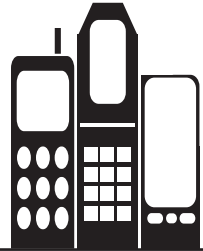


The Mobile City

Rotterdam 27 - 28 Feb 2008



Program for a two day conference about locative and mobile media and the city.





Dear visitors of The Mobile City conference,

The Netherlands Architecture Institute wishes you a warm welcome at The Mobile City conference. The Mobile City is organized in collaboration with the research programs 'New Media, Public Sphere and Urban Culture' at the University of Groningen (RUG), and 'Playful Identities' at the Erasmus University Rotterdam (EUR) and University of Utrecht (UU), and takes place on February 27 and 28 2008 in the NAI Rotterdam.

In the coming years, the NAI intends to focus on both agenda-setting programs and programs about innovation. Ole Bouman, current director of the NAI, stated in a recent edition of *Architectuur Bulletin*: "It's about architecture that wants to be visionary, maybe even to the point that it doesn't recognize itself as architecture anymore." That is why the NAI turns to other fields of interest, outside of architecture and planning. Curiosity towards developments in these other domains, and especially the search for where architecture will be in - say - ten years, are our driving forces.

The NAI is aware that it doesn't possess all this knowledge itself. On the contrary, we are open to other institutes, organizations, but also individuals, to exchange experience and knowledge. The proposal by Martijn de Waal (RUG) and Michiel de Lange (EUR) to organize a conference about locative media and the possible influences and relations with architecture and spatial planning in collaboration with, and in the NAI, perfectly fits this vision.



Within the disciplines of architecture and planning, we found out, there is yet little attention for locative media, mobile technologies, and their relation to urban culture and identity. All the more reason to host the two-day conference *The Mobile City* here in the NAi.

With an impressive line-up of speakers, we are convinced that enough competence, creativity, and inspiring examples are present to enable a fruitful conversation between various professionals, both from the field of architecture and spatial design, and from the field of new media technology. Thus we can start formulating answers to the question "what happens with urban culture and the city when physical and digital spaces merge?

Also on behalf of Martijn de Waal and Michiel de Lange, I wish you an inspiring conference .

Oene Dijk

Head of Lectures, Debates and Symposia program NAi.



Dear participants,

We warmly welcome you to The Mobile City conference. We feel this is an exciting opportunity for people from various disciplines to meet and engage in a conversation about the interplay of physical and digital spaces, and the influence of locative and mobile media on urban culture and identities.

Almost a year ago, Martijn de Waal approached Michiel de Lange to talk about plans to organize a conference about locative media. Soon we felt our two research projects to have a complementary and symbiotic relationship. Martijn - a PhD candidate studying the influence of new media on urban culture - is interested in changes in the physical urban space under the influence of digital networks and new media. Michiel - a PhD candidate studying mobile media, mobility, and identity - is interested in how mobile media spaces are acquiring a physical 'locative' component.

Thus, the initial idea evolved into the central conference theme: how urban culture and identity develop under the influence of mobile and locative media. The title of the conference followed naturally. *The Mobile City*: a conference questioning the interplay of physical and digital urban spheres in an age of mobile media.



We are proud to have four great speakers at the conference. Each of them can be said to be 'mobile' in their work: to move beyond the boundaries that define their respective disciplines, and to explore new 'hybrid spaces'. The keynote speeches are alternated with short presentations by people who have been working with locative and mobile media and the city from various backgrounds and interests. The discussion pannel also reflects this: five guests with a lot of experience in their own fields, and a willingness to engage in a conversation with people with different professional backgrounds.

We are pleased with what by the time of writing looks like a fully booked conference. With so many interesting people together, we are confident that *The Mobile City* will turn out to be a great event.

We wish you a great conference!

Martijn de Waal & Michiel de Lange
organizers of The Mobile City



10:30 Registration & coffee.

11:00 Welcome (Oene Dijk - NAI) & introduction (Martijn de Waal & Michiel de Lange).

11:15 Keynote Malcolm McCullough - "Urban Inscriptions".

12:10 Project presentations locative and mobile media:

- * Esther Polak (independent artist) - Amsterdam RealTime and locative media art.
- * James Stewart (School of Art Culture and Environment, Edinburgh UK) - Branded Meeting Places, Ubiquitous technologies, and the design of places for meaningful human encounter.
- * Ronald Lenz (Waag Society, Amsterdam) - Location-based Learning in the Games Atelier.
- * Laurence Claeys & Marc Godon (Bell Labs-Alcatel-Lucent, Antwerp) - "Let the Homo Ludens conquer the city": the touch-paradigm in designing new technologies.
- * Thomas Engel (The Saints, Amsterdam) - NavBall, a locative multiplayer game.

