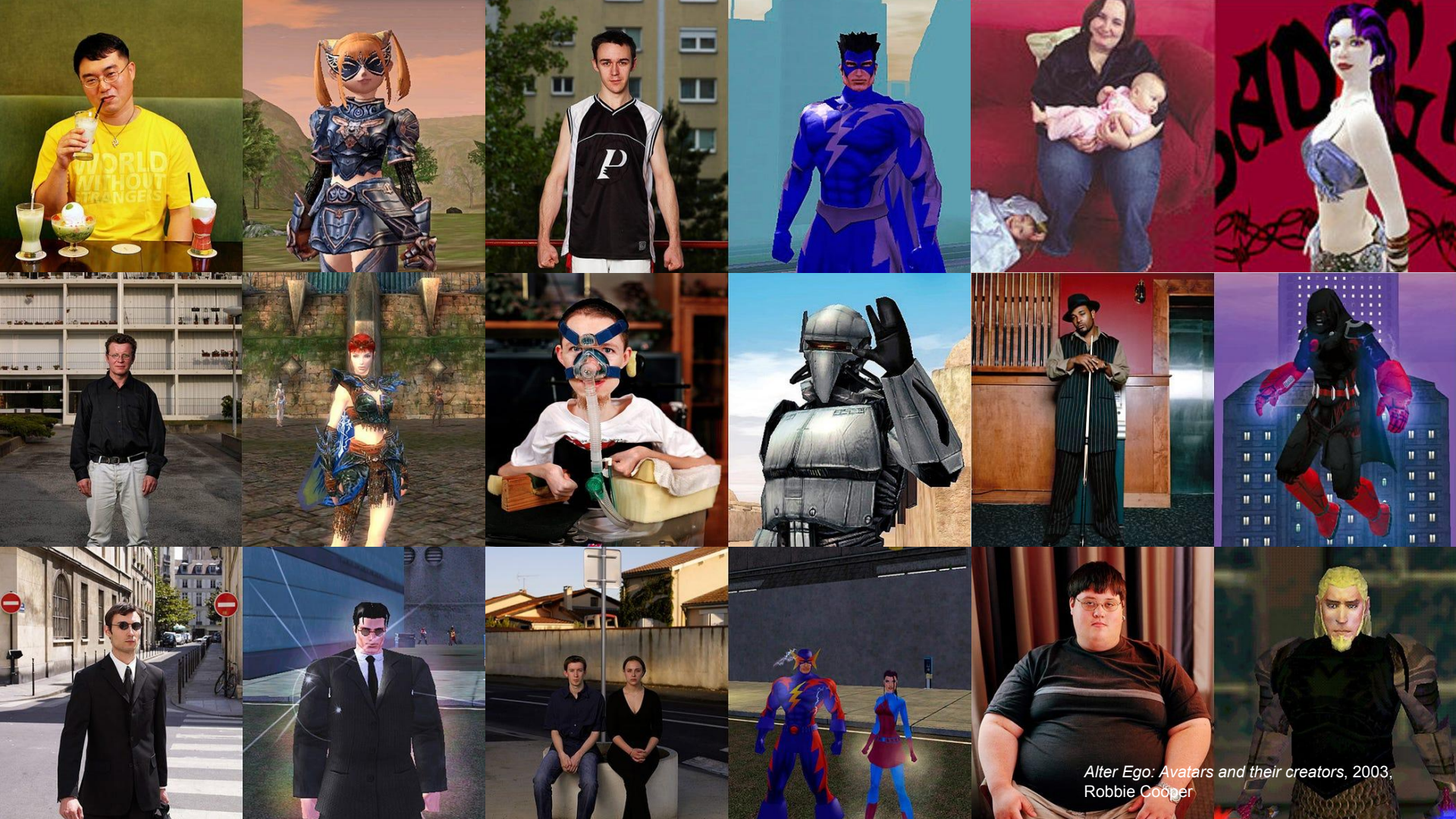
Source image: *The perfect human*(1968), Jørgen Leth
Edit: Yongyi Wu

#1 The dual identity of contemporary urban life



Alter Ego: Avatars and their creators, 2003,
Robbie Cooper

“ In 2018, the number of single adults in China has exceeded 200 million, and the number of adults living alone exceeds 77 million. ”

Statistical report of the People's Republic of China on the 2018 development of civil affairs undertakings

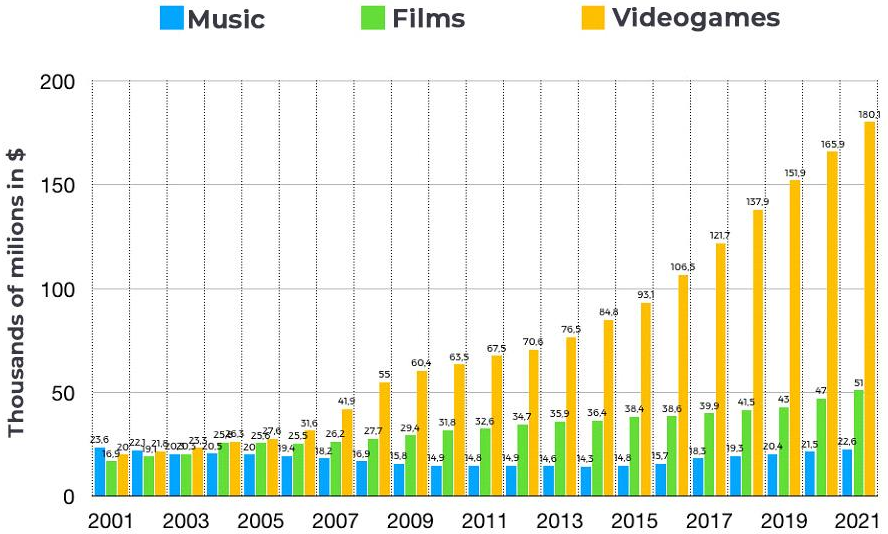
Universe of Water Particles on a Rock where People Gather, Interactive Digital Installation, teamLab, 2018

