A project by Maria Gabriella Astolfo, Alberto Elizondo and Marco Righetto
FINAL CRIT || IxD Lab 2 2010

Routes

Routes is an alternative signage system that allows strangers to discover the city's shortcuts.

Experience the city and *feel local*.

Name

The homophone describes the journey and the sense of belonging to the place.

Routes + Roots.


Only for
die-hard tourists.

DHT

Routes is designed for a specific user: *a die-hard tourist*.

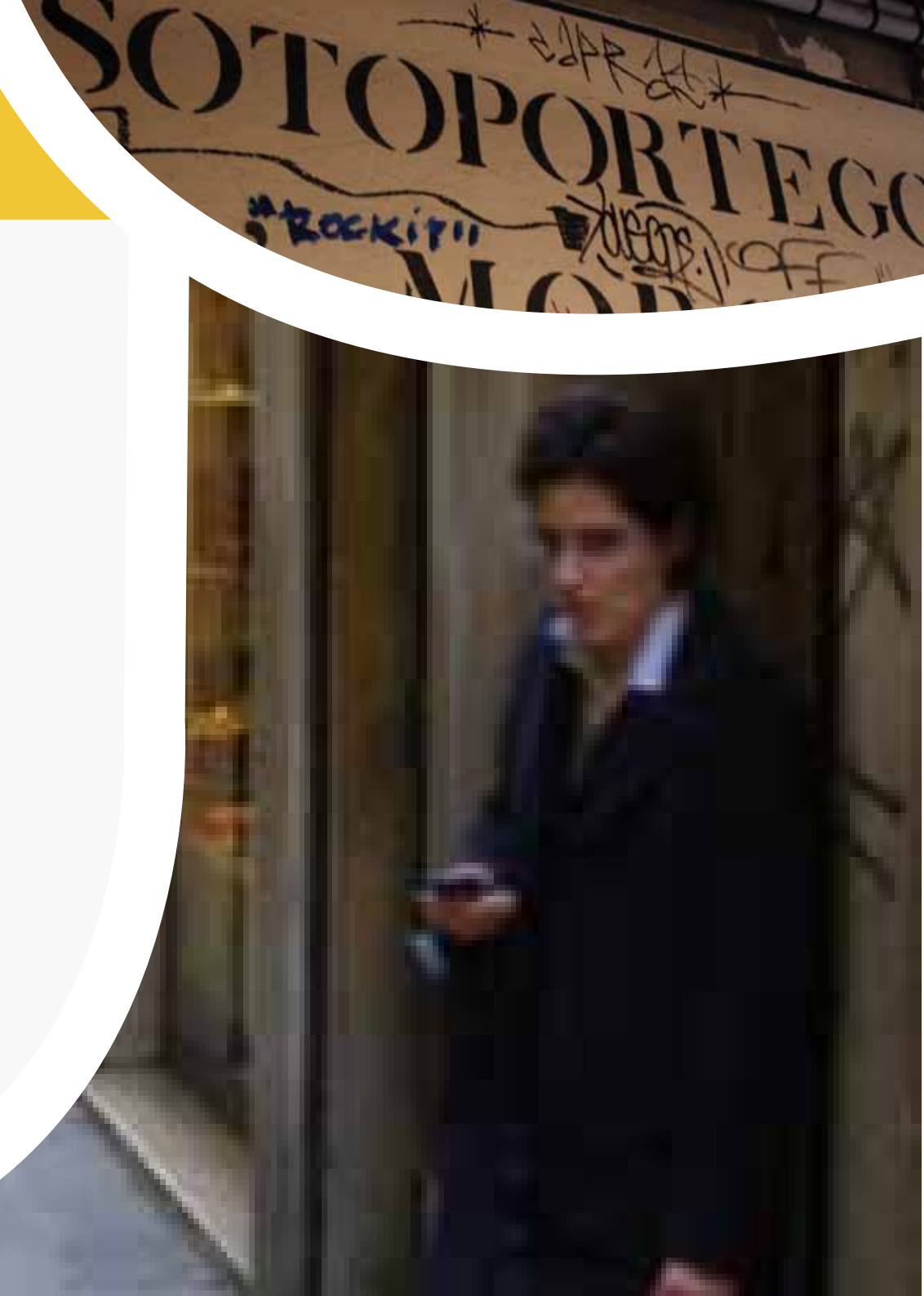
A die-hard tourist is a committed visitor. A person in love with a place.

