

# From Ubiquitous Technologies to Human Context

UIA Session - July 2nd, 2008

# a peculiar session

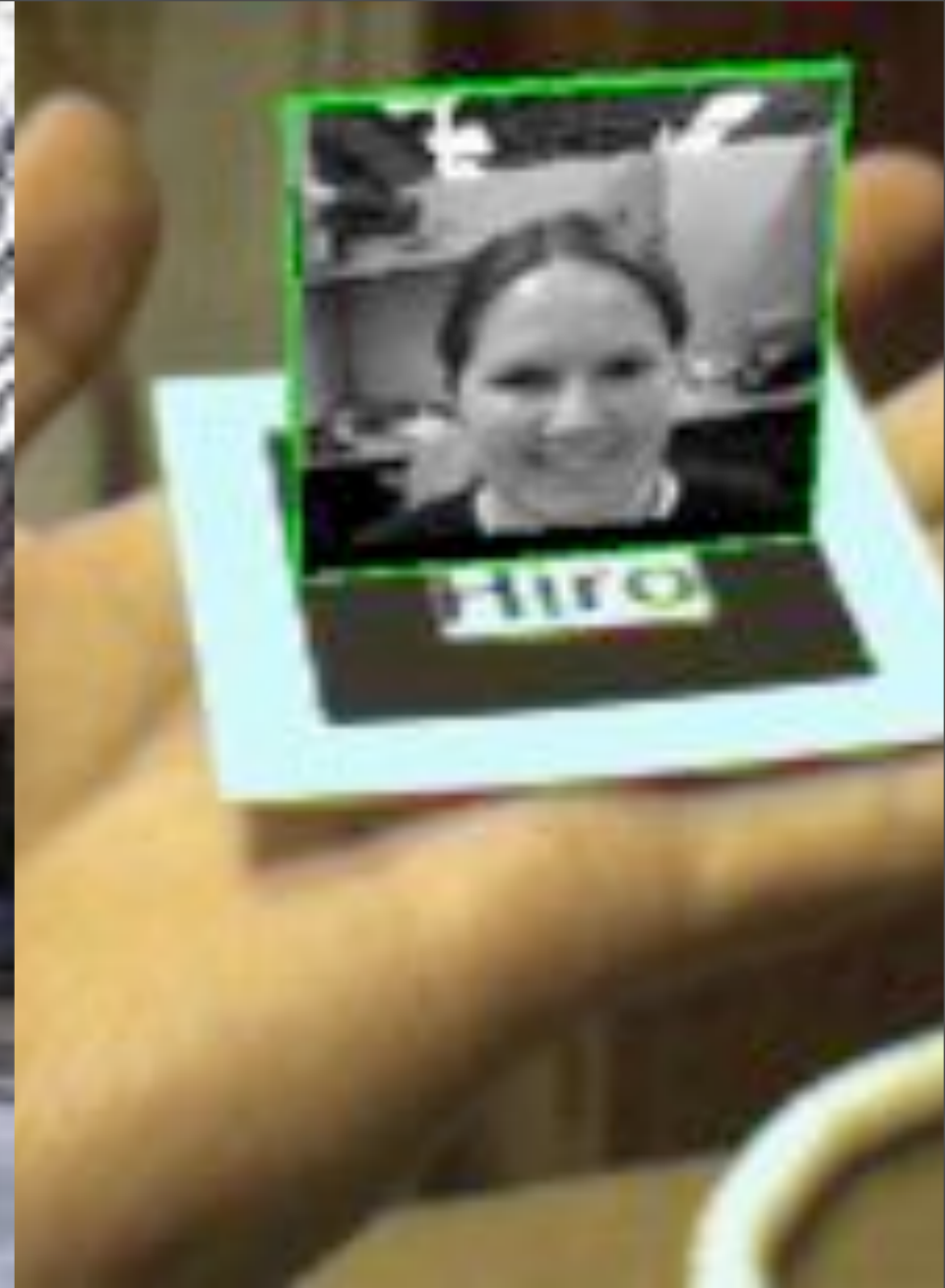
- not about architecture per se
- ...about how certain technologies, are pervading space
- ... changing our relationships to the environment...
- ... and eventually how space, cities, buildings can be designed

pervasive computing, ubiquitous computing,  
everyware, ambient intelligence, internet of  
things, networked objects, augmented reality,  
mixed reality...

intelligent buildings, augmented architecture,  
interactive buildings, maison intelligente,  
domotique...



**Interactive facade (KPN building, Rotterdam)**



**augmented/mixed reality: combination of real world and computer-generated representation**



**Automatic door-opening**



**Light switch off when no physical activity**



**interactive furnitures**

# location-based services



Node explorer



**explicit invisible/implicit phenomena: radio waves**

**Skyhear (Usman Haque)**



**ambient computing/intelligence**



**a REALLY ubiquitous technology... with issues**

# what happens

The design of such systems is often about: choosing a PLACE (“city”, “building”, “kitchen”...), then picking up a COMPONENT (“facade”, “wall”, “display”, “door”) that is going to be “augmented” or “made intelligent”

# why is this important for architects?

- Designers of such systems are implicitly dealing with architecture in their projects BUT they are not architects so they apply their previous knowledge: generally utilitarian, “design an augmented house like designing MS Word”
- Ubiquitous computing is a complex problem, lots of issues need to be taken into account: human expectations, acceptance of automation...
- Start the dialogue to create this “parallel world”

# 3 speakers

- **Adam Greenfield: author of *Everyware***
- **Jeffrey Huang: architect (EPFL)**
- **Younghee Jung: user experience researcher (Nokia)**