

Technology and Community

4 Typologies and their benefits
Chris Horne and Christina Markel

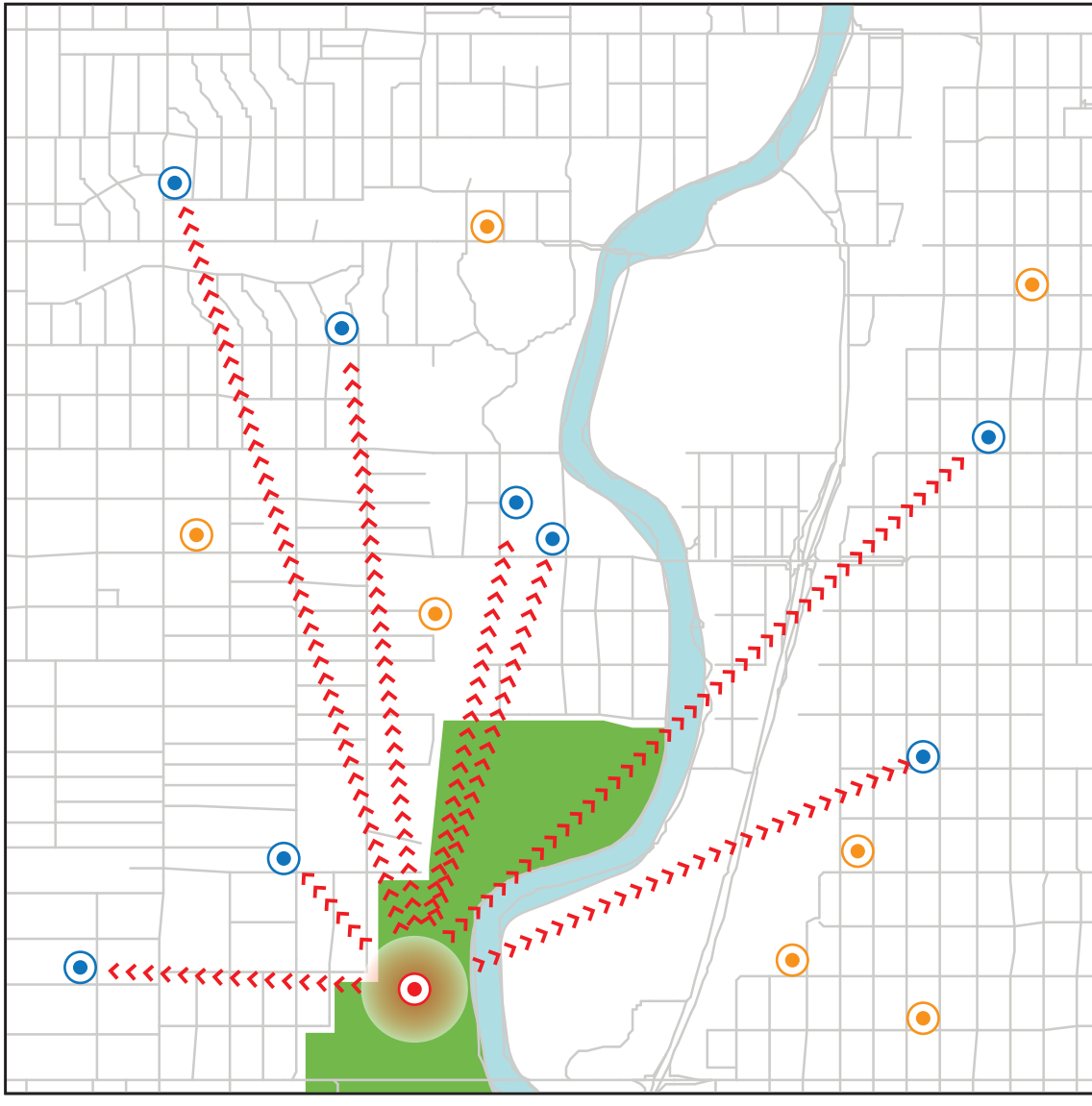
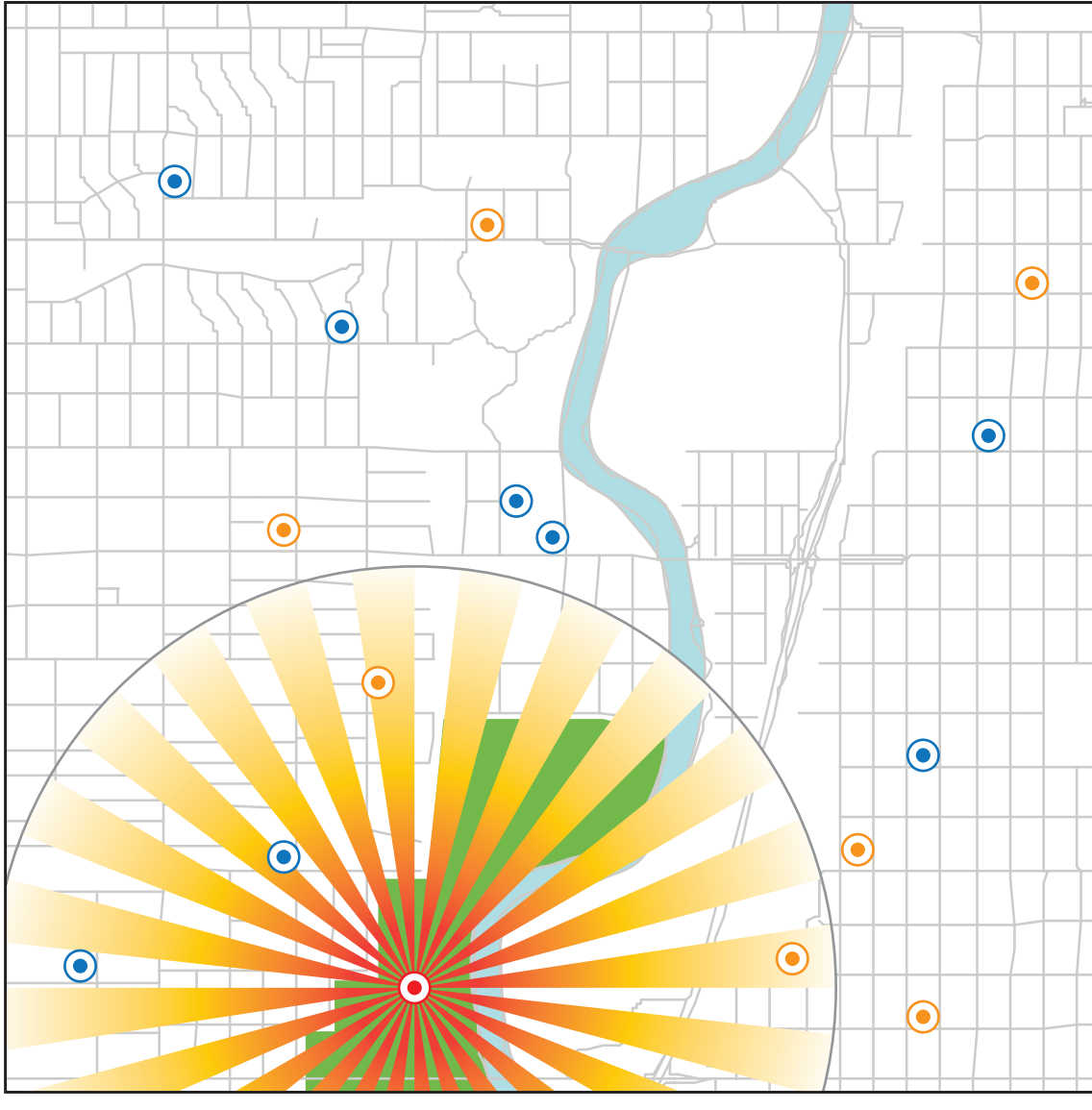
Goal: To use IT to enhance community