13:00 Lunch.

13:30 Keynote Christian Nold - "Locative Media Autopsy".

14:25 Keynote Tim Cresswell - "Dromologies - Towards a Politics of Mobility".

15:20 Tea & coffee.



15:45 Project presentations locative and mobile media:

- * Jeroen van Schaick & Stefan van der Spek (Delft University of Technology, Faculty of Architecture)
Urbanism on Track: studying activity patterns in the Network City.
- * Martin Rieser (media artist and theorist, UK) - Starshed: mapping stories onto the city of Bristol, UK.
- * Robin De Witte (I-city Hasselt and City Live) - a wireless city in Hasselt, Belgium.
- * Anne Nigten (V2_Institute for the Unstable Media, Rotterdam) - Stalkshow: an interactive billboard in public space.
- * Willem Velthoven (Mediamatic, Amsterdam) – Social RFID.
- * Dick de Ruijter (Hootchie Cootchie Media Collective, Rotterdam) - Afrikaander Tapes: city walk in Rotterdam, Netherlands.

16:35 Panel discussion “Designing for Mobile Media & Urban Spaces: between Theory and Practice”:
Nicolas Nova (user experience & foresight researcher, Media & Design Lab, Swiss Institute of Technology, Lausanne), Rob van Kranenburg (Waag Society Amsterdam), Nanna Verhoeff (University of Utrecht), Marc Schuilenburg (Free University Amsterdam; Studio Popcorn), Joris van Hoytema (BBVH Architects, Baas op Zuid).

17:45 Drinks.

18:00 Dinner.

20:00 Keynote Stephen Graham - “Sentient Cities: Ambient Intelligence and the Politics of Urban Space”.

21:30 End of the program.



Malcolm McCullough is Associate Professor University of Michigan.

For twenty years as an educator, author, and design advocate, Malcolm McCullough has consistently brought a human-centered approach to emerging practices in digital design. Beginning from computer aided design in architecture, in which he was a pioneer in the 1980s, McCullough eventually reached artists, urbanists, environmental psychologists, digital fabricators, and usability professionals. His 1996 book *Abstracting Craft* found an interdisciplinary audience for the creative work practices behind the digital economy. His 2004 book, *Digital Ground—Architecture, Pervasive Computing, and Environmental Knowing*, offered a theory of place for interaction design. He served at Carnegie Mellon; and for ten years at Harvard. He experienced silicon valley briefly as a product manager at early Autodesk and later as a visitor-in-residence at Xerox PARC. Currently he is writing a book on environmental histories of locative media.

Urban Inscriptions

The citizens of the mobile city go from place to place, and would not want to be just anywhere. The most vibrant mobility occurs where physical contexts overlap, social situations intensify, and multiple histories accumulate. In urbanism (an unlike automobile-abiding exurbanism) density makes life better. Layers of information have long been part of urban density. Locative media are not so new, and their applications are not just in wayfinding. This talk considers a longer history of urban inscriptions, suggests new challenges in urban markup, and grounds these in their relations to architecture.



Christian Nold - independent artist and lecturer in London.

Christian Nold is an artist, designer and educator working to develop new participatory models for communal representation. In 2001 he wrote the well received book 'Mobile Vulgus', which examined the history of the political crowd and which set the tone for his research into participatory mapping. Since graduating from the Royal College of Art in 2004, Christian has led a number of large scale participatory projects and worked with a team on diverse academic research projects. In particular his 'Bio Mapping' project has received large amounts of international publicity and been staged in 16 different countries and over 1500 people have taken part in workshops and exhibitions. These participatory projects have a strong pedagogical basis and grew out of Christian's formal university teaching. He is currently based at the Bartlett, University College London.

'Locative Media' Autopsy

We are at a point when certain 'Locative Media' projects are receiving large academic and commercial funding and some University courses teach a history of media that goes from analogue to digital to virtual and now locative. At the same time it seems clear that Locative Media does not exist anymore as a community but has splintered into a number of different directions. This lecture will attempt a brief survey of what Locative Media once was and what it is today changing into. Certain positive qualities that emerged such as the strong focus on audience and the specificity of place appear to be kick-starting a new generation of practice.



Tim Cresswell is professor of Geography, University of London.

