

## The Senseable City

Assaf Biderman

### Abstract

Small and distributed computers have become an integral part of our lives. With the ubiquity of wireless connectivity they now recombine with our physical environment. Information about urban conditions can be captured in real-time, processed, and fed back into cities, enabling new ways to monitor, understand, and experience them.

We can synchronize transportation systems, allocate energy in a smarter way, reuse our waste optimally, or respond more rapidly to emergencies. More importantly, the citizen is in the center of this momentous change. When empowered by real-time information about what's happening around us, our capacity to make smarter decisions and new types of contribution is greatly enhanced. Like the Internet, the networked city invites participation from individuals, organizations, companies, and governments to program and design the digital architectures that will craft our urban future.

This talk discusses various projects carried out at the MIT *Senseable* City Lab which explore this new condition. Examples include real-time maps that use the digital exhaust of communication networks to describe urban mobility and environmental conditions, the flows of locatable trash, and new modes of personal urban transport.

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A. Biderman

The *Senseable* City Lab, Massachusetts Institute of Technology, Cambridge, MA 02139 USA

Email: abider@mit.edu