“Feeling local”

The knowledge of shortcuts helps *precise* a route much better, saving time and walking the city as a local person.

Privilege

The guide programmed in the installation is helpful but follows certain rules that protect the *function* of a shortcut.



A short digression on shortcuts

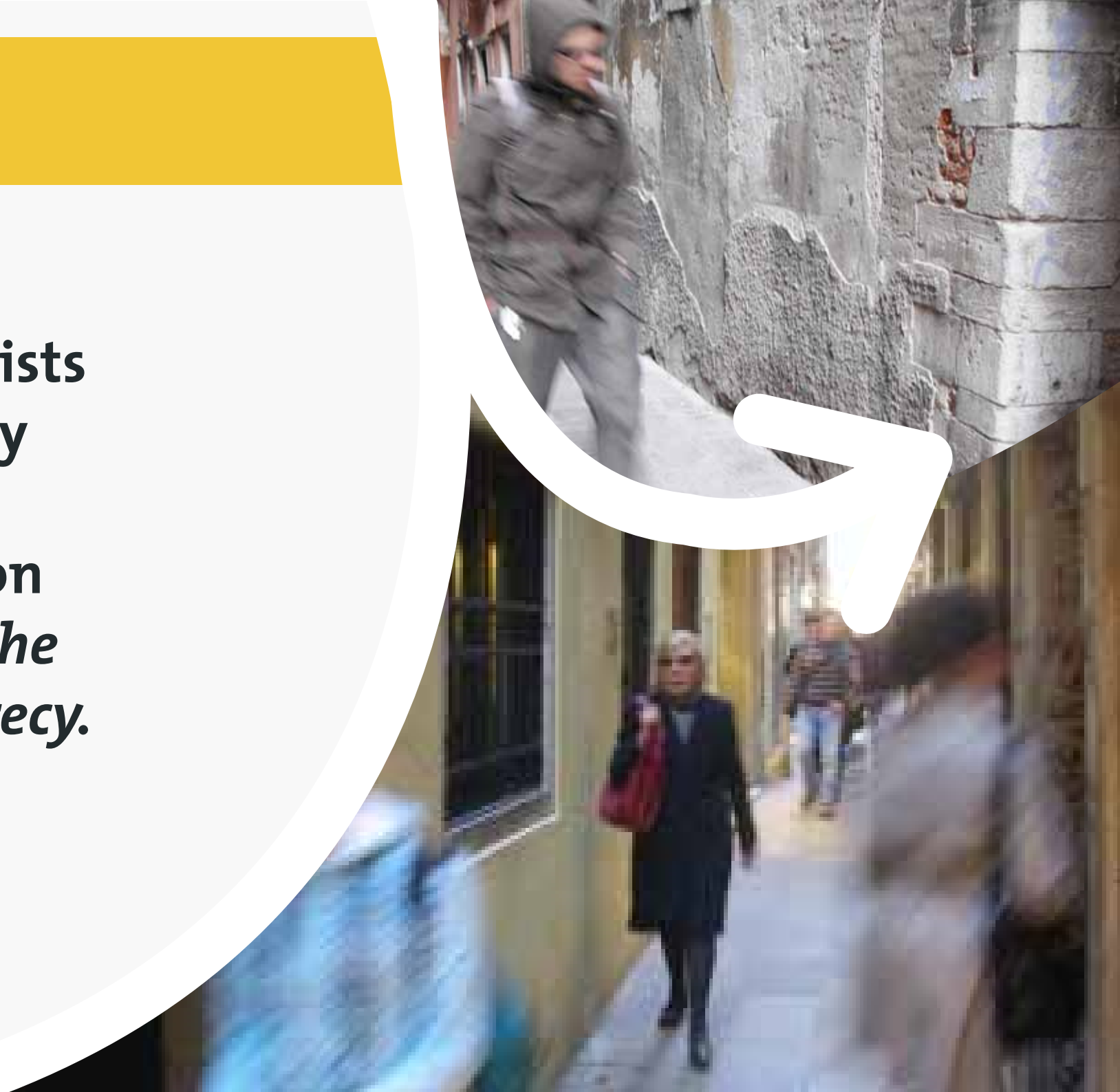
1. They are paths between two points that are faster than the commonly used paths.

