

## SUMMARY

Urban Tapestries is an interactive location-based wireless application allowing users to access and publish location-specific multimedia content (such as local historical information, personal memories, pictures, short movies and sounds). It is a forum for sharing experience and knowledge, for leaving ephemeral traces of peoples' presence in the geography of the city. Both permanent and ephemeral traces of people's presence can be left for others to access and enjoy.

Urban Tapestries privileges the experience of the user by encouraging them to create interactive sonic maps that record their journey through the city. At each Urban Tapestries location, users will be prompted to record a sound clip of their audio environment and link this to the embedded content associated with the location. These recordings can be edited together to create unique sound maps which the user can share with others.

Users will also be able to add locations and embed memories, stories or their own social or historical knowledge into the system. They can also upload location-tagged 'Street Graffiti' – perhaps recording something they experienced at that location. Street Graffiti will be time-limited, allowing other messages to slowly overwrite them.

Urban Tapestries is fundamentally about creating and communicating dynamic interactions between people and the city – overlaying the creative, cultural and social possibilities of emerging wireless landscapes onto the fabric of the built environment.

## PROJECT TEAM

ALICE ANGUS, DANIEL ANGUS, JOHN PAUL BICHARD, KATRINA JUNGNIKEL,  
GILES LANE, RACHEL MURPHY & NICK WEST  
with PROFESSOR ROGER SILVERSTONE & ZOE SUJON (MEDIA@LSE)

PROBOSCIS  
AN INDEPENDENT CREATIVE STUDIO WHICH RESEARCHES, FACILITATES AND DEVELOPS INNOVATION IN CREATIVE PRACTICES

PROBOSCIS IS A NON-PROFIT DISTRIBUTING COMPANY LIMITED BY GUARANTEE  
REGISTERED IN ENGLAND NO: 3274453 VAT REG. NUMBER: 752 4674 18

REGISTERED OFFICE: 2 ORMONDE MANSIONS, 100A SOUTHAMPTON ROW, LONDON WC1B 4BJ, UK.  
TEL: 07711 069569 FAX: 07031 151 738 EMAIL: [info@proboscis.org.uk](mailto:info@proboscis.org.uk)

## SAMPLE AREA AERIAL VIEW



The Inns of Court, London  
Temple district

## LOCATIONS



Locations identified, selected and tagged  
via GPS / WiFi Hotspot

## THEMATIC THREADS



Locations organised into thematic threads  
coloured dots indicate different themes

The Urban Tapestries scenario proposes a user equipped with a PDA (handheld personal computer) with WiFi (802.11 wireless connectivity), Bluetooth and GPS (Global Positioning System) capability.

Downloading the Urban Tapestries software onto the PDA and launching it in a geographic area mapped by the system, the user is presented with a series of 'threads'. Each thread links different locations to a theme: for example historical, political, social or cultural. By choosing a thread the user is then presented with a map detailing only the locations associated with that thread. Users may also choose to drift between threads.

# Proboscis: URBAN TAPESTRIES – System Overview

An Urban Tapestries system might be overlaid onto a geographic area by, for example, a local council or chamber of commerce as a means of enhancing the experience of both the local population and visitors.

It might also be initiated by local schools or local history archives (such as a local library) as a means of recording and locating the oral history of an area, as experienced by its inhabitants.

Each user is encouraged to excavate their own experience of the city through the links between locations and threads and explore the city not only through the visual, but through sound and storytelling.

Their journeys through the city via the marked locations become knots in a web of association and experience.