Tim Cresswell's research interests are in social and cultural geography. Specifically he is writing on geographies of mobility ranging from ballroom dance to the international airport. His interests centre on the role of geographic thought (about such things as mobility, place, landscape, space etc) in the constitution of social and cultural life. He is keen to show how geographical imaginations and practices play powerful roles in the production of relations of power, domination and resistance. Tim Cresswell is also on the editorial board of the journal "Mobilities".

Dromologies - Towards a Politics of Mobility

In this talk I propose a politics of mobility based on six facets of human mobility - motive force, velocity, rhythm, route, experience and friction. Each of these is implicated in the production of kinetic hierarchies in social and cultural life. These themes will be developed both historically and in the present day through discussions of, among other things, the medieval vagabond and Rfid technology.



Stephen Graham is professor of Human Geography, Durham University (UK). Over the last fifteen years Stephen Graham's research has sought to understand the relations between urban places and mobility, infrastructure and technology on the one hand, and war, surveillance and geopolitics on the other. In particular, his recent work has explored the 'splintering' of urban spaces and infrastructures, mobilities and cities; the implications of new media technologies for urban life; and the proliferation of urban surveillance systems which are increasingly automated through computer software.

Ambient Intelligence and the Politics of Urban Space

Increasing amounts of information processing capacity are embedded in the environment around us. They link the physical environment with an informational landscape, that is both a repository of data but also increasingly communicates and processes information.

This presentation suggests that we need to unpack the embedded politics of this process. It outlines three key emerging dynamics: environments that learn and possess anticipation and memory, the efficacy of technological mythologies, and the politics of visibility.

To illustrate this, three contrasting forms of sentient urban environments will be explored. The first addresses market-led visions of customised consumer worlds. The second explores military plans for profiling and targeting. Finally, the third looks at artistic endeavours to re-enchant and contest the urban informational landscape of urban sentience. Each, we suggest, shows a powerful dynamic of the environment tracking, predicting and recalling usage.



Nicolas Nova is a cognitive scientist by training. He works as a user experience and foresight researcher at the Media and Design Lab (Swiss Institute of Technology, EPFL) in Lausanne, Switzerland. His current research is geared towards the study of gaming experiences (location-based applications, ubiquitous computing) in mobile/urban contexts. He is interested in the hybridization of digital and physical environments. He blogs at Pasta and Vinegar and is co-producer of the LIFT conference in Geneva and Seoul.

Nanna Verhoeff is associate professor at the Department for Media and Culture Studies at Utrecht University. In 2006 she published *The West in Early Cinema: After the Beginning*, focusing on the appeal of (virtual) travel in cinema when it was still a new medium. She is currently working on a comparative study of screen media, mobility and spatial practices, ranging from *Highway Panorama's* to mobile game consoles and navigation devices.

Joris van Hoytema works for BBVH Architects & Multimedia. *BBVH architects* is an architect's office specialized in housing, private housing, design of restaurants shops and offices. *BBVH multimedia* builds internet sites and programmes for housing, architecture and urban planning. In march 2006 BBVH multimedia won the prestigious 'European Seal of Excellence in Multimedia Design'. One of the projects by BBVH is "Baas op Zuid", an architecture game in which players can design their neighborhood, and make decisions that directly influence their environment.

Marc Schuilenburg teaches at the department of Criminology (VU University Amsterdam). He studied at the School of Law and the Faculty of Philosophy at the Erasmus University Rotterdam. His work focuses on the risk society. He writes articles on law, philosophy and popular culture. In 2007 he published with Alex de Jong a book about the city and new media: *Mediapolis. Popular Culture and the City* (010-Publishers, Rotterdam).

Rob van Kranenburg is head of Public Domain at Waag Society. He is involved in negociability strategies of new technologies, predominantly ubicomp and rfid (radio frequency identification), the relationship between the formal and informal in cultural and economic policy, and requirements for a sustainable cultural economy. 12



Esther Polak (1962) studied graphic art and mixed media and is interested in how technology determines (visual) perception. In this context she explores the visual and documentary possibilities of GPS. Her *AmsterdamREALTIME* project (2002) was one of the first large-scale art explorations in GPS (Global Positioning System) mapping. Ten inhabitants of Amsterdam carried a GPS tracer with them for one week. Their routes through town were made visible on a projection screen in the exhibition space. The traces on screen form an alternative, highly personal map of the city. This was a joint project of artists Esther Polak, Waag and Society Jeroen Kee.