Ti7 Main Event, KeyArena, Seattle

“ The 619.5 million players in China will spend $37.9 billion in 2018, which makes it the biggest games market in the world. ”

China Games Market 2018, newzoo.com

E32019, Los Angeles Convention Center



Sources

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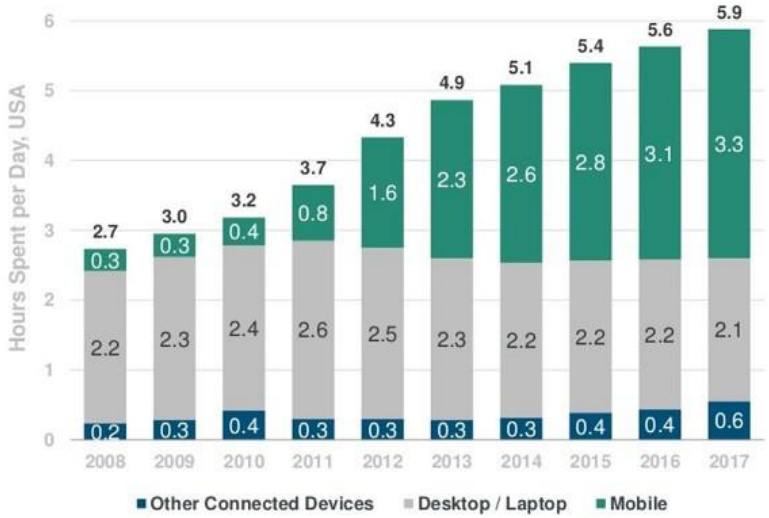
En.Digital

AUTODESK
Authorised Training Centre
Certification Centre
YAHOO!
Sun
microsystems
CISCO
Ultimate
SOFTWARE
flickr
Adobe
Aol.
vimeo
amazon
Baidu 百度
Ask
.com
World Wide Technology, Inc.
OnBase
by Hyland
Google
Vine
ebay
workday
salesforce
desk
facebook
YouTube
Hyland
creator of OnBase
twitter
NetApp
Microsoft
intuit
sas
WhatsApp
skype
vmware
ORACLE
myspace.com
a place for friends

Daily Hours Spent with Digital Media per Adult User



Source: eMarketer 9/14 (2008-2010), eMarketer 4/15 (2011-2013), eMarketer 4/17 (2014-2016), eMarketer 10/17 (2017). Note: Other connected devices include OTT and game consoles. Mobile includes smartphone and tablet. Usage includes both home and work for consumers 18+. Non deduped defined as time spent with each medium individually, regardless of multitasking.

(Disrupt/YouTube)

TECH

This Guy Spent an Entire Week in a VR Headset. Here's How It Went Down

VICTOR TANGERMANN, FUTURISM
18 MAR 2019

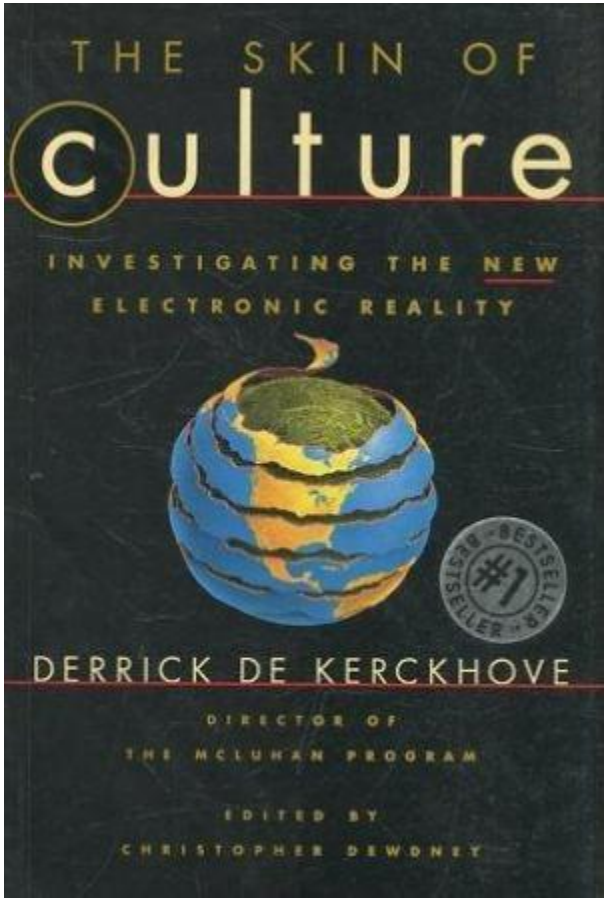
Jak Wilmot, the co-founder of Atlanta-based VR content studioDisrupt VR, spent 168 consecutive hours in a VR headset - that's a full week - pent up in his apartment.

"This is quite possibly the dumbest thing I've ever done, but welcome to a week in the future," he said in a video about the experiment.

