

# Disruption

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### MIT Media Laboratory Tale of Two Buildings



"The study of man-made and living systems will prosper in an environment where they can nurture each other." Jerome Wiesner, *Media Lab co-founder, MIT President (1971-1980)* 



Rethinking the Automobile (2010) Imagining MIT : Designing a campus for the twenty-first century (2007) Trilogy of digital cities: Me++ (2003); E-topia (1999); City of Bits (1995)

# MIT Media Laboratory





Wiesner Building designed by I.M. Pei. Photo Credits: MIT hyperstudio : h + digital. Completed 1985.



The Media Lab Complex designed by Fumihiko Maki. Photo Credits: Andy Ryan. Completed 2009.







		105055	1090>>	Unfolding	Eutura
		Industrial	Experience	Knowledge	Transformation
	Captivating idea	Product ownership	Experience	Self actualization	Meaningful living
	View	Local	Global	Contextual	Systemic
ä	Quest	Modernizing one's life	Explore lifestyle identities	Individual empowerment	Address collective issues
inds	Effect	Productivity & family life	Work hard play hard	Develop your potential	Meaningful contribution
ole m	Skills	Specialization	Experimentation	Creativity	Transformative thinking
Peol	Approach	Follow cultural codes	Break social taboos	Pursue Aspirations	Empathy & cooperation
	Economic driver	Mass production	Marketing & branding	Knowledge platforms	Value networks
	Focus	Product function	Brand experience	Enabling creativity	Enhancing meaning
ness mindset	Qualities	Products	Product-service mix	Enabling open-tools	Inclusive value networks
	Value proposition	Commodities	Targeted experiences	Enable self-development	Ethical value exchange
	Approach	Persuade to purchase	Promote brand lifestyle	Enable to participation	Leverage cooperation
Busi	Goal	Profit	Growth	Development	Transformation





























## Washington D.C. Metro

### Bill Lam

Bill Lam Tribute, IES Banquet (May 24, 2012) by Paul Zaferiou: "Bill applied principles of visual perception to inform decisions about what should be illuminated and why. The principles that he developed and stood for, we take for granted today. Bill may not have invented indirect lighting, but he took it to a whole new level in his quest for glare free environments. Lighting surfaces, like ceilings and walls, expand space and create the perception of brightness, resulting in visual comfort and interest."

http://www.visitingdc.com/images/washington-dc-metrosubway.jpg http://blog.lampartners.com/lighting-design/bill-lam-tribute-iesbanquet-may-24-2012.html

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# Light as Media and Medium



Resolution	Encoding	Meaning
Very low	Information as color	Implicit
Low	Information as movement	Implicit
Medium / low	Information as text	Explicit
High	Information as image	Explicit
Low relative to scale	Information as architecture	Implicit



### **Gulf Tower**

Legend for the color code of the weather beacon on the Gulf Tower in Pittsburgh, PA as published in a local newspaper

(Credit: KDKA-TV)









# WGBH HQ

As architecture...

Venturi reviews many examples of what he calls "explicit mannerism" including two buildings in Times Square: the Morgan Stanley building on Broadway between 49th and 50th and the Morgan Stanley Dean Witter building on Seventh Ave. and 50th Street both designed by KPF: "Viva the facade as computer screen! Viva facades not reflecting light but emanating light - the building as a digital sparkling source of information, not as an abstract glowing source of light!"

(Venturi 2004)









































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# Survey Quotes (On-foot and In-app) People seemed delighted with the interaction, "A true discovery. But not truly inviting immediately after a heavy rain! But I will come back with my smartphone in drier weather!" Most people commented on ease of use, "Appreciated not having to download an app", "could change color the beacon so easily" but still some "found it hard to find despite the QR code" (also had to do with physical placement of code, etc.) Definitely addressing tech-savvy crowd Questions on how system supports multiple users When it didn't work on someone's phone for whatever reason it was a let-down. Challenge working with multiple QS's, available cell network, etc.

- Children loved lighting. Could it be daylight visible? Could there be special controls just for kids?
   "Our kids love changing the colors!"
- Integration with the benches was challenging, "Had to catch a train. Awesome Idea. Reminds me of the "cows" project back in 2004ish."









### Considering and fulfilling pedestrian needs



### Responsive lighting

- Creates meaningful light changes according to pedestrian flow, weather, etc.
- Makes citizens aware of available data in the city
- Creates stunning effects when dynamic light is linked with real time events characteristics, e.g. noise
- Cost saving input to dynamic light shows



















# Digital ground and getting into place...

Digital ground is shorthand for a complex proposition: Interaction design must serve the basic human need for getting into place. Like architecture, and increasingly as a part of architecture, interaction design affects how each of us inhabits the physical world.

(McCullough, 2004, p. 172)