Later, she developed the collaborative *MILKproject*. In this project a European dairy transportation was followed from the udder of the (Latvian) cow, to the mouth of the (Dutch) consumer. All people who played a role in this chain received, for a day, a GPS-device that registered their movements.

At this moment, Polak works on a new GPS-project in Nigeria called *NomadicMILK*. Routes of both nomadic herdsman and regular dairy transports will be recorded and visualized. The project will make use of a newly developed visualization tool: a small robot will draw the tracks directly on the ground in lines of sand. This way the tracks can easily be shown to the Nigerian participants and discussed with them along the road.

James Stewart works at The University of Edinburgh, School of Art, Culture and Environment, The Institute for Study of Science Technology and Innovation, and the School of Informatics, and Edinburgh College of Art. His presentation is titled *"Branded Meeting Places, Ubiquitous technologies, and the design of places for meaningful human encounter"*. The way that we experience urban place and the built environment is defined to a large degree by the places we go for social encounters, meeting: the places we go to work, for consume, to learn and for entertainment. These places are changing: meetings are now less constrained to offices, shops and fixed points of service, and can take place in a range of environments, In particular we see the rise of branded places: coffee houses, transportation hubs, customised meeting places, and informal, locally-branded spaces that attempt to offer a quality of environment for all sorts of meetings. People are drawn to places that have particular meanings as loci of human encounter. The concept of Brand is increasingly used in the creation of these meaningful locations.



Ronald Lenz heads the Locative Media research program at Waag Society and works at 7Scenes, a Waag Society company that develops location-aware software for the cultural, educational and events sector. Waag Society is a medialab based in Amsterdam, The Netherlands which researches how creative technologies can lead to social innovation in education, culture, healthcare and the public domain. Important expertise include Creative Learning and Locative Media. His presentation is about the latest project called *Games Atelier*, in which students from secondary schools are invited to create and play their own location-aware mobile games. Games Atelier will be launched March 14th 2008 by Amsterdam mayor Job Cohen.

Laurence Claeys & Marc Godon work as senior researchers at Bell Labs-Alcatel-Lucent in Antwerp, Belgium. The title of the presentation is *"Let the Homo Ludens conquer the city: the touch-paradigm in designing new technologies."* Starting from the broad research topic of the use of the touch-paradigm to interact with 'things', Rena (R&I unit on residential applications of Bell Labs Alcatel-Lucent) scrutinized the home and city context for the use of RFID. Different test cases were developed. In all the ying-yang relation between home and city context were pursued and the Homo Ludens (the human as a playful actor) was taken into account. Some of the uses-cases, conceptual models, user-researches and commercial applications will be presented that came out of the research that is part of the European Smarttouch project.

Thomas Engel works for The Saints, a Amsterdam-based company developing content for mobile devices. Thomas will talk about NavBall, a *"Next level mobile GPS game"*. The game brings together GPS gaming, ball and team sports into an action packed 45-minute game. It features 2 teams of 11 players each that will attempt to score as many goals. The "ball" and "goal" are placed on a map of Amsterdam and the players have to get into formation to kick the "ball" at the right angle and speed to make a goal. The players have to move around the city with their GPS enabled phones in order to achieve this.



Jeroen van Schaick is a PhD candidate in Urbanism at the Technical University Delft on integrating knowledge on activity patterns of people in urban design and planning. The PhD research that will be finalized in 2009 explores three directions: the conceptual frameworks in urban design and planning and time geography, the visualisation of time in relation to space and the development of organization principles for urban areas. **Stefan van der Spek** is Assistant Professor at the department of Urban Design, Technical University Delft. Both have organized the event "*Urbanism on Track*". In their presentation, they will talk about how architects may map activity patterns in the Network City.

Martin Rieser is Joint Research Professor in the Institute of Creative Technologies in De Montfort University, Leicester UK. Martin Rieser is a media artist and theorist working in a range of media from the Internet to Locative Media and Interactive Installation. His work is trans-disciplinary and is particularly concerned with the combination of interactive poetry, sound, narrative and performance in still and moving image. He has exhibited internationally in Europe, Australia, America and Japan. Martin Rieser will talk about one of his recent projects: *Starshed*, a project about mapping stories onto the city of Bristol, UK.