IT should enhance existing social dynamics, as well as create new ones that promote convenience, health, happiness, and equity in the community. From a spatial point of view, IT can enhance well-functioning space, activate "dead" space, and free designers from traditional constraints. It can serve the demands of practicality, pleasure, aesthetics, or nostalgia. It should be responsive, easy to learn, and it should add value to the community. Finally, digital networks should not replace traditional low-tech networks of value such as person-to-person interaction; they should enhance them, and indeed, encourage their use.

Benefits/Considerations:

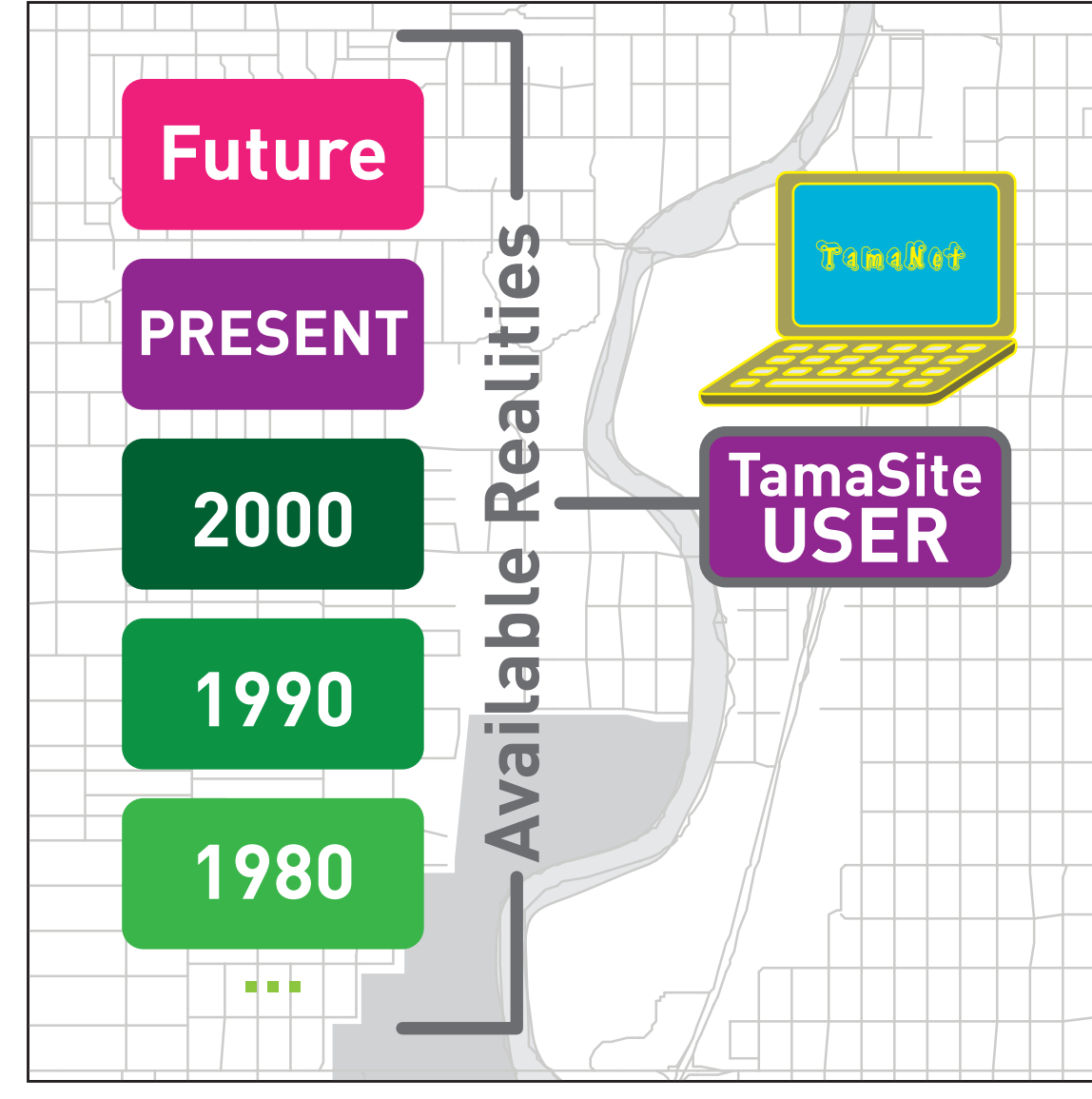
- & Increased efficiency of space.
- & Lower infrastructure costs for equivalent activity levels
- & Less material overhead.
- & Immediate connection to history.
- & Enhanced interactivity in design and planning process.
- & More sophisticated marketing opportunities.
- & Increased neighborhood safety.
- & Easier to convene spontaneous events.
- & Decrease in physical isolation.
- & Easier to activate open, public space.
- & Facilitates mobile-service elements.
- & Programmable visual surfaces.