2. They are methods for accomplishing something that omits one or more steps.

Therefore shortcuts are used QUICKLY.

Key

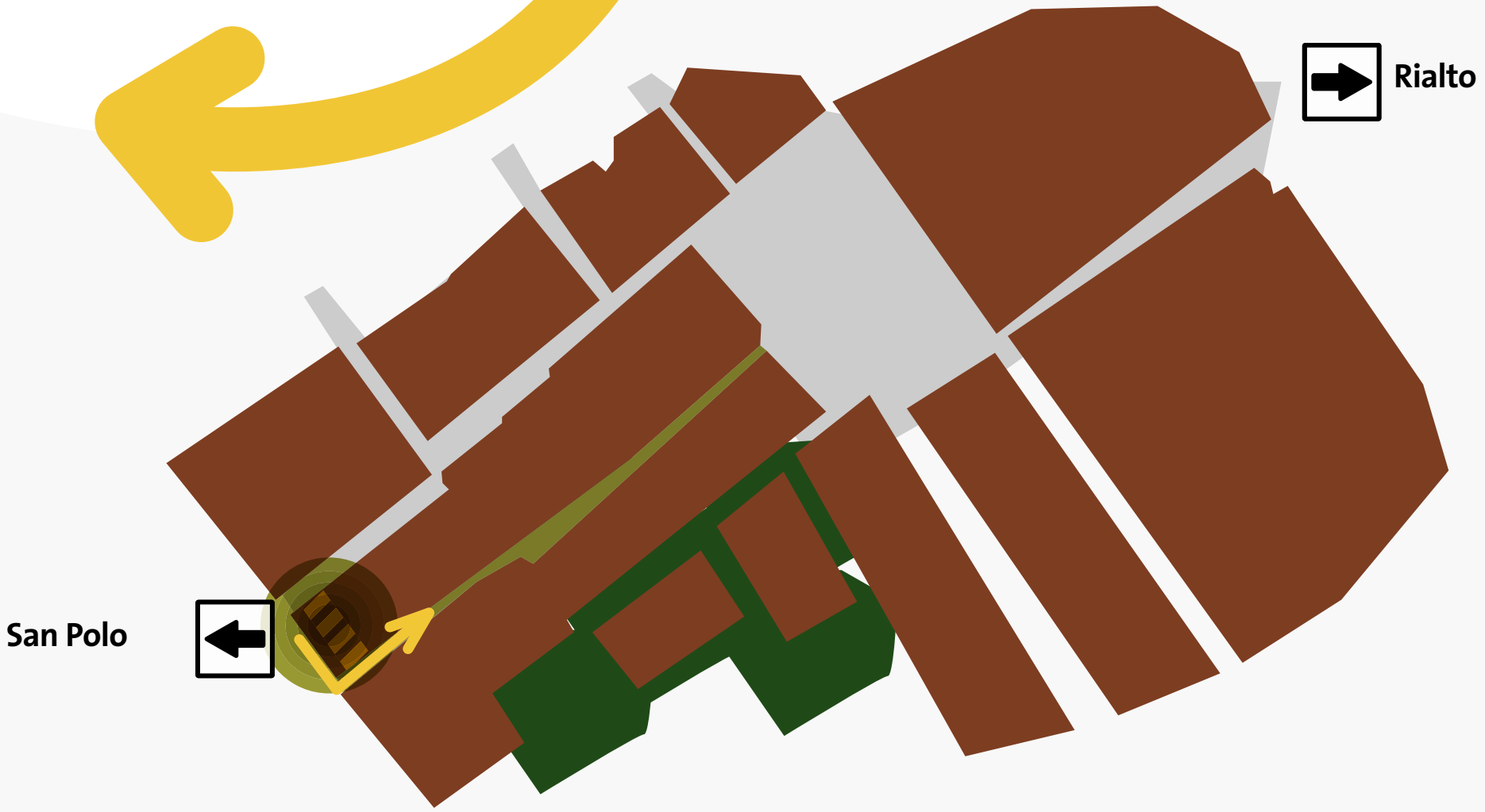
Die-hard tourists purchase a key that activates the installation and *protects the shortcut's secrecy.*