#2 Digital media as an extension of man and physical space

Media is message", *Understanding Media: The Extensions of Man*(1964), Marshall McLuhan

A crowd gathers around their village's first TV set in Shangzhangjiafen, a village in Shanxi province, 1980, Wang Yue



The Skin of Culture: Investigating the New Electronic Reality,1995, Berrick de Kerckhove

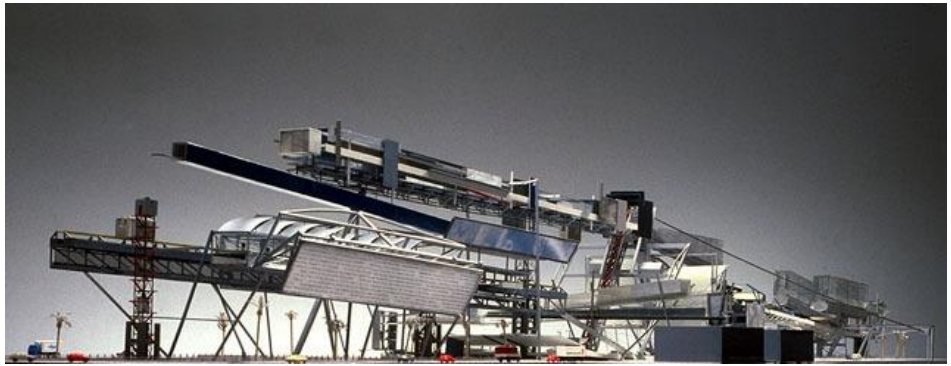
“Centuries ago, matter was defined by two dimensions: mass and energy.” “Today there comes a third one to it: information…. Today, information counts more than mass and energy. The third dimension of matter takes the place of the thing itself.” “**Any kind of matter is about to vanish in favor of information**.”

“Architecture is just about to loose everything that characterized it in the past. Step by step it looses all its elements. **In some way, you can read the importance given today to glass and transparency as a metaphor of the disappearance of matter**. It anticipates the media buildings in some Asian cities with facades entirely made of screens. In a certain sense, the screen becomes the last wall. No wall out of stone, but of screens showing images. The actual boundary is the screen.”

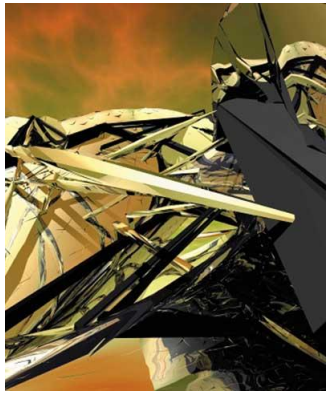
Architecture in the age of its virtual disappeanrance: an interview with Paul Virilio, Andreas Ruby, 1993

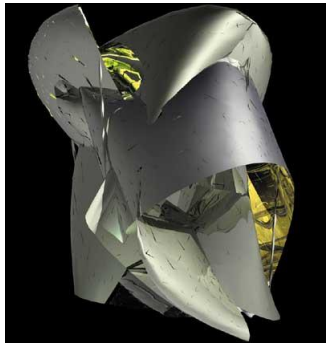
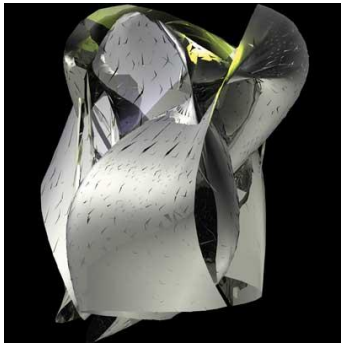
National Day light shows in Chinese cities, 2019

