



uListen



Sonic Derive

Liza Stark
Module 2: Augmented Space

Major Studio Interaction

URBAN SPACES

I) Lots of stimuli, little physical and mental space: have to find creative ways to carve personal space in public



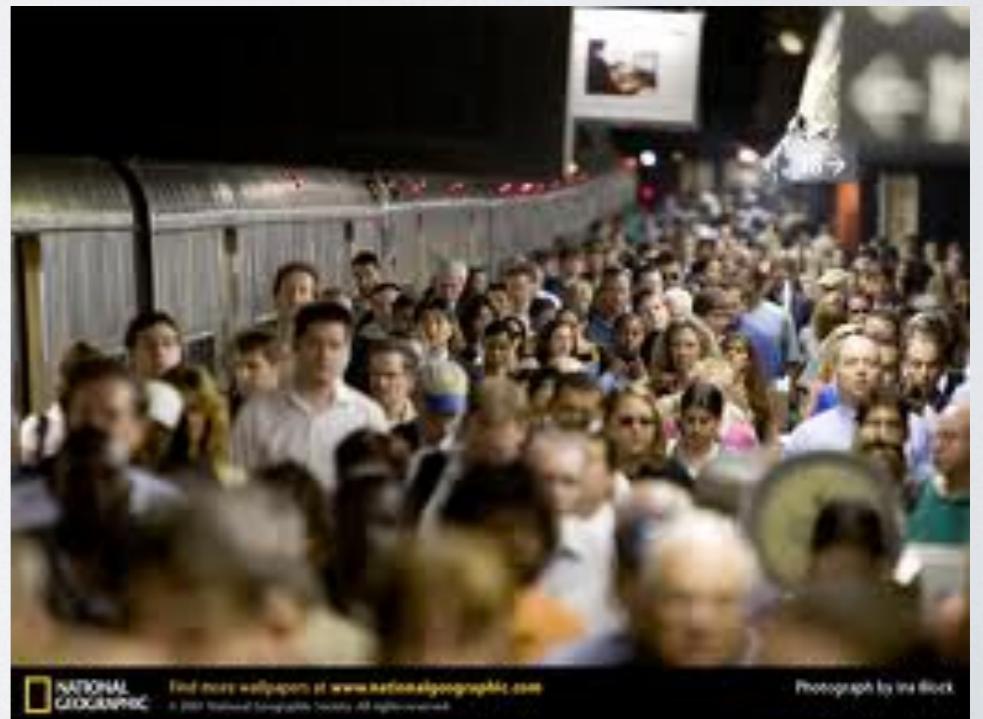
URBAN SPACES

- 1) Lots of stimuli, little physical and mental space: have to find creative ways to carve personal space in public
- 2) Static routines: you wake up, get on the train, go to work, go to happy hour, go home, go to bed, rinse and repeat.



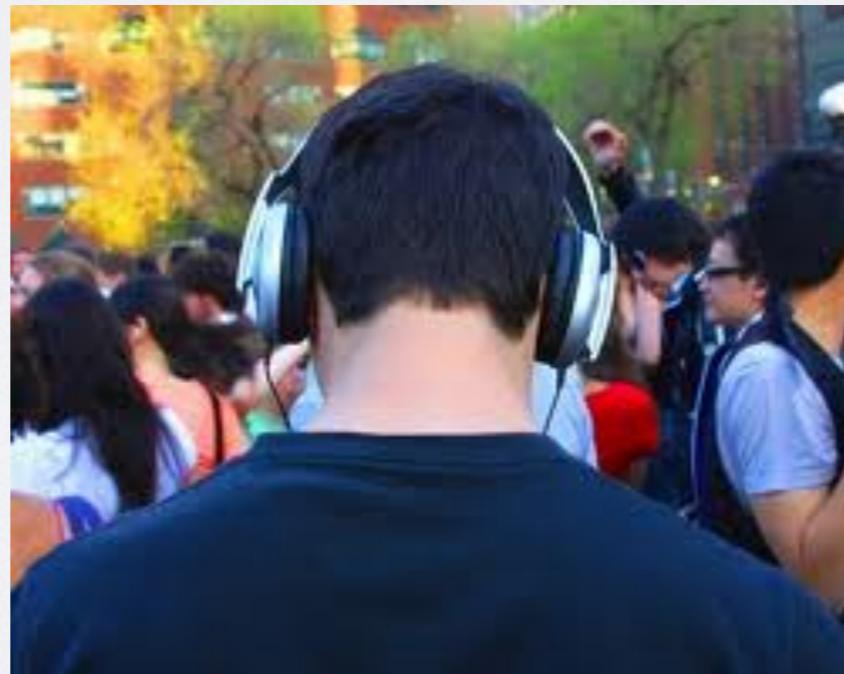
URBAN SPACES

- 1) Lots of stimuli, little physical and mental space: have to find creative ways to carve personal space in public
- 2) Static routines: you wake up, get on the train, go to work, go to happy hour, go home, go to bed, rinse and repeat.
- 3) We can become easily disconnected with the people around us by the environments we create for ourselves



FOR EXAMPLE

Mobile music players allow users to enjoy their favorite music and the opportunity to create a personal environment in a public space.



