the Airport.

2008: Swiss Artists in Labs Award winner. (<http://www.artistsinlabs.ch/>)

During 9 Month Residency at Human-Computer-Interaction Research Lab, Institute of Psychology at the University of Basel she will be developing her project proposal. "Constant Traveller". In collaboration with psychologists the project proposal investigates behavioural and cognitive patterns of business travelers while interacting with handheld devices in multimodal transportation systems. The real-time generated data of their movement through space reveal interactional mobility paradigms for design of geolocated multiuser game-like prototype.

<http://monika.codourey.info>.

Annette Mees

Annette Mees creates theatre, games, installations and adventures. She likes her ventures to involve opening secret doors, interacting with strangers, magical surprises or blurring the boundaries between reality and fiction. She works on the forefront of location-specific theatre in urban settings and pervasive games (games that use public spaces as their playing field) and multi-platform experiences.

She is the associate director of the AHH Performance Lab, where she is developing several projects including a commission for the Globe exhibition space. The Lab is dedicated to finding novel, unconventional ways to deepen the engagement of and interaction with audiences in original settings. She is also part of Coney, supported artist at BAC, which is a collective making participatory and immersive theatre, performance and games.

Recent projects include:

Soho Project – a multi-platform game played out on Youtube, mobile phones, blogs and the streets of Soho in London. <http://www.fictionalmedia.co.uk/2007/>.

Moonwalking in Chinatown – a site-specific theatre piece in the streets of Chinatown. Created based on the stories of the local community.

http://entertainment.timesonline.co.uk/tol/arts_and_entertainment/stage/theatre/article2509216.ece.

People Watching - There are fewer finer ways to while away time in the city than by watching people go by and wondering what their stories might be. People Watching is a game played in a public square by up to 60 people which makes sport of this activity. Played as part of Hide &

Seek festival in London and PicNic/Come Out & Play festival in Amsterdam.

<http://www.picnicnetwork.org/artefact-8506-en.html>.

Janine Toussaint

Janine is an architecture master student at TU Delft. Her project is called "DigiNomads and their needs for a home- and workplace in the rising digital empire".

For my graduation project for the TU Delft, faculty of Architecture I am focusing on a project about people traveling around the world. Living from hotel to hotel, always confronted with different environments and cultures it is hard to feel at home. It's hard to find a place where you feel safe enough to have a focused state of mind to work. Your identity is embedded in the formless WWW-world and this is the solid base and the only base you can always depend on. This is the life of the DigiNomad. But of course there is a charm in this type of lifestyle it offers a new type of freedom. A DigiNomad can on different aspects called free. He is free in some regard to choose the place where he wants to stay, to travel long distances that are in time close together, to plan his time the way he likes and to use materials without

owning them. The life of a DigiNomad is about finding a new type of freedom in a world that is getting faster, and generating more pressure than it ever did before. In the 24-hour economy it is not only possible to keep on going without stopping it is expected of people. The 8 hour work day is only meant to set a minimum amount of work-hours per day. The fact this is sometimes becoming more is something you have to accept, that you wish it is less on another day is unquestionable. That you sometimes get a headache because of the drafty air condition of the office building is a petty, that you like to work outside sometimes is impossible. Being able to choose your own workplace and working time and getting judged on your products is a feature of the lifestyle of the DigiNomad. It does not only offer the possibility to be freer in your work, it offers the possibility to be more free in life. You can live where you want to live. Your life track could be guided by places where you want or have to be. Today in a café in Amsterdam tomorrow in New York for an exciting new project. Or in Thailand because the sun shines over there and the profession of web designer does not oblige you to sit across the desk of your client. The life of a DigiNomad implicates a changing concept of time, place, distance and material. This has an impact on the physical representation of city networks inside the public realm and the architectural typology of the office and the home?

It are these four themes that continually appear in my research. These four and two others, namely global and local. Two very hard definable words that can be attacked using different research methods. The methods I use are: analyzing existing attempts to define these terms, questioning travelers and DigiNomads about their experiences in this regard and making a physical representation of 'global Amsterdam' and 'local Amsterdam'. Eventually these three things should help me to find a location a program and a theoretical background for the architectural design of the perfect DigiNomads space. For everything else you like to know about the DigiNomad research visit <http://diginomad.blogspot.com>.

Marion Traenkle

Marion Tränkle is an independent artist and designer based in the Netherlands. Her work focuses on the interface between image, mediated space and performative practice.

With a background in architecture, choreography and media technology, she creates performances and designs interactive installations as well as maintains a practice as designer for the built environment. She holds degrees in Mediatechnology (Leiden University), architecture (Technical Universities of Berlin and Delft) and choreography (School of the Arts, Amsterdam). Currently she is associated with the School of the Arts in Amsterdam as a researcher and is pursuing a practice based PhD in Digital Performance at Brunel University West London.