#3 Interactive architecture, cyber-physical system, virtual reality and so on

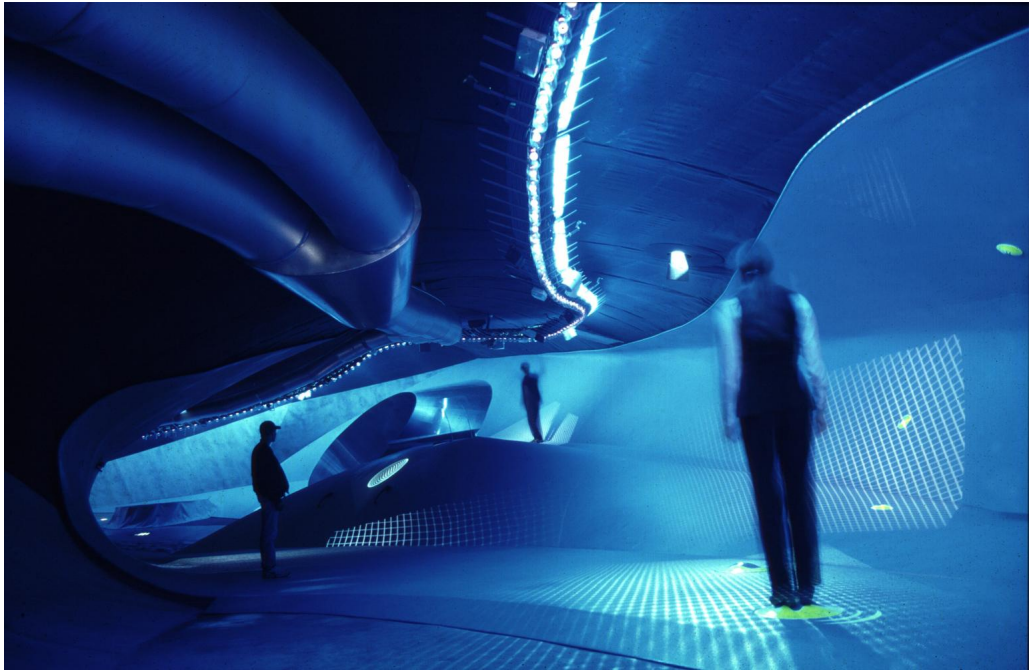


Steel cloud, Asymptote,1988

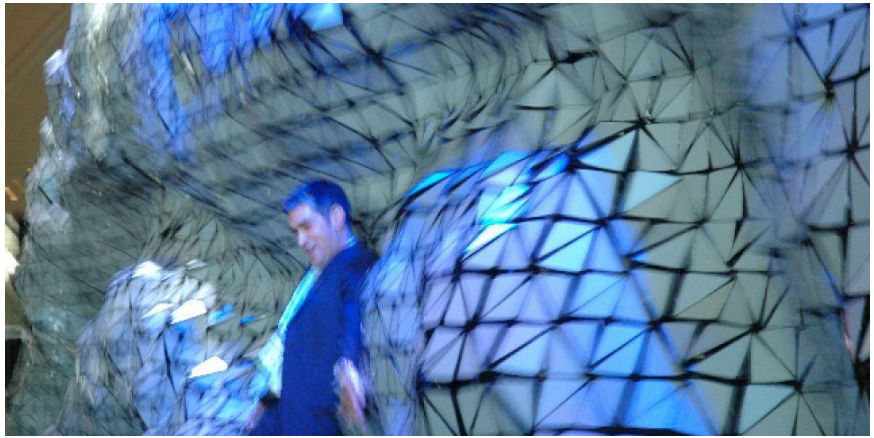


Liquid architecture, Marcos Novak,1990s

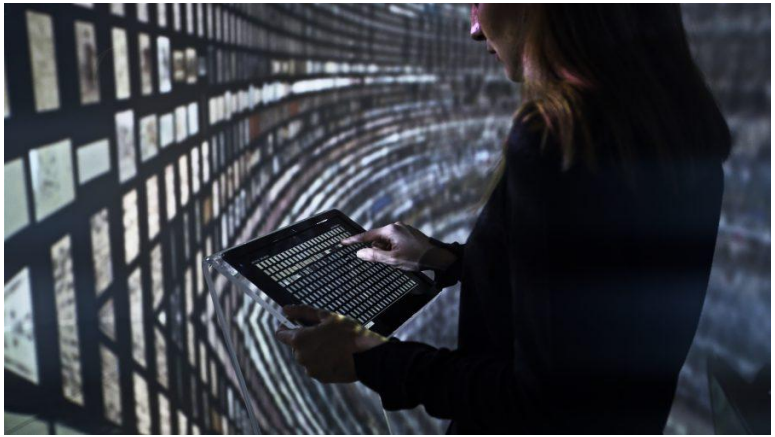


the Water Pavilion, Lars Spuybroek(NOX), 1997



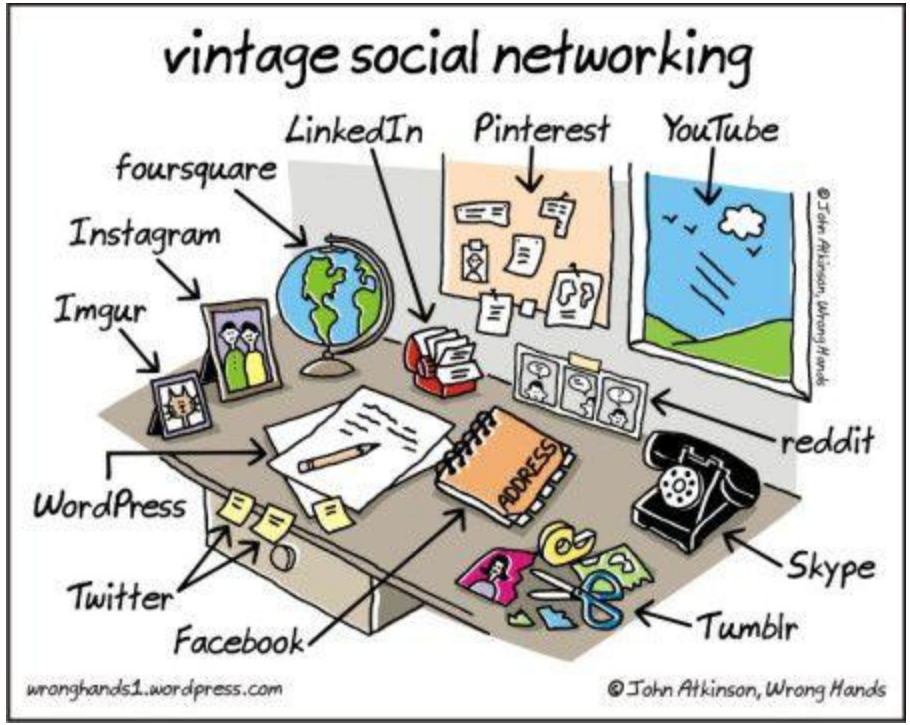
Hyposurface, dECOi, 2001

Blur building, Diller Scofidio + Renfro, 2002



Archive Dreaming, Refik Anadol Studio, 2017
https://awards.mediaarchitecture.org/mab18/project/4

