First, fold each A4 sheet in half along the vertical axis.

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)

Then cut along the dotted lines on all the other sheets. Make sure to cut to the very edges of the paper.

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).

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.

When all the pages have been threaded through, check the pagination. Finally, fold the booklets in half along the horizontal axis.
URBAN TAPESTRIES

A Brief Introduction

March 2004

Giles Lane

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:

As part of our evaluation of the feedback Proboscis has posted a series of themes arising for public discussion:

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.

In geo-specific locations on the Tapestry’s threads, participants were invited to take part in an experiment to explore what the future for pervasive mobile networking might be like. The objective for Proboscis was to develop a series of case studies for this prototype that would be used as a basis for exploring the potential for new social networking and cultural possibilities of mobile authoring and participation.

The aim of the trial was to introduce and explore the social and cultural possibilities of participatory mobile authoring.

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Public Authoring in the Wireless 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.

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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
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 of print and broadcast media, which have their uses, has been a commercial one which poses people merely as consumers of pre-authored content. Listing services and tourist guides are typical of the kind of services provided by location-based mobile platforms. Such services are deployed by network operators. Such services are pre-formed and served to them by network providers. Such services are pre-formatted, pre-cooked, and served to the people who use them. The peer to peer and many point to point interactions which characterize the kinds of wireless and mobile devices that are currently emerging make pre-existing services of print and broadcast media available via wireless devices.

Public Authoring is a new, radically different way of thinking about pervasive wireless/mobile platforms. It attempts to reflect the richness and complexity of real city life rather than reifying wireless/mobile platforms as simple additions to the kinds of wireless and mobile devices that are currently emerging.

Real city life is richer and more complex than pre-existing services of print and broadcast media. It is a rich, diverse, and complex world of chance interactions and connections. We believe that pervasive wireless/mobile platforms should attempt to reflect this richness and complexity, rather than reify pre-existing services of print and broadcast media.
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.

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 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’.

Urban Tapestries is an action research project – blending prototype development with desk-based and field work. Our approach is not just multi-disciplinary but cross-disciplinary the product of this process is not a single, homogeneous whole but a分布式、开放与允许知识共享的空间。
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, it 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.

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. It allows us to visualize and explore ideas, concepts and relationships in a tangible way.

The technique involves taking an abstract concept, such as a map, and transforming it into a physical experience. This can involve creating a map made of different materials, such as paper, plastic or metal, and then working with it to reveal new insights and possibilities. The process involves a combination of physical activity and creative thinking to generate new ideas and concepts.

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 notes, stickers and coloured pens were placed on the map to allow people to write and draw their reactions and ideas.

The activity encourages people to think about the kinds of interactions and relationships that exist between different elements of the urban landscape. It also helps to generate new ideas and concepts that can be explored further in future research.

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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.

Trials & Demos

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 demos to explore making parts of it available to the wider community.

Although our intention is not specifically to create more usable and robust systems, we intend to explore making parts of it available to the wider trials and demos — once the software is more complete we will run more short in its early developmental stages we will be running short will emerge as a viable platform for public authoring. What we have done is to provoke and cajole unexpected and unintended ideas for what the Urban Tapestries system might become.