Where

Routes is now developed just for the city of Venice, but ideally it's a design strategy that could be applied to shortcuts in every city.

Our prototype is based on a shortcut on the way going from Campo s. Polo to Campo Sant'Aponal



Video scenario

http://vimeo.com/10721016

http://vimeo.com/10724994

Possible Scenarios

Slow User

http://vimeo.com/10748935

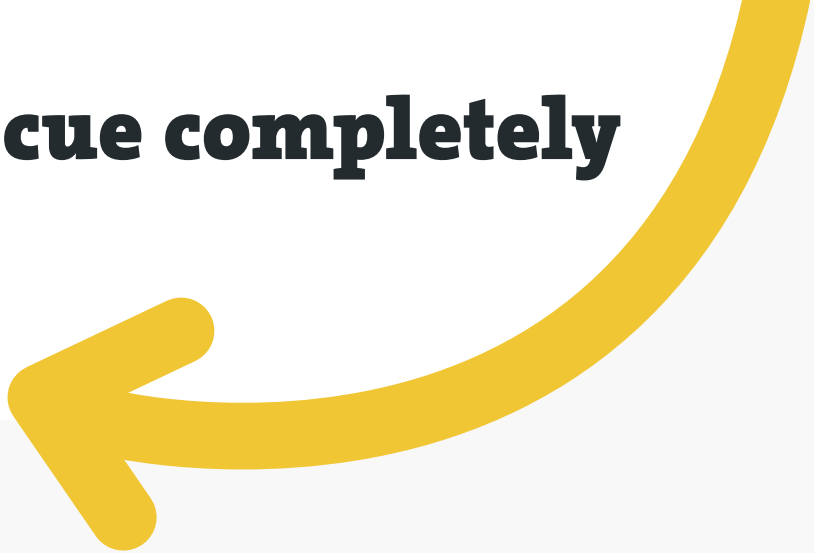
