In this final provocation you will explore a public landscape - constrained within a 5 x 5 x 5 meter volume over 5 weeks and within 15 minutes of our lab. The provocation is deconstructed into three critical components: (1) site selection, (2) micro-urban archeology, and (3) artifact design. In this provocation there will be little time for formal user testing and evaluation. The focus of this provocation is on the rapid generation of design concepts based on site geography, landscape, activities, and the public. You will need to not only communicate those designs but take a stand, detail, and argue for the adoption of a single public interactive design. Like real world designs you will be operating under a series of constraints:

- setting: public urban within 15 minutes of our lab
- space: 5 x 5 x 5 cubic meters
- time: 5 weeks
- topic: new ways of seeing

SITE SELECTION

Each group must select a site no more than 5 x 5 x 5 cubic meters within 15 minutes of our lab. The site we would like you to consider is what might be referred to as an in-between space, an interstitial space, leftover space, or non-place. Site requirements:

- Must be within 15 minute transportation distance of the CITRIS Invention Lab
- Your space must be a public space (i.e. it must be publicly accessible, not part of a private business)
- Must be free to access
- Must support some level of pedestrian or vehicular activity
- Must be reasonably bounded and specific (i.e. not “along College Avenue” but rather “the area of sidewalk on the west side of Telegraph Avenue bounded by the benches and newspaper rack”).

Beneath the paving stones - the beach
- anonymous graffiti, Paris 1968
MICRO URBAN ARCHEOLOGY

It is rare that you are allowed to inspect the public urban fabric in such detail, to spend time looking at ground that is usually brushed over, eyes averted, trafficked but not seen. The first part of this provocation focuses exclusively and intently on investigating, documenting and analyzing your chosen site. You are required to document and describe your site using all of the following:

- photograph your site on a weekend and weekday
- capture 2 minutes of video 2 times within a 24 hour period from a fixed location at least 8 hours apart
- photograph one surface in close up detail and create a tiled (8.5x11”) print of the surface at 1:1 scale of not less than 1 x 1 square meter (bring tiled printout to class)
- use forensic photography (include scale, orientation) to record not less than 5 unexpected objects or things
- use forensic photography to record not less than 5 traces of time, wear and use that were unplanned
- hold three 30 sec audio or video interviews with a person or passerby regarding the site. Have they ever noticed this site? What does it mean to them? Do they walk / ride past this site everyday, never, etc?
- measure and draw your site in plan and section and include a location plan
- include at least one government and/or commercial (zillow, etc) or other offsite but online information that looks at or captures a representation of your site in some non-physical terms
- use one measuring device of your own choosing and record/measure that metric on site and add to your site drawing. Suggestions include, sound, levels, light meters, wireless signals, moisture, geiger counter, etc.

In your documentation consider including information that is relevant to an extensive understanding of the space, its orientation, its proximity to landmarks or directional markers, its dimensions and proportions, its infrastructure, its history, its cultural heritage, its broken added or adjusted sections (i.e. new concrete, building repairs, or additions etc), any relationship to external systems (i.e. place of manufacture of street furniture, manhole covers, lights, garden varieties, etc).

The goal of this first part of this provocation is to see more in a 5 meter cube of public territory than you would normally notice, to see its implicit and explicit relationships to other public urban territories and commercial systems or systems of governance, land title, deed trust, ownership, usage, etc. The goal is to uncover the richness of this site, by simply looking closely, documenting, and analyzing. From these recordings you will be able to determine where steps need to be taken to uncover and activate this site. Principally, your role is to observe, record, and become intimate with the site you have chosen, noticing every nook and cranny as a possibility for future design territory. You will upload all of this documentation on hackster.io and present subsets of it in your critique.

Upload your Micro Urban Archeology materials by 10 April before class.
ACTIVATING 5x5x5x5x15

By now you have a very clear picture of your site. It is well documented, and precisely described in physical, behavioral, and temporal dimensions. The slate is now open for your design intervention. Using the details of the micro urban archeology of your site as a starting point, we are interested in developing both a position from which to consider technology, the publics, and the contemporary framework of social life - in particular the social life of small public urban spaces (apologies to Jane Jacobs).

While the Internet of Things has transcended to beyond even the status of internet meme in popular culture, we invite you to lead us into a new debate around the Internet of Places.

Using the above as a provocation, construct a response (affirm, negate, debate, critique, enable, celebrate, diminish, etc) that allows you to propose an interactive technological design that will activate your space in at least one of the following ways:

WITHIN - exist, be within, fixed, or make precious the area within your selected site

ACROSS - become active only when in motion across, in transit, or in intersection with your space

AWAY - highlight the disconnect, journey away, departure, longing, or network of remote similar spaces

This is not simply a mobile or location technology. It is an object that references some element of your space (i.e. see your micro urban archeology documentation). Your final design can take the form of a new static interactive object that lives only within your site. However, it can also be a technology you wear or carry across or into your site. Your final design and interaction must be in reference to your site. Whether you decide that your object does not work everywhere, changes function outside your site, or connects to some element of your site, etc is up to your team.

Your final design proposal must be interactive and must be adequately
justified by your previous micro-urban archeology. Your design should respond to your detailed analysis of the existing site as a starting point. It should incorporate technology and be additive to the site. Without taking on city hall or requiring a PhD in political science or philosophy, your design should consider the context broadly. While providing an interface for “citizen” users, do not exceed the physical limits of your 5x5x5 cubic meter site. How can you see this as an opportunity to recalibrate our ideas of what public urban spaces might be or might encompass with the introduction of technology? Your final design should render a place, perhaps strange and new, that we would all be drawn to visit.

You will need to hand in the following materials online through hackster.io:

- a title for your project
- one paragraph of text describing your project
- your observational documentation
- design process documentation (intermediate designs, sketches, ideas)
- a brief video (1-2 min) of your prototype in situ
- an instructable style process document describing the step by step making of the work
- any code, STL, cut, or modeling files