“Forest of Light”, Sou Fujimoto, 2016


vintage social networking
LinkedIn
Pinterest
YouTube
foursquare
Instagram
Imgur
reddit
WordPress
Skype
Twitter
Tumblr
Facebook
ADDRESS
wronghands1.wordpress.com
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“In the air, tonight”, Patricio Davila and David Colangelo, 2014
https://www.mediaarchitecture.org/air-tonight-raising-awareness-homelesnes/

STEAMVR™
with
oculus rift s

htc
VIVE

SONY

PLAYSTATION®VR BUNDLE

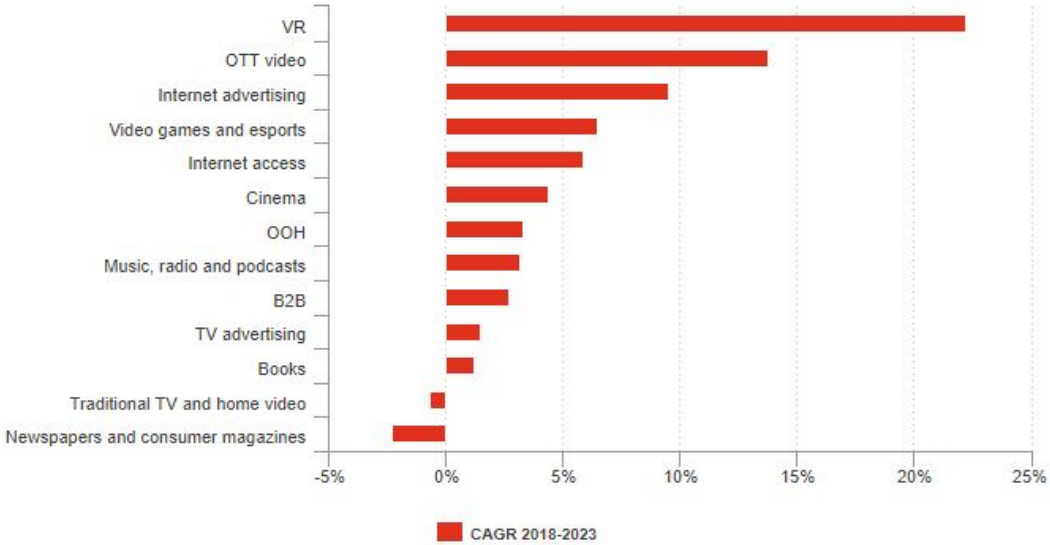
PlayStation.VR

CUH-ZVR2

A PS4™ system (sold separately) is required to use PS VR. Internet connection and account for PlayStation™Network required to download Everybody's Golf VR.

EVERYONE 10+ MATURE 17+
E-M
ESRB esrb.org

Segment compound annual growth rate for next five years



Source: PwC Global Entertainment & Media Outlook: 2019–2023

'Thresholds' at National Science and Media Museum, Mat Collishaw, 2018,
Recreate William Henry Fox Talbot's first photography exhibition in 1839
https://www.scienceandmediamuseum.org.uk/what-was-on/thresholds

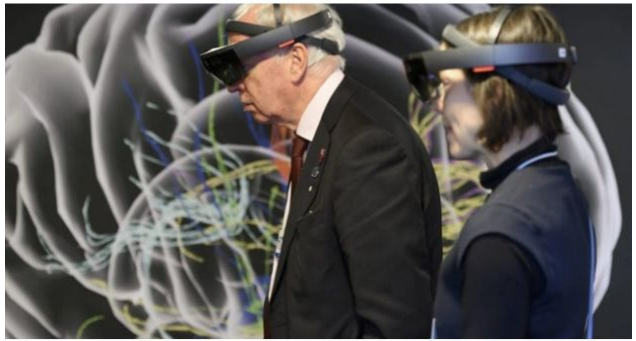
Berlin Wall: The Virtual Reality Experience, Newseum, 2017

News > Health

Virtual reality 'better at spotting Alzheimer's than gold standard test'

Cambridge University scientists developed and trialled a VR navigation test in patients at risk of developing dementia.

By Paul Gallagher
Thursday, 23rd May 2019, 23:01 pm
Updated Friday, 6th September 2019, 15:52 pm



Virtual reality could also help clinical trials of future drugs aimed at slowing down, or even halting, progression of Alzheimer's disease, the researchers said. (FABRICE COFFRINI/AFP/Getty Images)

Virtual Reality Helping those with Parkinson's Disease Walk

By Jack Carfagno - July 31, 2019

Like 91

Recent work has found virtual reality (VR) to be effective in building balance skills in patients with Parkinson's disease. This system successfully improved patient's obstacle negotiation and balance, as well as their confidence in moving around in their environment, according to their findings published in *Experimental Biology*.

Walking is a very challenging task for those living with Parkinson's, due to damage in their dopamine-producing neurons. Muscle rigidity, tremors, and impaired speed of gait often lead to falls and injuries in patients with the disease, making balance therapy a common treatment.

HYPER-REALITY, Keiichi Matsuda
https://www.youtube.com/watch?v=YJg02ivYzSs

#4 Interface: a cyber-physical interactive media center

“**Architects of the twenty-first century will shape, arrange, and connect spaces (both real and virtual) to satisfy human needs**. They will still care about the qualities of visual and ambient environment.