Fast User

http://vimeo.com/10748670

User misses cue once

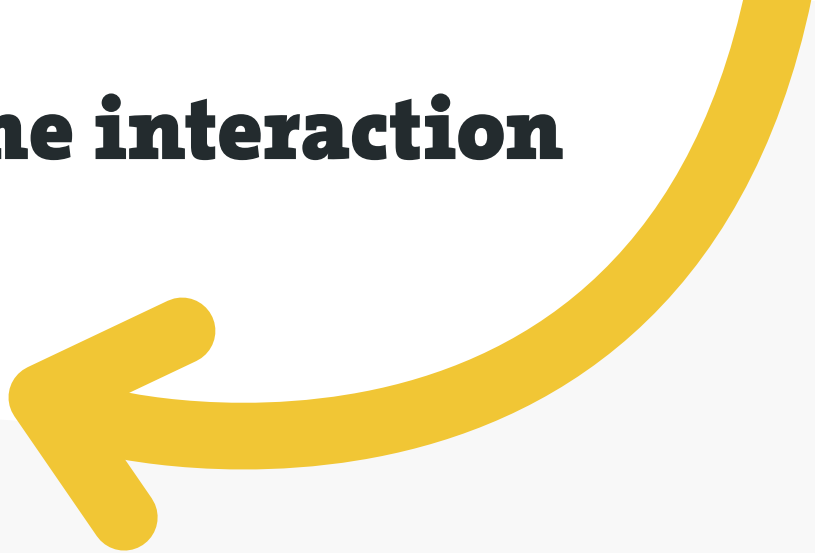
http://vimeo.com/10748998

User misses cue completely



http://vimeo.com/10749163

Abandons the interaction



http://vimeo.com/10748729

Multi-User Scenario 1

http://vimeo.com/10749224

Multi-User Scenario 2

http://vimeo.com/10748856

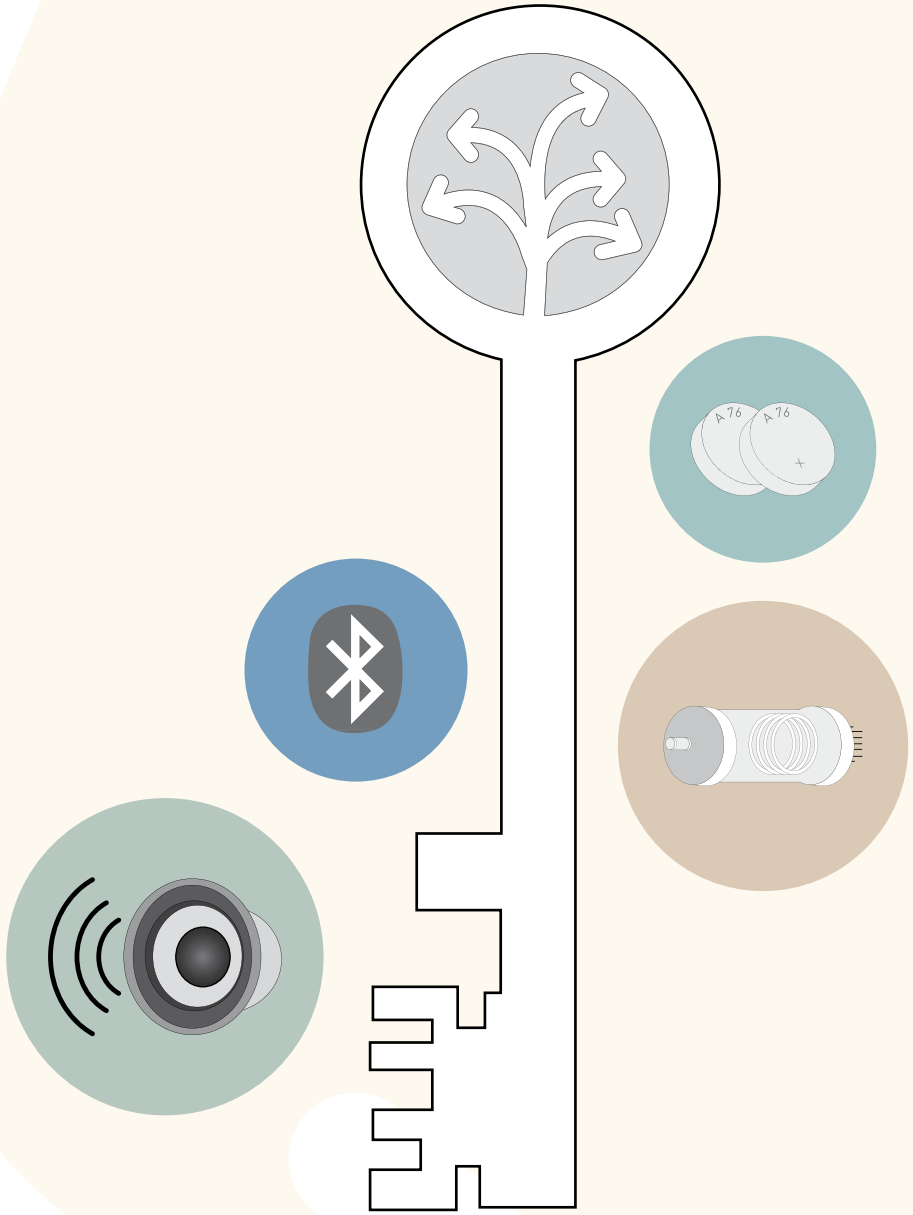
Multi-User Scenario 3

