

# Ambient Displays of City Health

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## 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.