IPOD AR

In listening to your iPod, you consciously create your own augmented space, adding a personalized layer (or soundtrack) to the world around you.

BUT

“Augmented space is monitored space.”



DESIGN QUESTION

How can we use the augmented space we create via our iPods to interact with our environment in a new way?

PRECEDENTS

Janet Cardiff



Her Long Black Hair



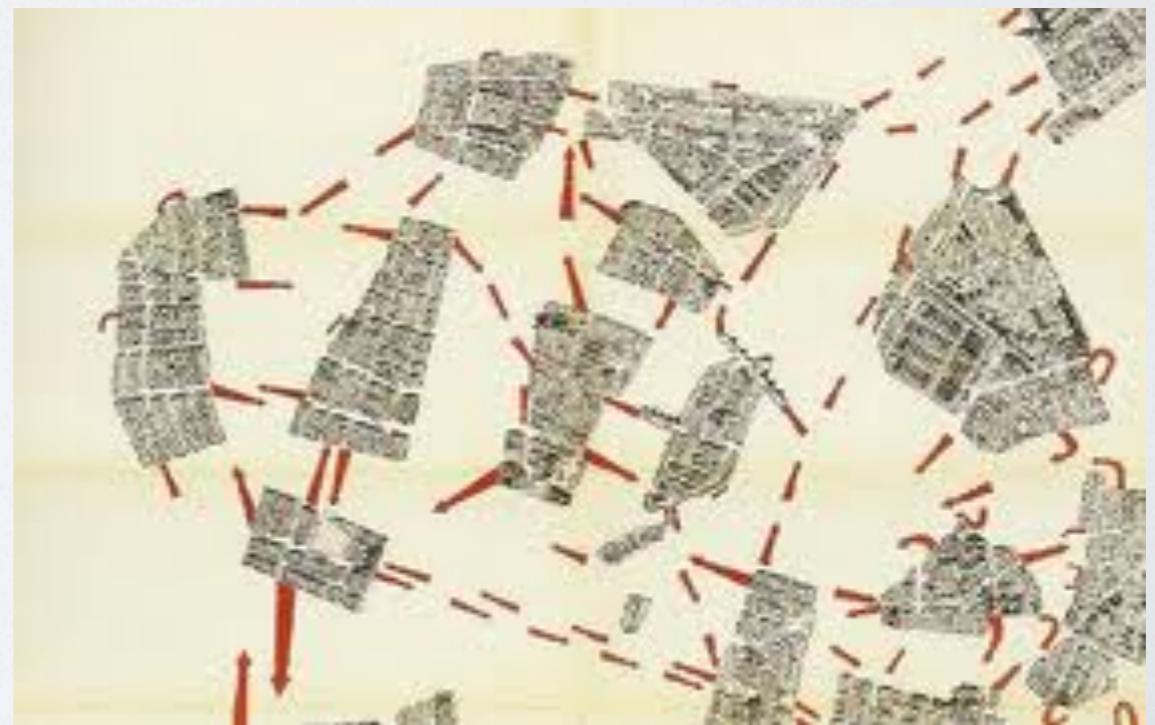
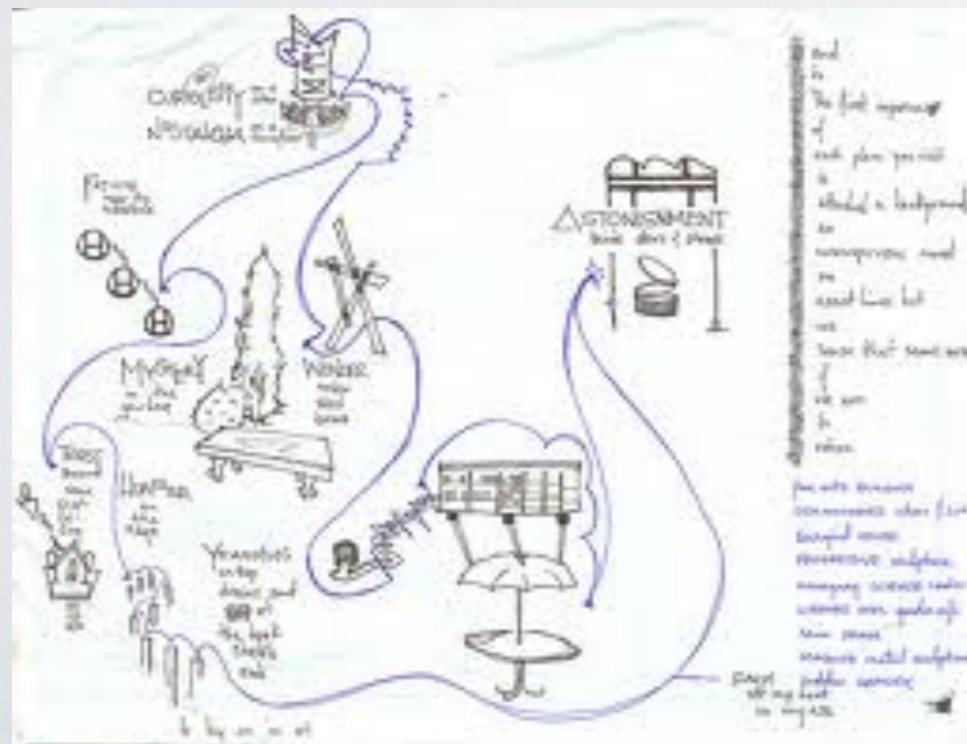
Forty-Part Motet