Robin De Witte works for i-City in Hasselt, Belgium, a not-for-profit organization. Several parties participate in i-City, amongst others Microsoft, HP, Siemens, The Flemish Government, Concentra (media company) and Telenet (telcom operator). The aims of i-City are to create a wireless infrastructure in the cities of Hasselt and Leuven (Belgium), to build a Customer Services Platform (CSP) that enables use by portable devices, to set up a playing ground - or Living Lab - that enables other businesses to test out mobile applications, and to stimulate the development of commercial spinoffs. City Live is the first spin off of i-City. It is the owner of the CSP platform. Its goal is the world wide deployment of CSP. In his presentation, Robin De Witte will explain how the i-City goals have been realized, what kind of applications are successful in Hasselt, and how City Live is making progress.

Anne Nigten is Lab Manager with V2_Institute for the Unstable Media, based in Rotterdam. Founded in 1981, V2_ is an organization concerned with research and development in the field of art and media technology. Anne will present *StalkShow*, a project V2_ has done in collaboration with media artists Karen Lancel and Hermen Maat. *StalkShow* deals with the threat of insecurity and isolation in public space. It invites the audience to give this threat a personal face and space; to show both its horror and its beauty. A performer carries an interactive wearable billboard containing a laptop with a touch screen around these spaces. People are invited to touch the touch screen and to navigate through texts about the threat of insecurity and isolation.

Willem Velthoven is one of the founders of Mediamatic, a new media organization in Amsterdam. In his presentation, Willem will talk about the social uses of RFID technologies.

Dick de Ruijter will talk about the "*Afrikaander Tapes*", a narrative GPS audio tour through the "Afrikaanderbuurt" (neighborhood) in Rotterdam. Using a PDA with GPS and a headphone, the 'tourist' wanders around in the neighborhood and can immerse him/herself in a forest of sound clips and images to explore the kaleidoscopic history of the Afrikaanderbuurt. The project is started by researchers Steven van Schuppen and Dick de Ruijter, and developed by the Hootchie Cootchie Mediacollectief. This collective was one of the first to launch an interactive GPS route with the project Codex Kodanski. The narrative is written by Hans Sahar. Somewhere in the near future, the "*Afrikaander Tapes*" will have a follow-up with the "*Transvaal Tapes*" in The Hague.



With Stephen Graham and Christian Nold
moderator: Martijn de Waal

The goal of this workshop is to assess the interplay between urban culture and locative and mobile media from different academic and professional disciplines. What are the main challenges and opportunities? And how do different disciplines address these?

The workshop is divided into two parts. The first part will focus on challenges, the second part on opportunities. Each part will start with a general discussion of the theme, brought up by special guests Stephen Graham and Christian Nold. After that, some of the workshop participants will be given the opportunity to present a crucial issue related to the theme from their own work. Other participants are asked to comment on these issues.

Software Sorted Cities

In the first part of the workshop we will look at challenges that new media technologies may pose to Urban Culture. What role does 'software sorting' play in Urban Culture? How are locative and mobile technologies used in the process of urban securization? Can we speak of a new digital divide arising from the use or non-use of locative media, that is linked to an urban divide?

Introduction: Stephen Graham



Locative media and the making of public space

In the second part of the workshop we will discuss how several mobile and locative media practices and technologies enable new or different ways of 'space making'. Under what circumstances can they be used to create (a new type of?) public space? What could be the role of art in this process? And how can urban professionals make use of new ways of collecting data (like gps-tracking) in their design of public spaces?

Introduction: Christian Nold

Workshop Participants

Stephen Graham, Christian Nold, Daniel Aschwanden, Jonneke Bekkenkamp, René Boomkens, Dimitris Charitos, Christoph Emenlauer, Twan Eikelenboom, Lucas Evers, Ana María Fernández-Maldonado, Frank Go, Ina Klaasen, Ole B. Jensen, Eric Kabisch, Arjen Ligtoet, Michiel de Lange, Eva Nieuwdorp, Martijn Oosterbaan, René Paré, Heli Rantavuo, Martin Rieser, Jeroen van Schaick, James Stewart, Taede Tillema, Ginette Verstraete.



With Tim Cresswell and Malcolm McCullough
Moderator: Michiel de Lange

In this workshop we will tie together several themes: converging developments in mobile media, mobility, and (urban) identities. Can we apply concepts from mobility studies in research about new media? In turn, can media studies contribute to understanding of mobility? And what is the influence of mobile media and mobilities on the construction and experience of (urban) place and identity?

We will discuss existing analyses about mobility, e.g. as proposed by Urry (2000), who proposes four kinds of travel: travel of objects, travel of people, virtual travel, and imaginary travel. We will discuss the 'new mobilities paradigm' in relation to the 'sedentarist and nomadic metaphysics' (Cresswell 2006) from a media perspective. What happens to place making and (urban) identities under the influence of mobile and pervasive computing? Can technologically mediated mobilities be seen as a "fourth place" (McCullough 2004)?