TamaNet

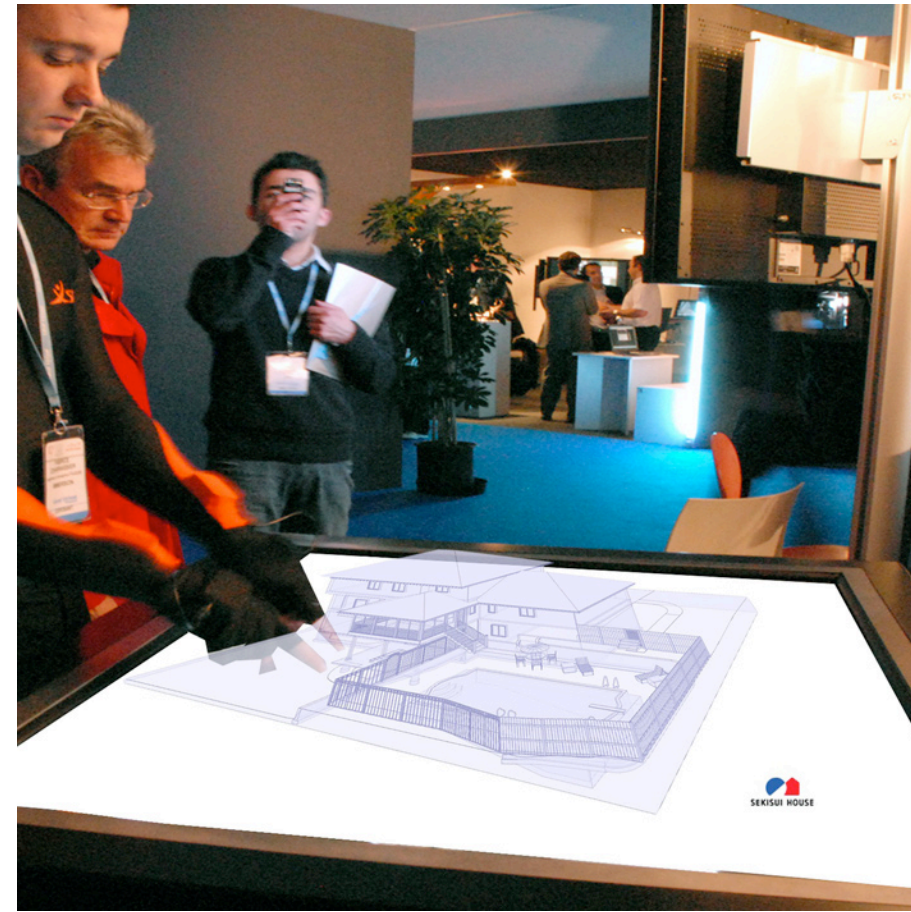


- & Local network broadcasting by membership, contact list, or physical proximity.
- & Tracks mobile elements, like the Tofu Lady!
- & Provides real-time network to facilitate group meeting--casual game of cards in the park or impromptu town hall.
- & Broadcast local news throughout the city onto personal digital devices.
- & Medical emergencies would receive quick, local response through network transmissions.