PRECEDENTS

Situationists

DERIVE = "...a technique of rapid passage through varied ambiances. Derives involve playful-constructive behavior and awareness of psychogeographical effects, and are thus quite different from the classic notions of journey or stroll."

Theory of the Derive, Guy DeBord



PRECEDENTS

SoundWalk

“...the listener is able to step into the life of a narrator mix fiction and reality in a cinematic experience giving the listener the impression of actually being in a film.” (www.SoundWalk.com)

Biography of Vinny Vella

This Soprano cast member is someone you don't want to mess up with, so stay on his good side. Jim Jarmush and Martin Scorsese are very good friends and love to work with him. A great actor, a real mobster, a neighborhood celebrity, Vinny will tell you things you don't want to know, "but take it easy kid, you're gonna have a good time."

Story ellis, Narrator Credits More of Soundwalk

Biography of Jazzy Jay

You will be safe with him; he is the original pioneer of hip-hop, a legend in his own style. What better guide, what better man, to introduce you to the roots of the rap movement. Just respect, observe, and listen to the man who launched hip-hop on the airwaves and co-founded Def Jam Records.

Story ellis, Narrator Credits More of Soundwalk

PRECEDENTS

Silent Disco



CONCEPT

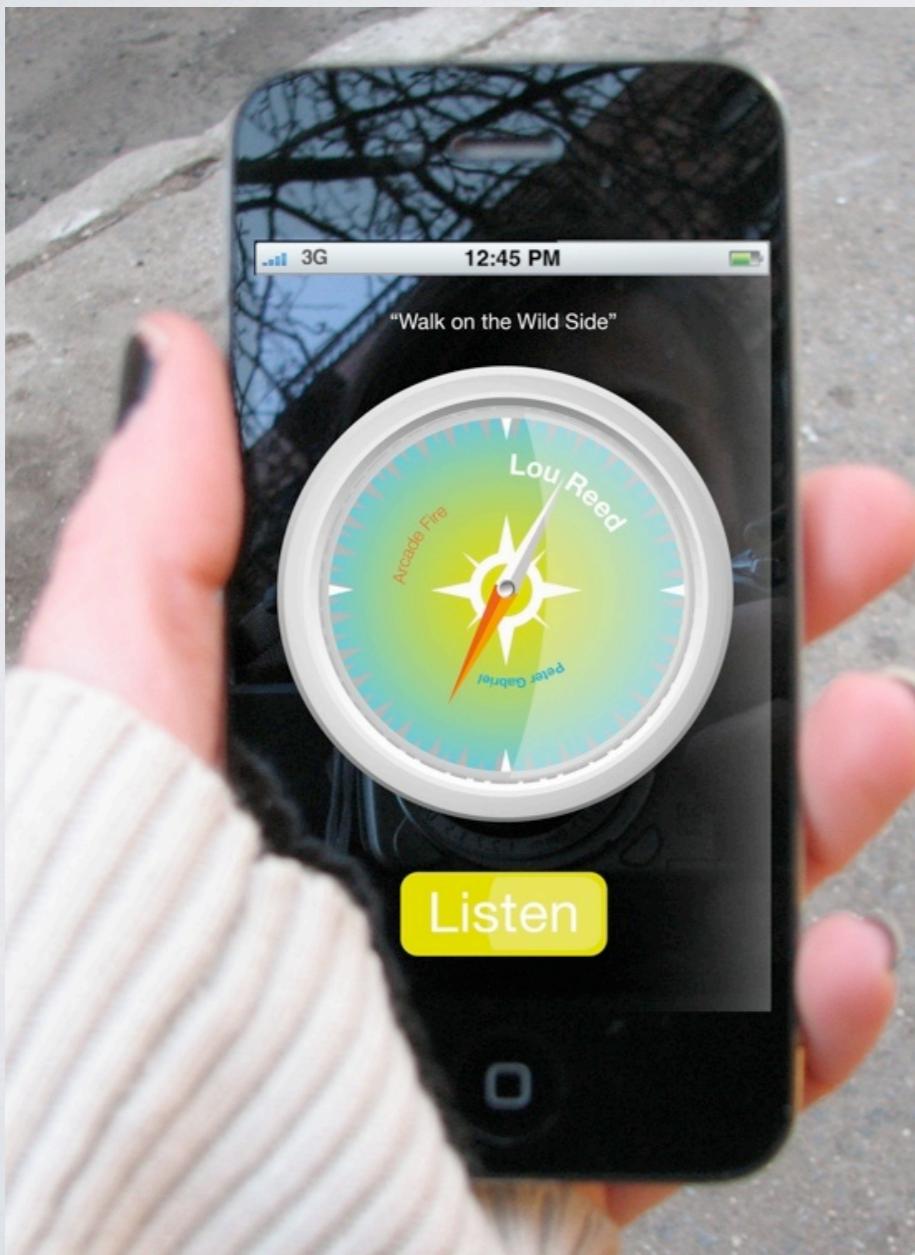
SONIC DERIVE

Explore urban space by following the personal sonic spaces of others via iPods and other mobile music devices.

- Finding a new way for seasoned urbanites to meander through the city
- Move through the city based on someone else's path and routine - game of unidirectional sound tag
- Disorientation through sound

HOW IT WORKS

Application that allows users to “tap” into surrounding iPods



Compass-like interface that points users in the direction of the songs being listened to in the surrounding area

When the white pin is on a song, tap “Listen”

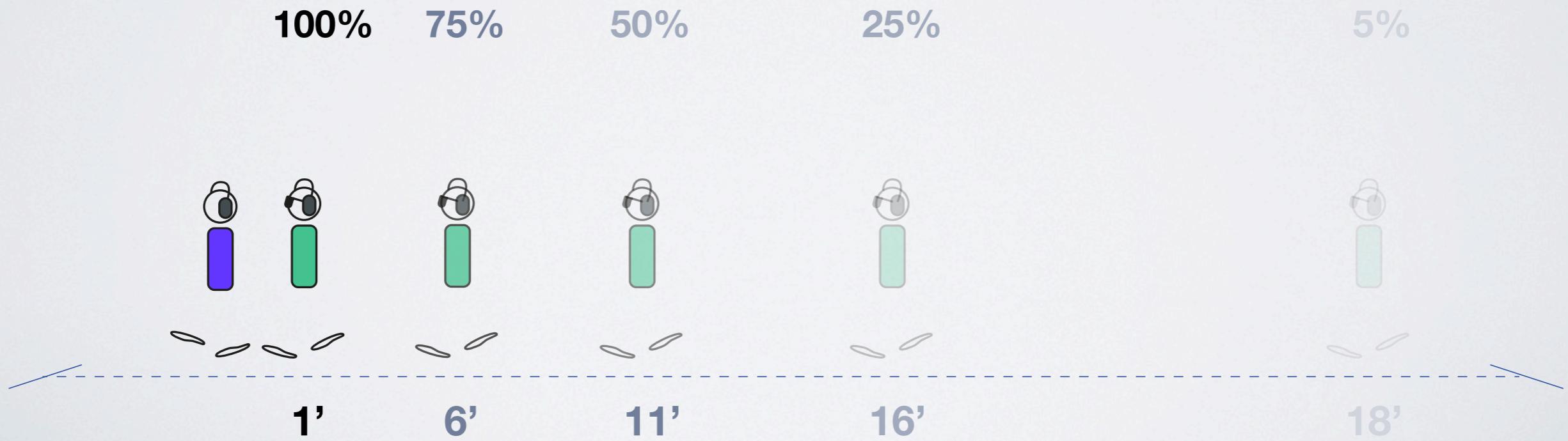
Be sure to keep up....