They will still seek commodity, firmness, and delight. **But commodity will be as much a matter of software functions and interface design as it is of floor plans and construction materials. Firmness will entail not only the physical integrity of structural systems, but also the logical integrity of computer systems**. And delight? Delight will have unimagined new dimensions”

Mitchell, W. 1995, City of Bits: Space, Place, and the Infobahn, MIT Press, Massachusetts

Eating in front of the television set became a way of life for many Americans in the 1950's.
https://www.pinterest.jp/pin/292945150732624668/?lp=true

Interactive dining experience in the Sagaya restaurant, Tokyo. Teamlab
https://trendland.com/interactive-dining-experience-at-tokyos-sagaya-by-teamlab/

Anti-Loneliness Ramen Bowl, MisoSoupDesign
https://misosoupdesign.com/test/portfolio-item/antiloneliness/

VR Dining, VR Owl
https://vr-expert.nl/blog/vr-owl-lanceert-virtual-reality-dining-unieke-avond/

Interface: a cyber-physical interactive media center

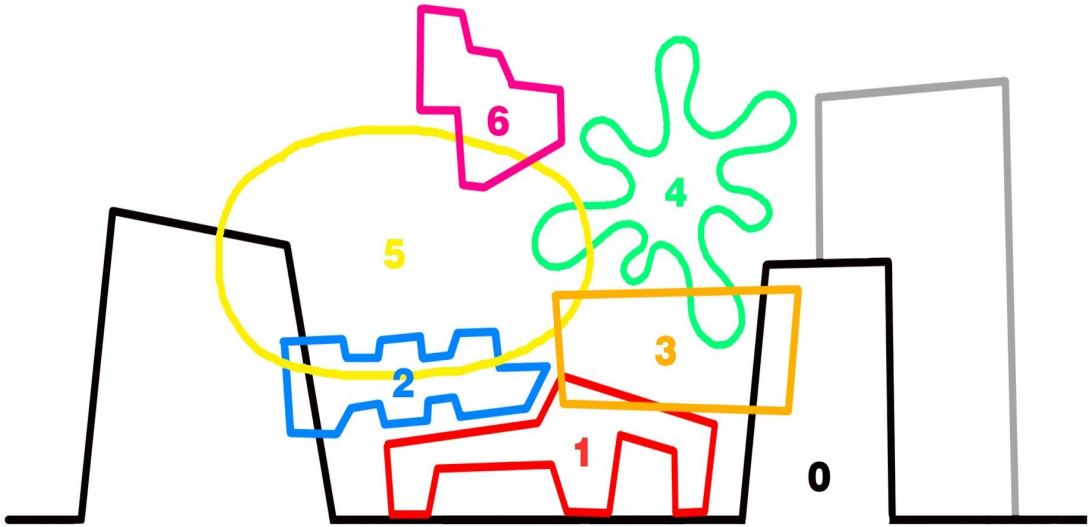
1. … is an urban cultural complex with the theme of interactive media, including functional spaces such as exhibitions, interactions, game events, esports, creative workshop, sales, and cafe, let visitors experience the knowledge, applications and trends of cyberculture.

2. … its exterior and interior design show the characteristics of the cyberspace to get the unity of theme and space experience.

3. … as a cyber dominant zone, it serve as a prototype to illustrate the possible impact of the Internet on society and lifestyle in the future.

“A catalog”

1. Each one focus on one specific funcition-behavior-interaction; “Extended installations”
2. A symbolic picture of contemporary internet life
3. “Swarm intelligence” in the design process



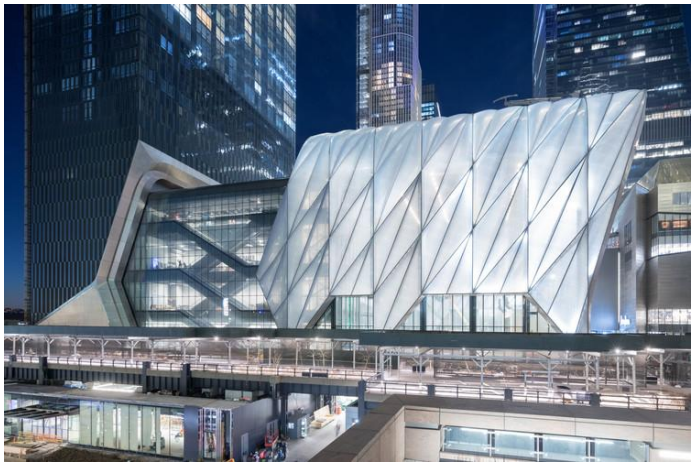
0.City
1.Public interface
2.Cafe
3.Workshop
4.Exhibition
5.Arena
6.VR Lab

1. Public interface

a. Interactive public space relationship
b. Interactive facades and shapes

...

DIA Lighting/Urban Canvas, Martin Professional, Kollision + Transform, 2014

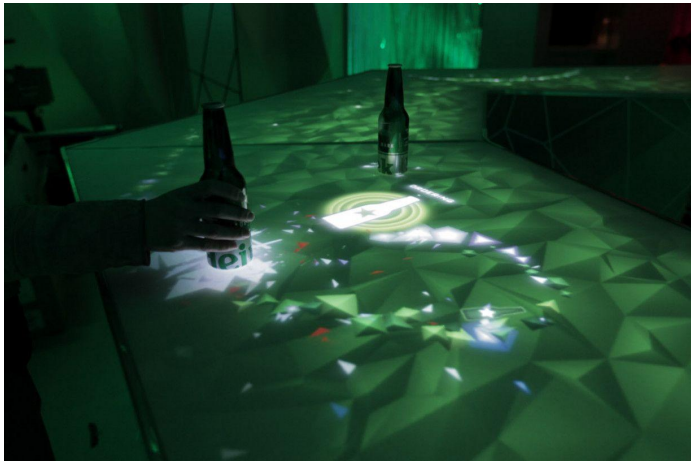


The Shed, Diller Scofidio + Renfro 2019

2. Cafe

a. Unmanned service
b. Reinterpretation of basic behavior
c. Social*

...