Digital Real-Time City



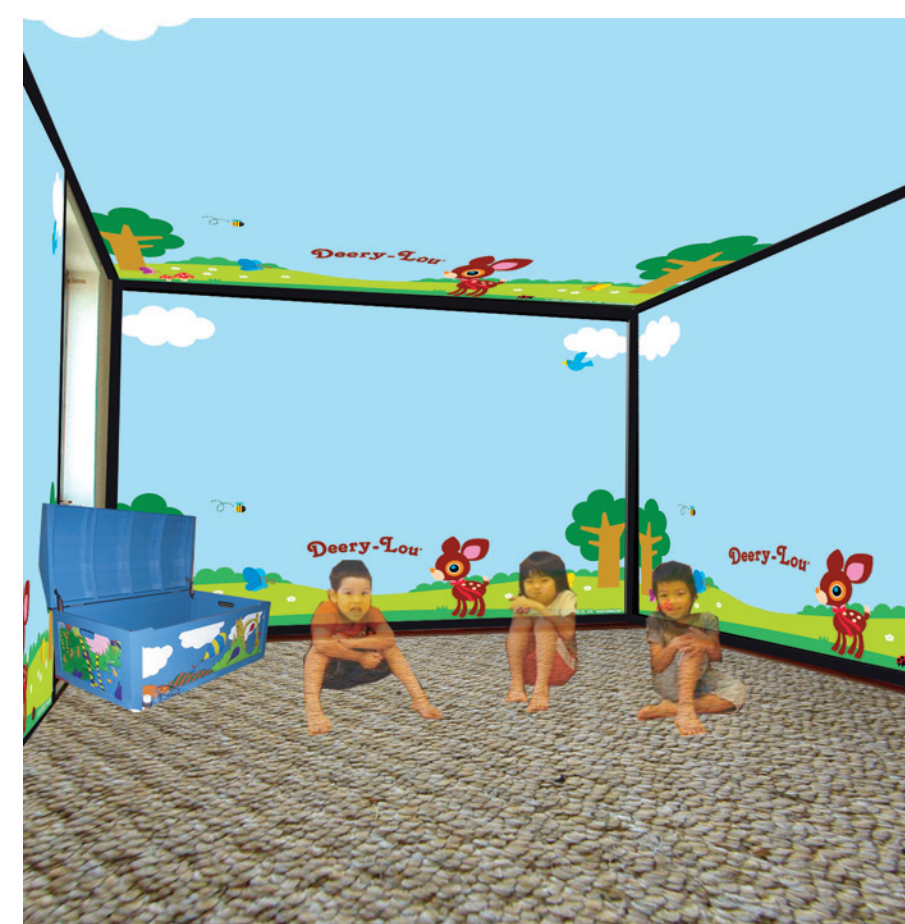
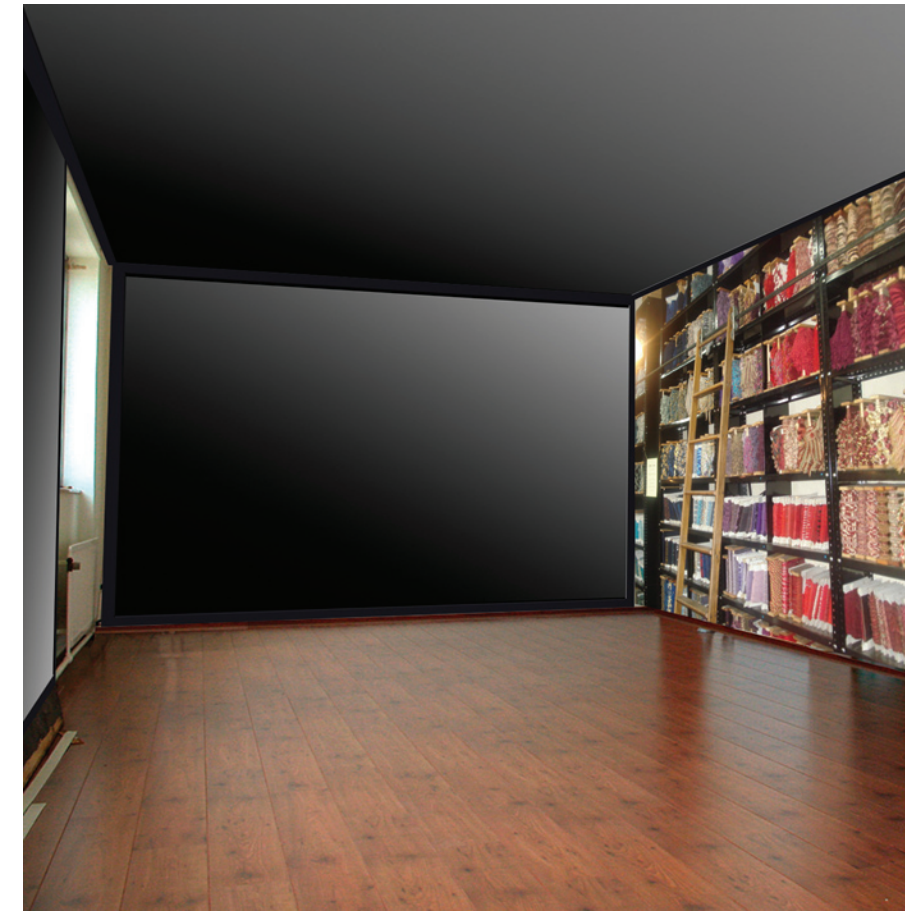
- & Regular archiving of the city's physical form so future residents can visit the city as it used to be in virtual reality.
- & Intuitive, interactive design charrettes to aid public consultation in planning and design projects.
- & Customizable houses, built by the buyer in a digital simulation using Seksui modules, can be tested virtually before buying.