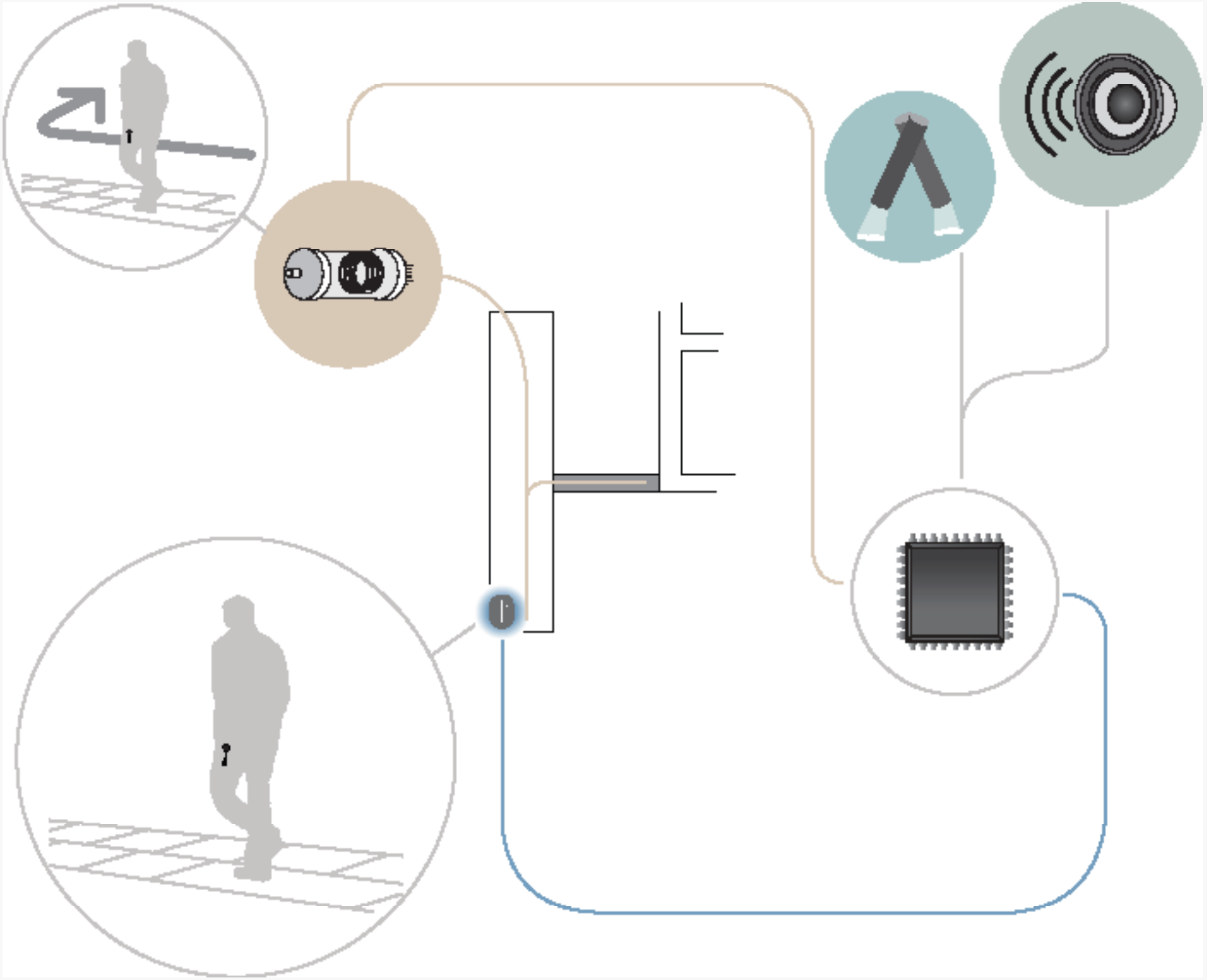
http://vimeo.com/10748804

Technology

Different ways were thought for creating this installation in real life.

We settled on using bluetooth technology and accelerometers





Prototype

Built an essential part of the experience.

The guiding part of the installation.

Allows different interactions.

Pressure sensors

Built with metallic tape, foam and wires.