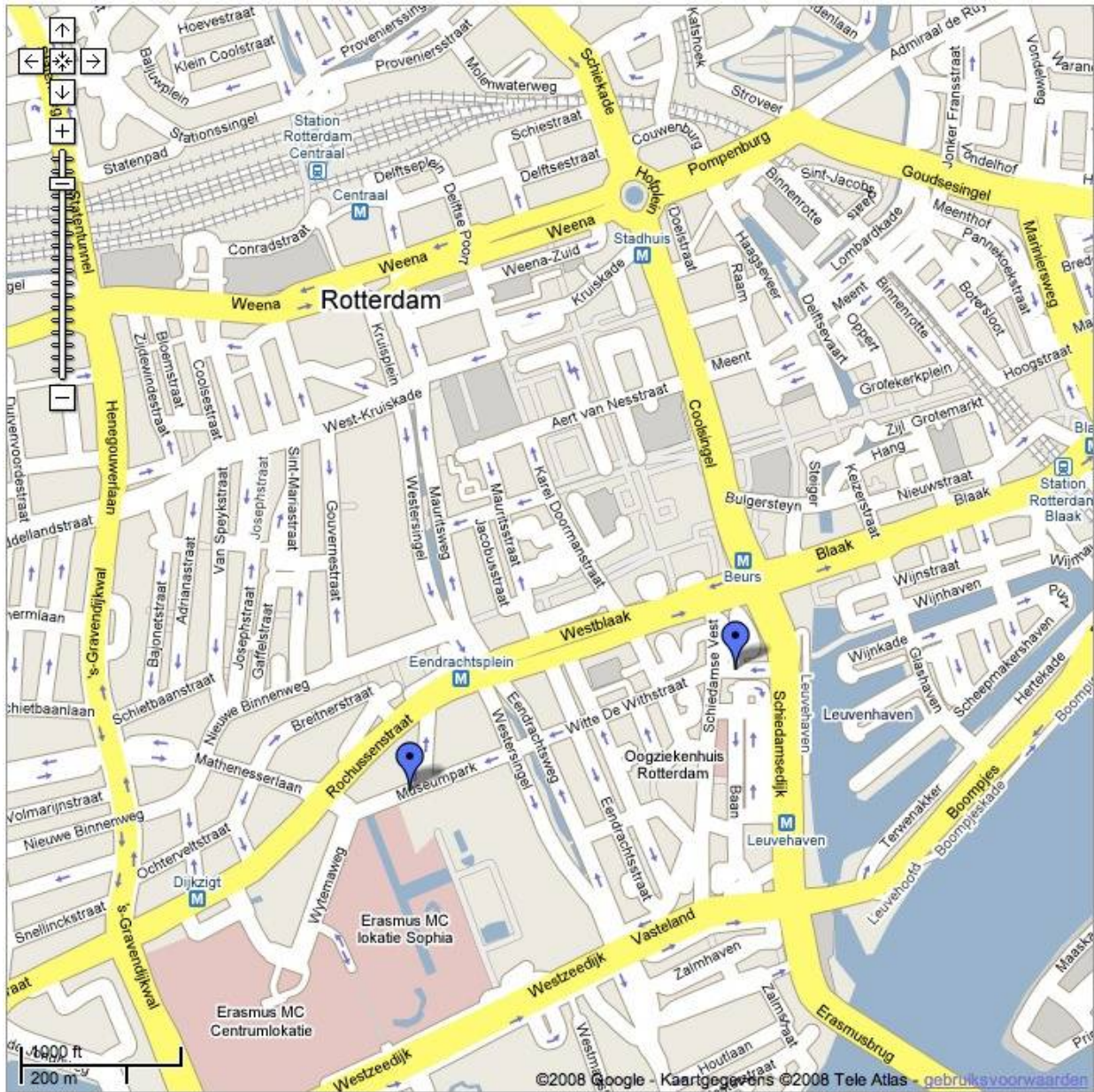
Motivation: In the context of my current PhD research I am particularly interested in the mutual influences of new media practices, the condition of digital culture and theatrical performance.

The convention of theater places a play within a distinct physical location AND in parallel succession within the symbolic stage arena. Manipulation of timelines and geography is a legitimate part of this convention. Mobile, context-sensitive technologies are confined to real-world-time communities. The introduction of "offset" and moments of friction between locative media and its surrounding could be an interesting "dramaturgical" move to draft social encounters.

Michiel de Lange

Michiel de Lange is one of the organizers of The Mobile City conference. He is a PhD candidate at Erasmus University Rotterdam, Netherlands, fac. Philosophy. He studies mobile technologies in relation to personal and cultural identities. His research project is called Playful Identities (www.playful-identities.nl), a collaboration between philosophers, media theorists, and empirical researchers. Michiel has an MA in Cultural Anthropology (University of Amsterdam). In 2000 he did fieldwork research on the rise of the internet in Jakarta, Indonesia, and returned in 2007 for further research about mobile media and mobility in this huge metropolis. Michiel collaborates in a locative media art/science project which takes place in Nigeria (www.nomadicmilk.net). Between 2001-2005 he worked for KnowledgeLand (www.knowledgeland.org), a Dutch think-tank that initiates innovative projects to enhance the knowledge-based society. Michiel worked for Cybersoek (www.cybersoek.nl), a computer neighborhood center in Amsterdam, teaching people of all ages and backgrounds how to use digital media. Michiel blogs about his research at <http://blog.bijt.org>.

Places



Addresses:

Left marker = Conference venue: [NAi, Museumpark 25 Rotterdam](#).

Right marker = Conference dinner: [The Bagel Bakery, Schilderstraat 57 A, Rotterdam](#).