

Ambient Displays of City Health

Group for User Interface Research

UC Berkeley

Background

Ambient Displays provide a constant stream of peripheral information. Natural ambient displays include windows, footprints, and paths. Many groups build ambient displays as art; we are evaluating them as computer science artifacts. In this project, we will use health factors such as green space,



Motivation

- Define a set of metrics for city health
- Create a set of displays that aid in understanding the conditions of a city
- Facilitate neighborhood communication
- Create a stronger sense of city history
- Educate city residents on sustainability
- Refine evaluation techniques for ambient and notification displays



diversity, equity, local shops, safety, pollution, cars, pedestrians, public events, and resource use to spawn a family of ambient displays to be installed around Berkeley, which will serve as a tool for awareness and social change, as well as a test-bed for the design of public displays and for ambient display evaluation techniques.

Design Inquiry

In-depth interviews with Berkeley residents and a literature survey conducted over the summer inspired the topics in a questionnaire that we are distributing around Berkeley. We will use the results to decide what metrics define a healthy city.



Future Directions

Ambient Displays and Persuasion

Ambient displays may be well-suited for persuasion. We want to investigate the potential for the healthy city displays to facilitate behavior changes in areas such as automobile usage and community service.

Ambient Displays and CSCW

We must display something of maximum interest to the largest group of people, or effectively mediate between conflicting interests. We also want to make the displays a forum for public collaboration, either directly through a message center or indirectly through behaviors picked up by sensor networks, and evaluate the efficacy of ambient displays for computer-supported cooperative work.