The sensors are beneath the *masegni*

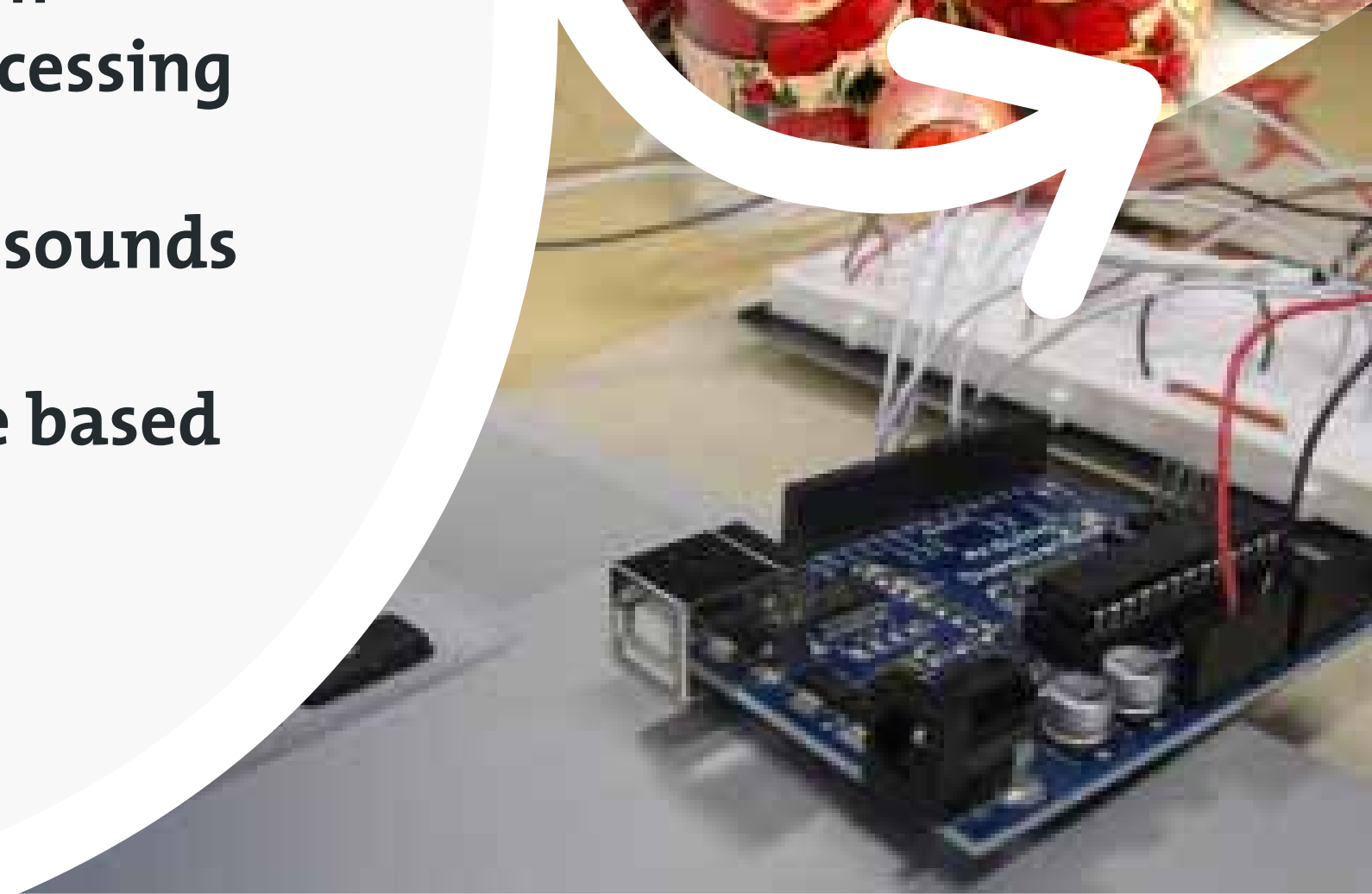
Foam prevents the wires from making contact

