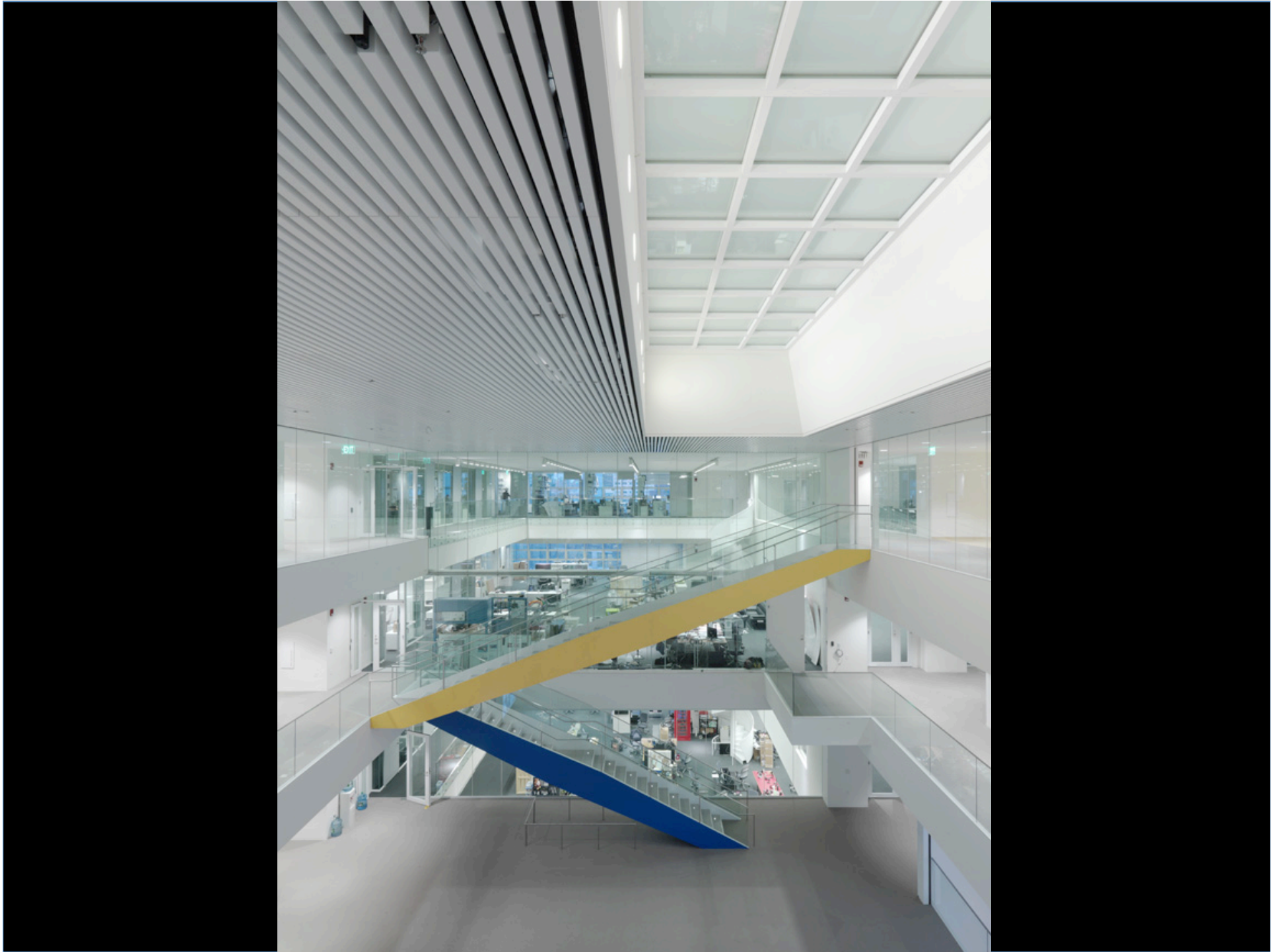




# Back to Reality

Andrew Lippman  
MIT Media Lab  
October, 2010







# People in Places

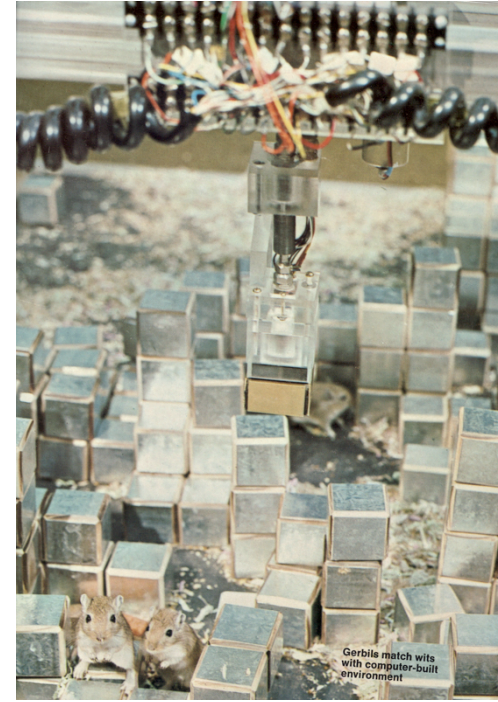
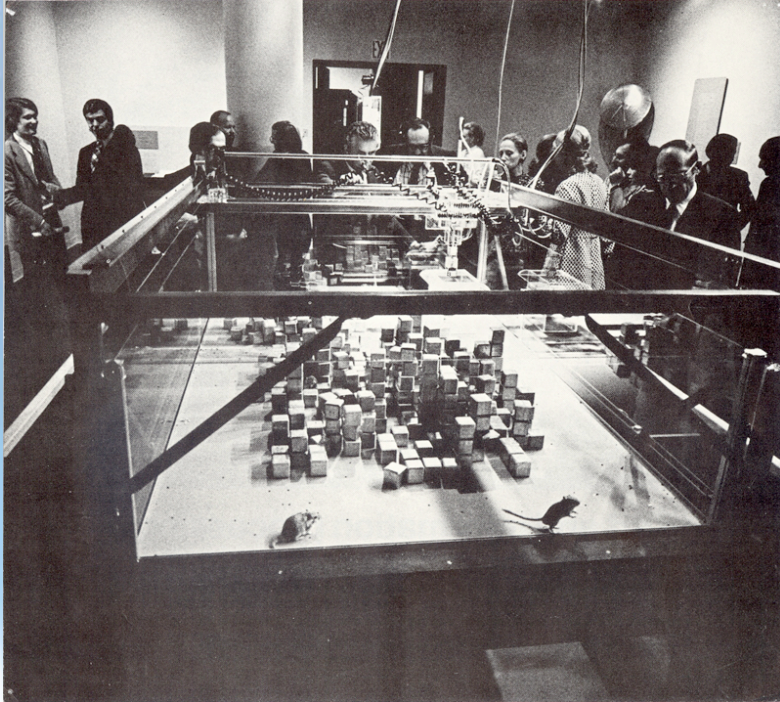
- Technology interacting with the physical environment
- Influencing Space
- Influencing technology
- (WE not me)

# People in Places



Bata; "Sleep no More," Diane Paulus

# Building Space: Seek



Architecture Machine Group, 1968

# Spatial Thinking



Simonides of Ceos, c500BC; SDMS, 1976

# Environmental Questions

- “Design motility for a city you want to live in”
- “Design an information system that shows guests the ideas behind the visible work”
- “Make a phone we want to use...”