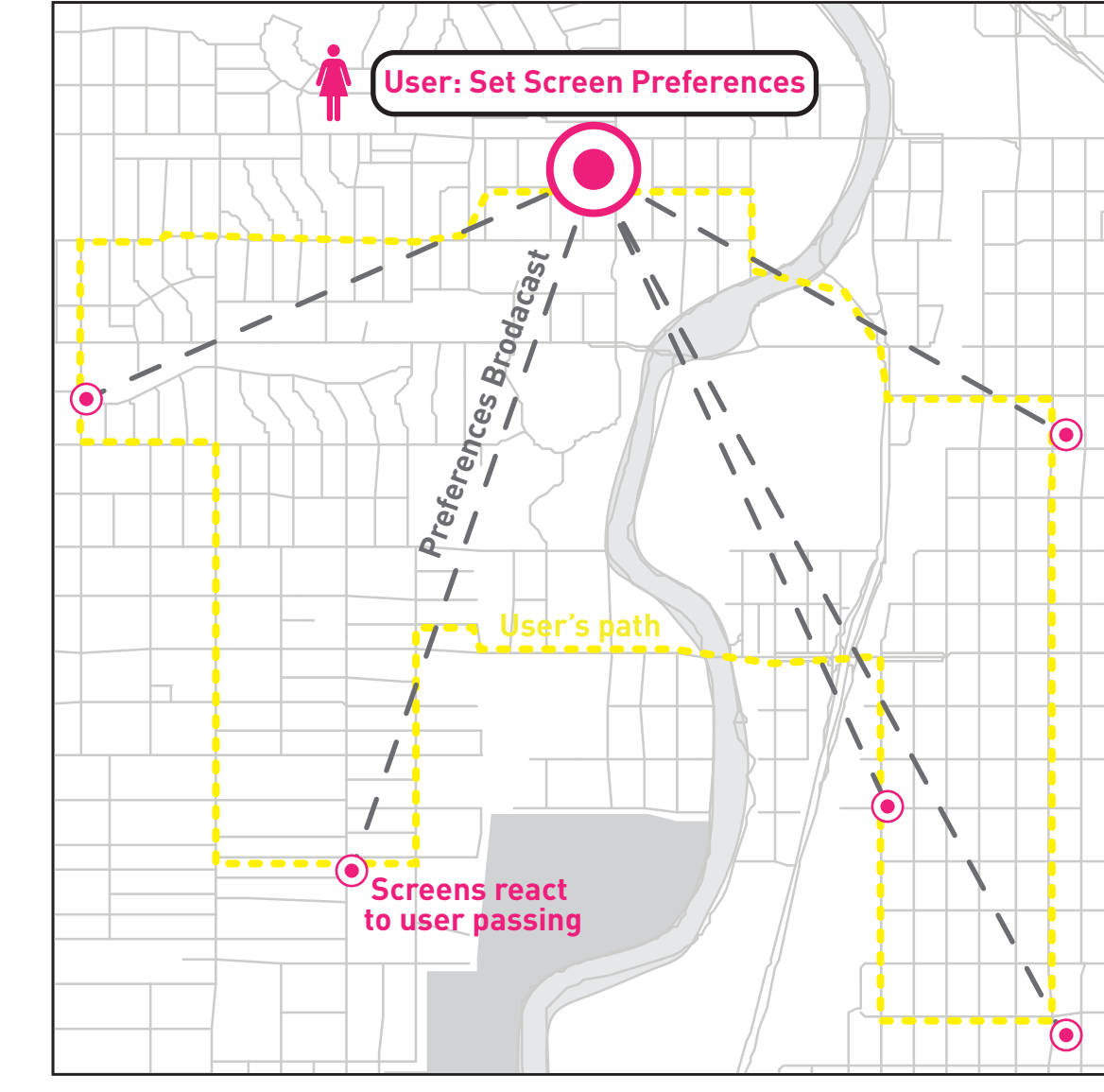
Multi-Use Spaces



- & Prop closets and screens create flexible spaces—daycare during the day, restaurant at night.
- & Digital elements, such as a digital tennis court, can replace physical objects.



Responsive Screens



- & Surfaces have screens that are programmable and responsive to individual users.
- & During a bad weather day, pull-down a screen in front of the window and reload the view you saw during a prior day.
- & See streaming video of your hometown for travelers, or receive news updates.
- & Content shifts as different users pass the same space.