Heineken Interactive Bar, 2012
https://redpaperheart.com/work/heinekeninteractivebar

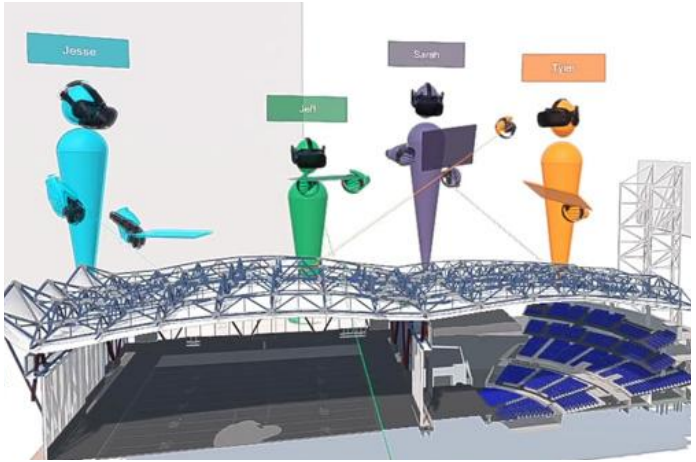
Café Tube, Apostrophy's, Group & Epson, 2016
http://art4d.com/2016/10/cafe-tube

3. Co-work/Startup

a. Encouragement of communication and creativity, creation of self-value in the Internet and digital media age

...

Cisco TelePresence TX9000 Series, 2012



Prospect, IrisVR, 2018

4. Event/Exhibition

a. New way to display/show
b. Exhibits, participants, viewers' relationships
c. Waiting?

...

E32019, Los Angeles Convention Center

Nimbes, Joanie Lemercier, 2014

5. Digital arena

a. New way to watch/participate in a game
b. Dynamic spatial relationships among audience, players and game
c. Emotive architecture
d. Broadcast of the game situation

...

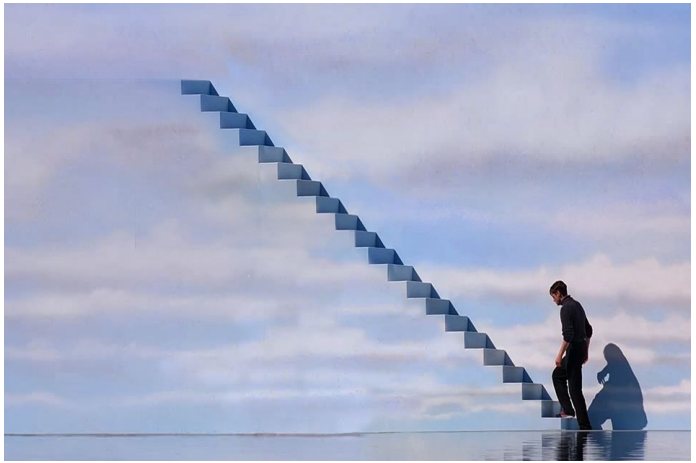
Ti7 Main Event, KeyArena, Seattle

Worlds 2017 Grand Final Opening Ceremony

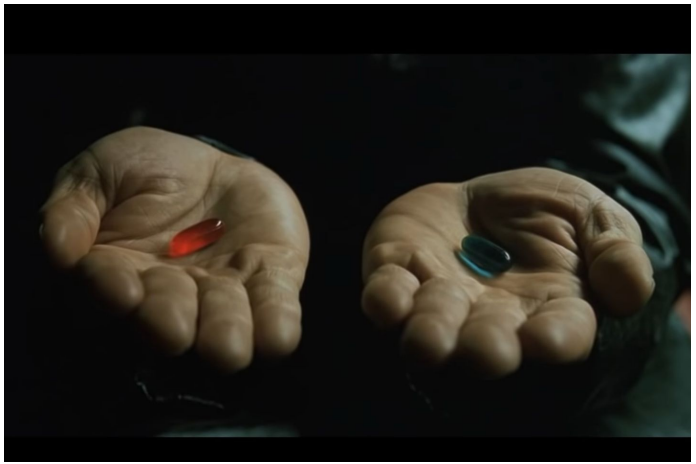
6. Project Virtual Life Studio

a. The end of architecture. The ultimate experiment of VR.

...