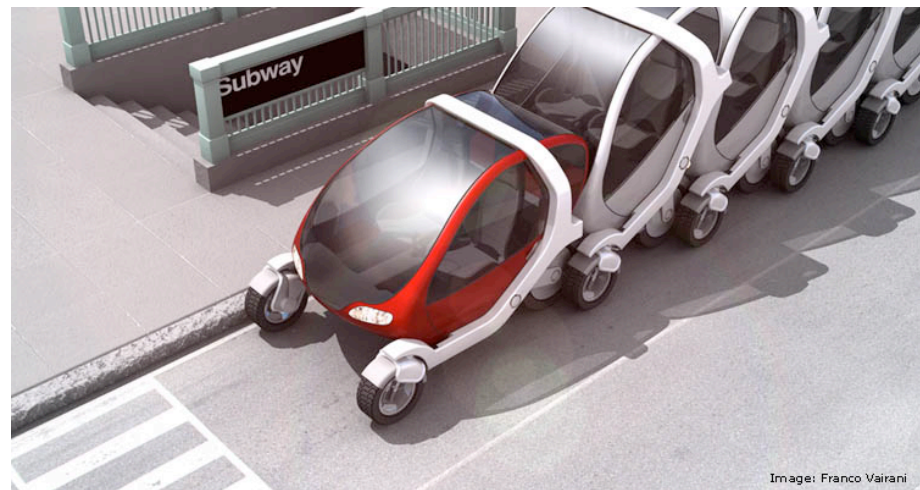
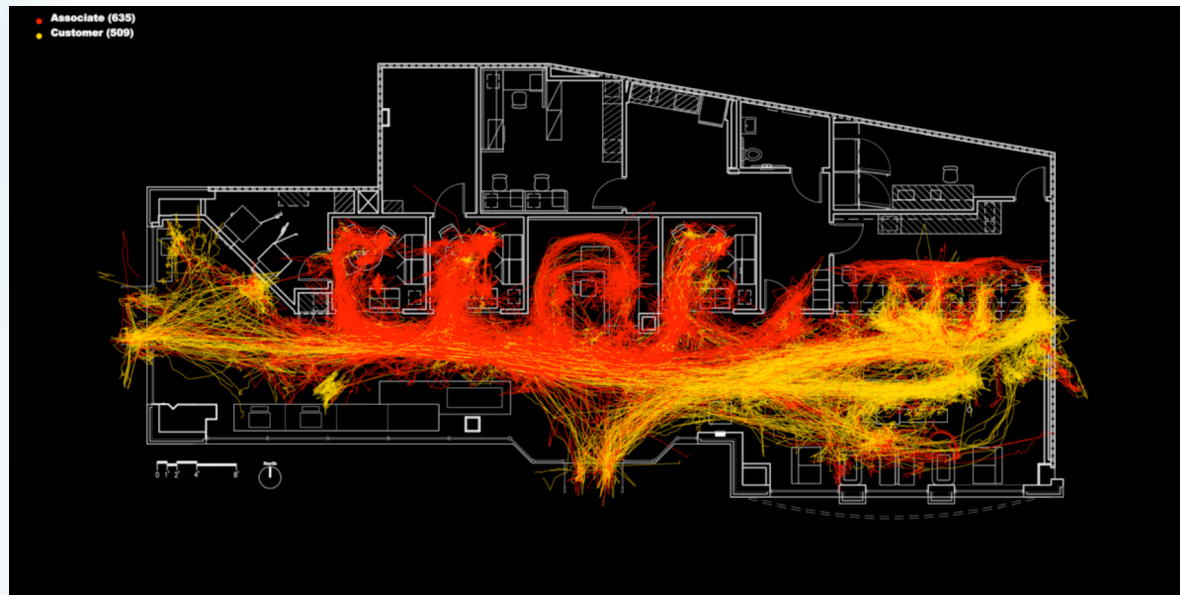


Image: Franco Vairani



# Understanding Space

- Re-design layouts for people and employees
- Integrate views of customers across physical and digital channels
- Quantify design and marketing efforts



# Visible Networks

In a Good Network, the Intelligence is at the Edges.



What One Looks Like in Front of the Television

# Directionality



**Light is All  
Around Us**  
How am I  
supposed to  
decide where to  
look?

Thoughts of a Viral  
Graduate Student