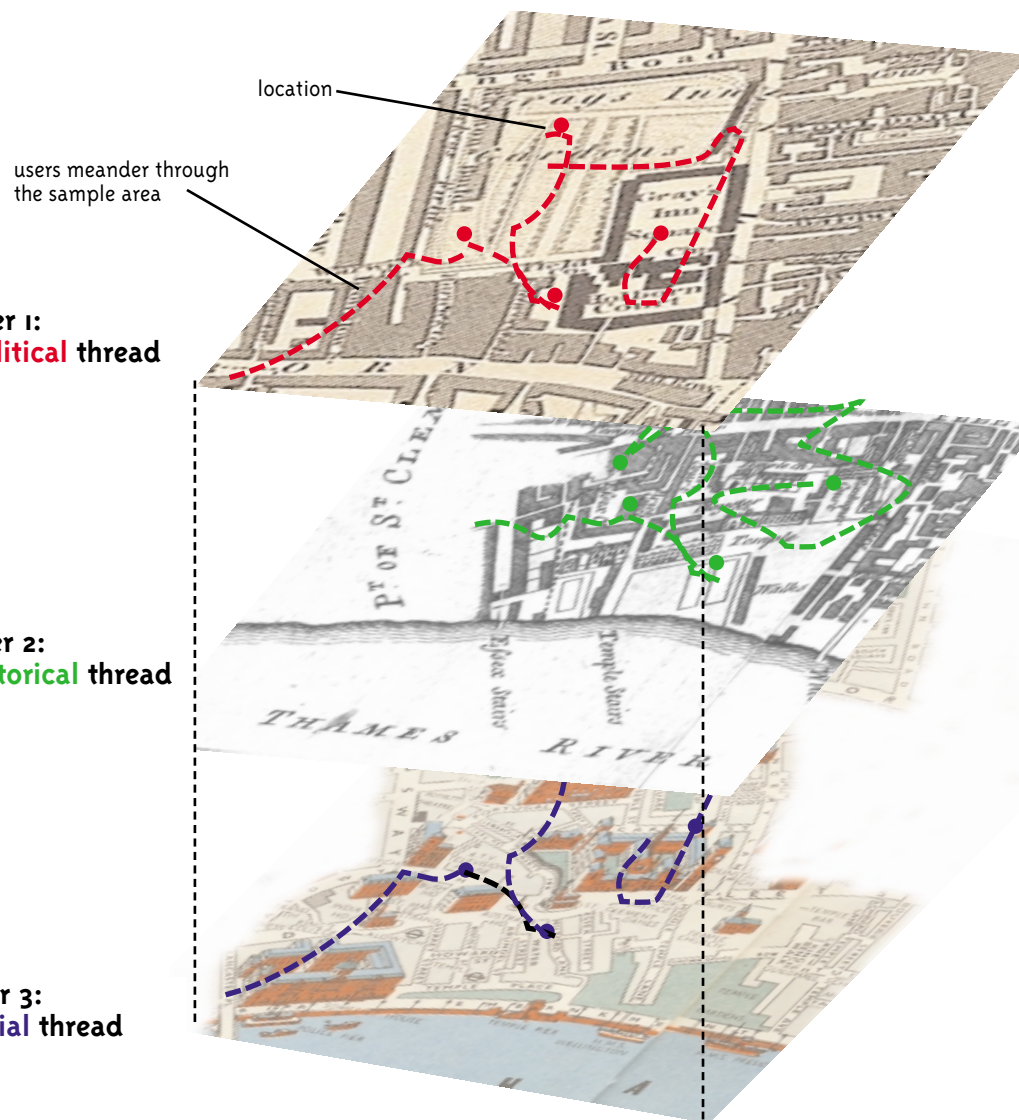
**user 1:**  
**political** thread



**user 2:**  
**historical** thread



**user 3:**  
**social** thread



Using a PDA the user explores the area, choosing the thread they are most interested in (or drifting between threads). When the GPS system on the PDA senses the user's proximity to a location it calls up (via a WiFi hotspot connection) location-specific content. Where WiFi access is not available, the PDA would access the system via a Bluetooth connection to a GPRS or 3G mobile phone.

For instance this might be a short text, or series of drawings associated with a physical location, or a conceptual association sparked by a building or architectural feature.

Flash, Shockwave or Quicktime movies or audio clips could also be called up to elaborate on the significance of the location to the thread.

## USER SELECTS THREAD



## MAP OF THREAD LOCATIONS



A map of hotspots alerts user to location of threads

## ARRIVAL AT LOCATION



GPS / WiFi senses Location proximity. Location-specific content triggered by proximity

## ACCESS LOCATION CONTENT



User accesses location-specific content: TEXT, IMAGES, MOVIE, SOUND

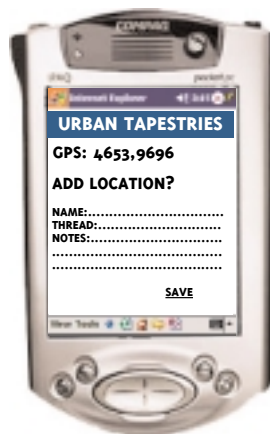
## ADD LOCATION / CONTENT

A key feature of Urban Tapestries is public authoring. Users would be able to add their own memories, knowledge and stories to the system. Thus an organic accretion of social and cultural history is built up.

Users would be able to add locations, text content and create their own threads to the system.

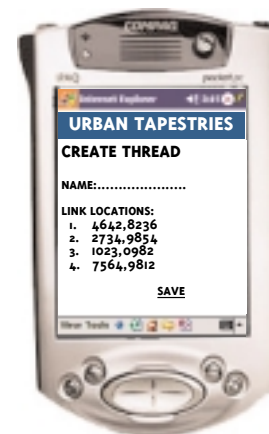
Street Graffiti would allow users to leave time-limited messages for others tagged to specific locations.

In addition a web-based interface would allow users to submit their own pictures, sounds or even short movie clips to the Urban Tapestries system from a computer at home.



User can add custom location and text-based content to be associated with it.

## CREATE CUSTOM THREAD



User can create custom thread.

## CREATE STREET GRAFFITI



Users are encouraged to tag personal messages onto locations within the urban landscape.

## UPLOAD TO THE SYSTEM



User can upload their threads, locations and text to the system for others to enjoy.

## RECORD AUDIO CLIP

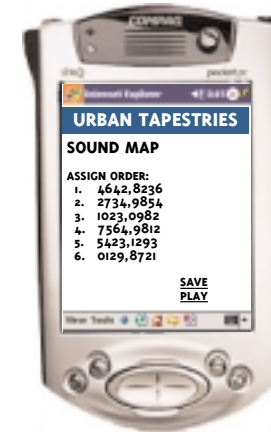
As the user encounters each location on their journey they are prompted to make their own sound recording associated with the location which would be stored on the PDA.

This process is repeated as the user explores the area mapped. Further locations are sensed and their content called up. This content could be copied ('clipped') to the PDA and linked to the sound recordings.



User prompted to record audio clip for sound maps  
.WAV file linked to GSM / GPS / WiFi reference

## CREATE SOUND MAP



At end of journey user prompted to create sound map of their journey by linking audio clips

At any point the user would be able to end their journey and edit their audio clips and content clippings into a sound map. This creates a highly personal rendering of the experience of their journey through the city.

These multimedia sound maps could be shared directly with other users via Bluetooth, or uploaded to a desktop computer and emailed to friends.

## SHARE WITH OTHERS



User can share custom locations and /or threads with others via Bluetooth wireless connectivity

## EDIT / SHARE WITH OTHERS



By uploading to a desktop computer, the user can edit their sound map and email it to friends