The discussion is split into two thematic parts:

1) "Mobility turn" in relation to mobile/locative media. Possible questions are:

* Mobility (and terms like fluidity, liquidity, flow, neo-nomadism, etc.) is seen as a central characteristic of contemporary life (Cresswell 2006). On the other hand, mobile and locative media re-introduce the importance of place, of being somewhere (McCullough 2006). How can we deal with this paradox?



* The 'mobility turn' appears to have its origins in concern with changes in physical (geographical) space and movements. How can developments in mobile media be integrated into theories of mobilities?

* Similarly, how can media theory - which has tended to portray "the virtual" or "cyberspace" as a world set apart - incorporate theories about (physical) mobility? How can we think of the merging between digital and physical space as "hybridization" of spaces?

2) Identity in the 'mobile age'. Possible questions are:

* An important aspect of identity is the way we relate to other people, feel (imagined) nearness. How do mobile technologies shape nearness and co-presence?

* Identities have traditionally been tied to (narratives of) places: being from somewhere, being somewhere. How does this change in this age of dominant "mobility-systems"? What kind of new narratives are formed around the concept of mobility?

* A central conceptual pair is dwelling and meeting. Identities can be said to oscillate between sedimentation (dwelling in the known) and innovation (meeting, opening up to new influences). How do mobile media change the character of dwelling and meeting?

Workshop Participants

Malcolm McCullough, Tim Cresswell, Anatole Fuksas, Eric Kabisch, Jutta Hinterleitner, Ginette Verstraeten, Rene Boomkens, Martijn Oosterbaan, Ole B Jensen, Bo Stjerne Thomsen, Colleen Kaman, Pat Naldi, Lorenza Parisi, Tim Schwanen, Eva Nieuwdorp, Jeroen Timmermans, Martijn de Waal, Monika Codoury, Annette Mees, Janine Toussaint, Marion Traenkle.



Organization

The Mobile City is organized by:

- * 'New Media, Public Sphere, Urban Culture' project at Rijksuniversiteit Groningen (RUG).
- * 'Playful Identities' project at Erasmus University Rotterdam (EUR) and University Utrecht (UU).
- * Netherlands Architecture Institute Rotterdam (NAi).

Conference organizers: Martijn de Waal (RUG), Michiel de Lange (EUR), Oene Dijk (NAi).

Contact

e-mail: info@themobilecity.nl

website: www.themobilecity.nl

Sponsors

The conference organization wishes to thank the following organizations for their financial support: Netherlands Organisation for Scientific Research through the NWO-research program *Transformations in Art and Culture*; Dienst Kunst en Cultuur, city of Rotterdam; Vereniging Trustfonds Erasmus Universiteit Rotterdam.



Nederlandse Organisatie voor Wetenschappelijk Onderzoek

Vereniging Trustfonds Erasmus Universiteit Rotterdam



Gemeente Rotterdam

Kunst en Cultuur



The Mobile City is a two-day conference about locative & mobile technologies, urban culture and identity. The Mobile City brings academics, architects, urban professionals and media designers together to address the question: what happens to urban culture when physical and digital spaces merge?

The physical, geographical city with its piazza's, its neighbourhoods and crossings intersects with the 'virtual space' of electronic communication-, information- and observation-networks of GSM, GPS, CCTV, UMTS, WIFI, RFID, etc. At the same time, the domain of digital space is increasingly becoming physical. An "internet of things" is emerging. Another example is the rise of 'pervasive games', digital games with a physical component in urban space. Is it still useful or even possible to talk about the city as being only physical? Or about the digital world as purely 'virtual' (in the sense of 'not real' or immaterial)? The physical city and the spaces of digital technologies merge into a new "hybrid space". Hybrid spaces are shaped by the social processes that concurrently take place in digital and physical spaces. What is the influence of these developments on the ideas we have of time, space and place, citizenship and identity?

Locative and mobile media can be understood as interfaces between the digital domain and the city, as bridges between the social processes that formerly took place in more separated domains (digital/physical) but are now spilling over into each other. The Mobile City will pose the following questions:

- * From a theoretical point of view, what are useful concepts to talk about the blurring/merging of physical and digital spaces?
- * From a critical perspective, what does the emergence of locative and mobile media mean for urban culture, citizenship, and identities?
- * From a professional point of view, what does this mean for the work of urban professionals (architects, designers, planners), media designers, and academics?