FOR IMMEDIATE RELEASE:

URBAN TAPESTRIES

www.urbantapestries.net

The UK **Department of Trade and Industry**, **Arts Council England**, and Canada's **Daniel Langlois Foundation** award funding to Urban Tapestries, an urban wireless experiment.

Urban Tapestries has been granted funding from the DTI (through the *Next Wave Technologies and Markets Programme*), Arts Council England and the Daniel Langlois Foundation for Art, Science and Technology to build an innovative wireless public authoring prototype in London by December 2003.

Urban Tapestries is a framework for understanding the social, cultural, economic and political implications of pervasive location-based mobile and wireless systems conceived by Proboscis, a London based cultural think tank which researches and develops creative innovation. To investigate these issues, we are building an experimental location-based wireless platform to allow users to access and author location-specific content (text, audio, pictures & movies). It is a forum for exploring and sharing experience and knowledge, for leaving and annotating ephemeral traces of peoples' presence in the geography of the city.

Urban Tapestries allows users to create their own virtual 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. Users will be able to add new locations, location content and the 'threads' which link individual locations to local contexts, which are accessed via handheld user devices such as PDAs and mobile phones. The project will develop a demonstrable prototype which will have a live public trial towards the end of 2003 in London.

FUNDERS: **Department of Trade & Industry**, **Arts Council England**.and **Daniel Langlois Foundation**
PARTNERS: **Hewlett Packard Research Labs**, **London School of Economics** (MEDIA@LSE), **Orange**
SPONSORS: **Apple Computers UK** and **Sony Europe Ltd**.

Urban Tapestries will produce a series of outcomes during 2003:

Thursday 1st May
CREATIVE LAB — a one day brainstorming event exploring social knowledge and public authoring within the context of wireless networking featuring key attendees from: **Proboscis**, **London School of Economics**, **Orange**, **Hewlett Packard Labs**, **Intel Labs**, **Cabinet Office**, **Sapient**, **University of Bristol**, **University of Surrey** and **Appliance Studio**.

Friday 2nd May
BODYSTORMING EVENT — a playful acting out of the issues, techniques, interface and interaction possibilities that Urban Tapestries seeks to engage with. The Bodystorming Experience will be tested at the Creative Lab in May, and used thereafter for user testing and as a presentation and performance tool.

Friday 2nd May
PUBLIC FORUM — a half day event to present the issues discussed and ideas developed at the Creative Lab to a wider audience of peers and participants, including attendees from: **BBC DigiLab**, **SmartLab**, **iSociety**, **University of Cambridge**, **University of Glasgow**, **Mute Magazine**, **IDEO London**, **Royal College of Art**, **DTI**, **Philips Research Labs**, **FACT** and **Nowhere Foundation**.

SOCIAL RESEARCH — an LSE special social research project interviewing a research sample of potential Urban Tapestries users will be conducted during Summer 2003 with a major research paper by Professor Roger Silverstone and Zoe Sujon to be published in Autumn 2003.

December 2003
PUBLIC TRIAL — a live trial of a prototype Urban Tapestries system will be run in the Bloomsbury district of Central London. Proboscis will make prototype user devices available for memebrs of the public to borrow to access and author their own location-specific content in the area.

SHORT ANIMATED FILMS — a series of short films demonstrating scenarios of use will be released by Proboscis from Autumn 2003 onwards. These films will explore why and how users will be able to adopt Urban tapestries and adapt it to their own desires.

Biographies of the Urban Tapestries Development Team:

ALICE ANGUS
Alice is an artist, writer and co-director of Proboscis, and director of Proboscis' scenario films.

DANIEL ANGUS
Daniel is a programmer based in Ayrshire, Scotland. He specialises in network application design and implementation, and is Chief Technology Officer of Autonomous Software Ltd.

JOHN PAUL BICHARD
John is a games and web designer and a principal of Variable Media.

KATRINA JUNGNICKEL
Kat is a cultural researcher for arts and business projects and a senior researcher for Proboscis.

RACHEL MURPHY
Rachel is an interaction designer and principal of Rudegirl Designs. She has worked as a Usability Consultant for Motorola and a Conceptual Designer for Lego Futura and Hewlett-Packard Research Labs.

GILES LANE
Giles is a producer, researcher and co-director of Proboscis, where he leads the SoMa (social matrices) think tank. He is also an Associate Research Fellow at the London School of Economics, and was formerly Research Fellow in Communication Art & Design at the Royal College of Art.

NICK WEST
Nick is an information architect and researcher. He has managed research projects at New York University (with Bell Atlantic/Nynex and Viacom), National Museum of Fine Arts, Rio de Janiero as well as posts at Paramount Pictures and Apple Computer.

For more details on Urban Tapestries, the SoMa (social matrices) think tank for culture or Proboscis please contact:

Giles Lane
giles@proboscis.org.uk
+44 (0) 20 7209 4042

or

Katrina Jungnickel
kat@proboscis.org.uk
+44 (0) 20 7209 4042

www.proboscis.org.uk

—— ENDS ——