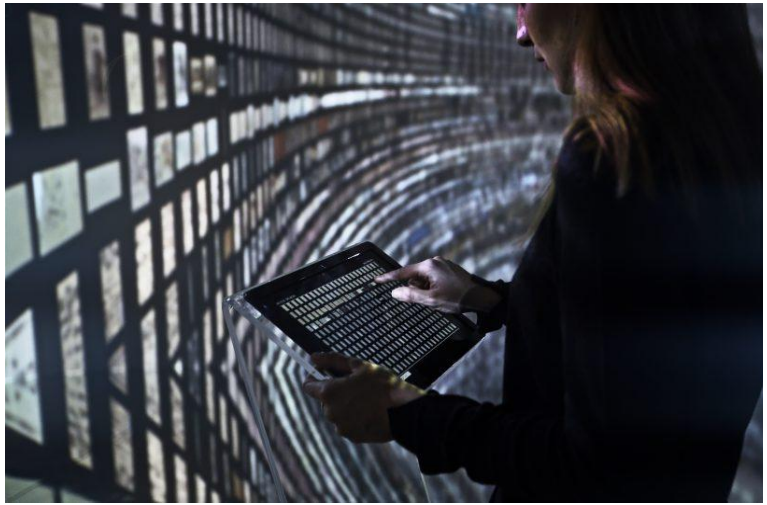


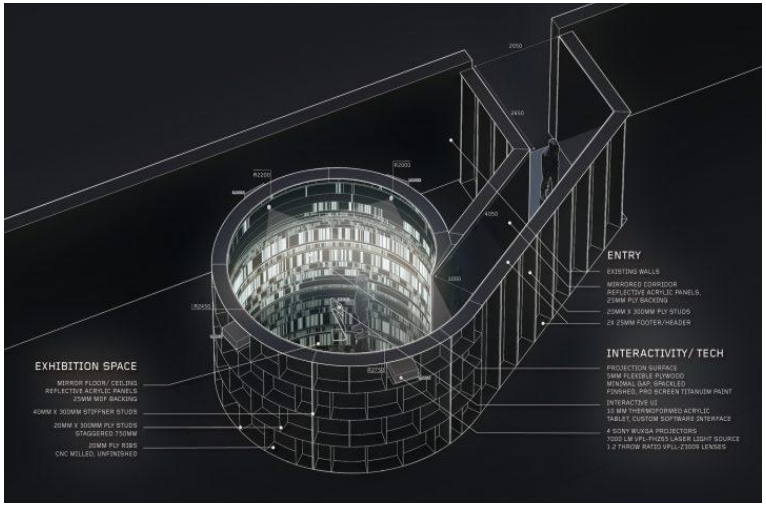
The Truman Show (1998), Peter Weir



The Matrix (1999), The Wachowskis

1. Identify the media/equipments and “game rules” used in each space
2. The main design content is space rather than media/equipments





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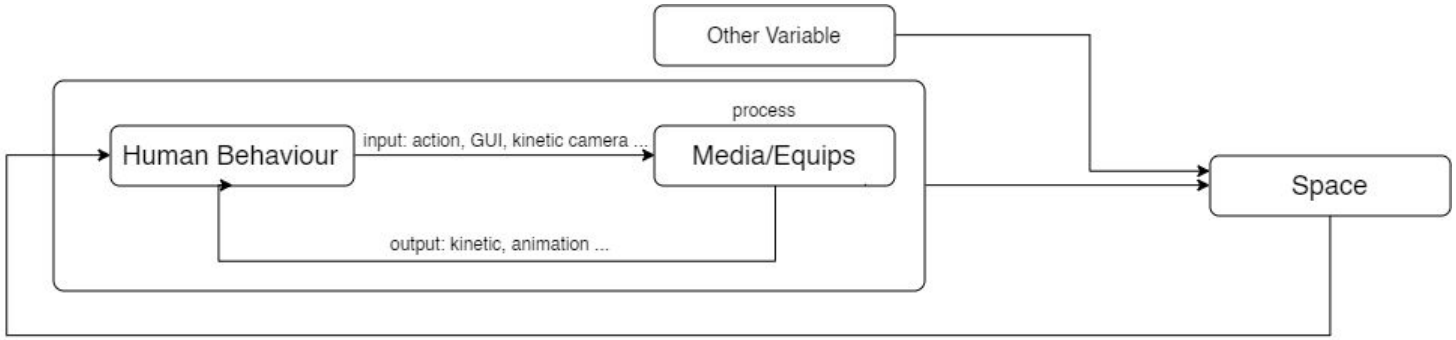
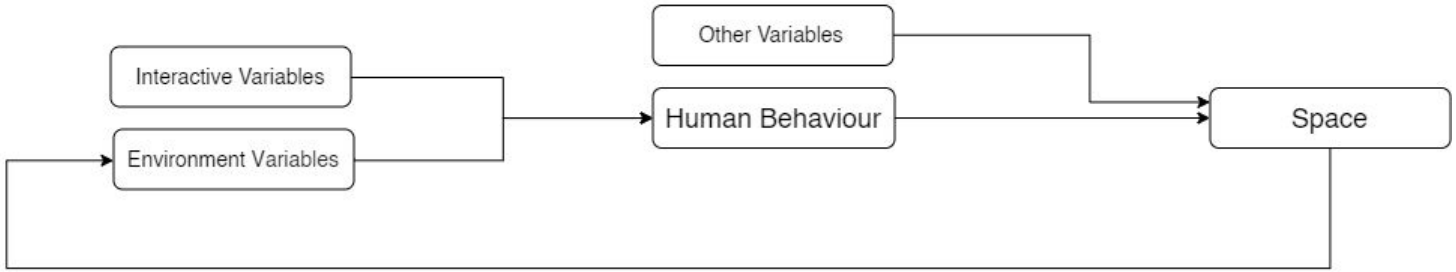

Other Variable
process
Human Behaviour
input: action, GUI, kinetic camera ...
Media/Equips
Space
output: kinetic, animation ...


Other Variables
Interactive Variables
Human Behaviour
Space
Environment Variables