HOW IT WORKS

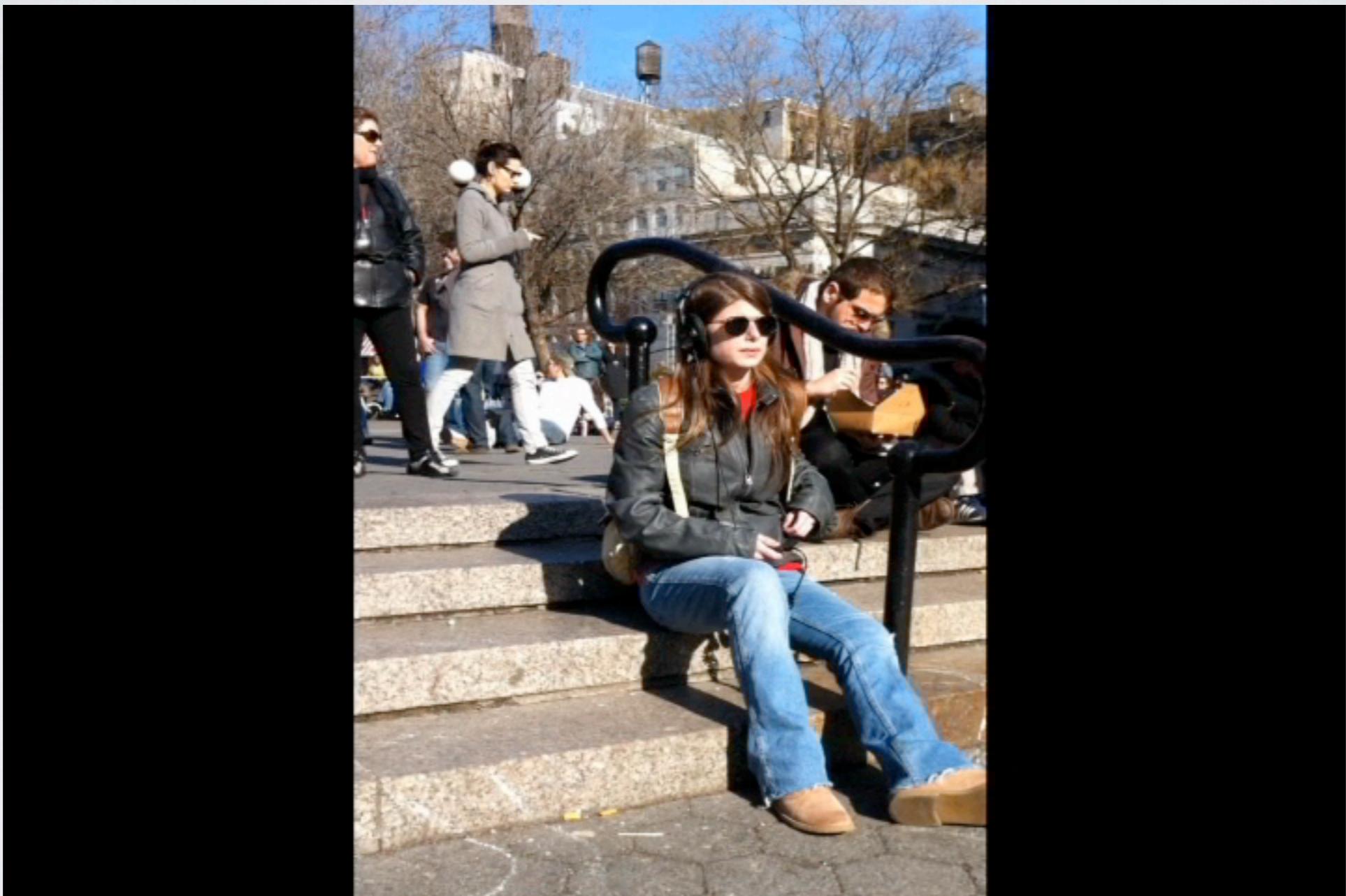
Proximity based:

As you move further away from the person, the volume decreases.

You have to keep up with them to keep listening.



USER SCENARIO



<http://vimeo.com/20506156>

CONSIDERATIONS

TECHNICAL

Users would have to be listening to a streaming station, using wireless headphones, etc. in order to pick up the frequencies

CONCEPTUAL

Idea of privacy for iPod listener

RESEARCH

Body storming changed concept