Code

Communication
Arduino to Processing

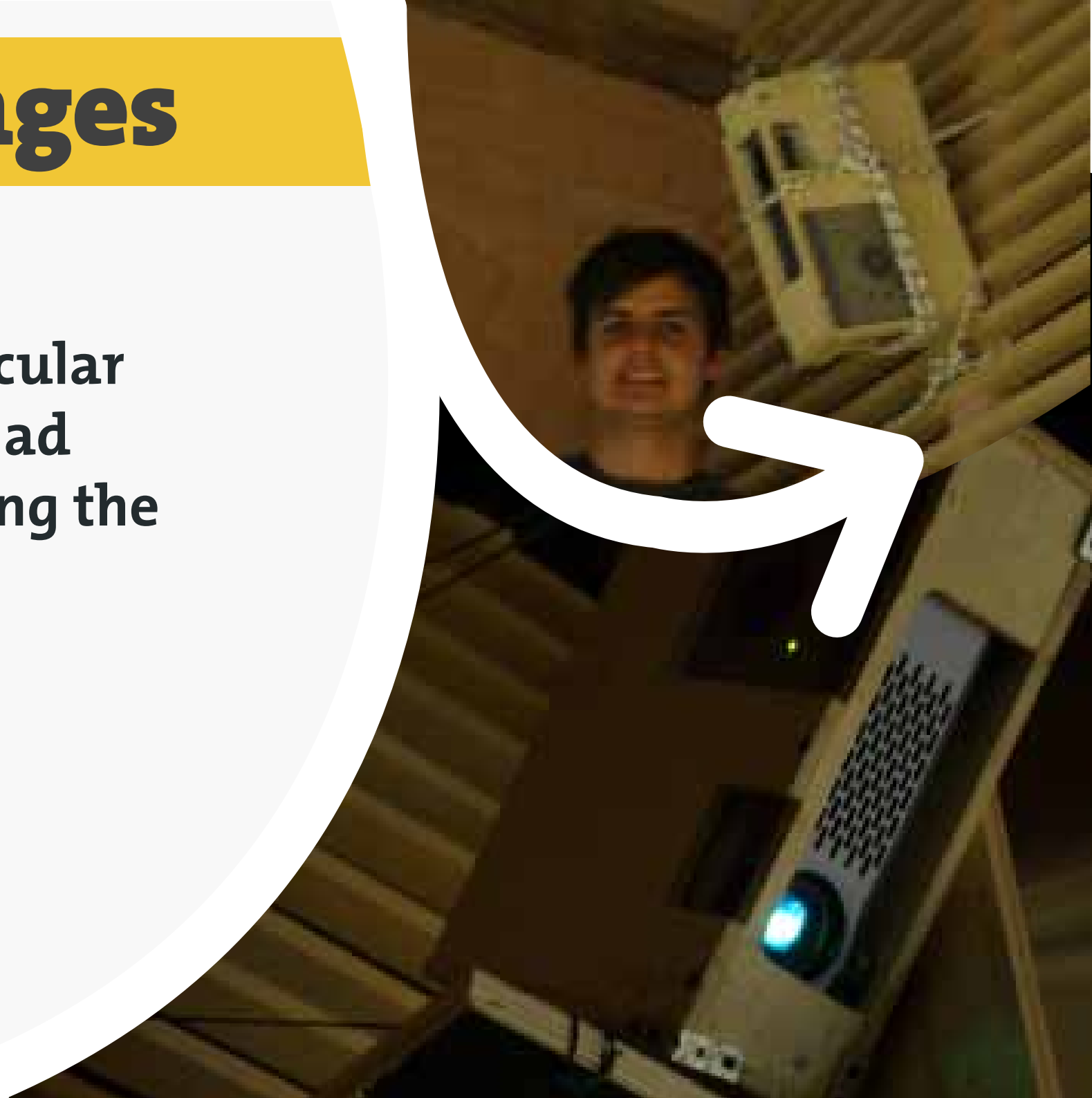
Ess. Library for sounds

Main structure based
on switch-case



Challenges

With this particular prototype we had problems placing the projector.



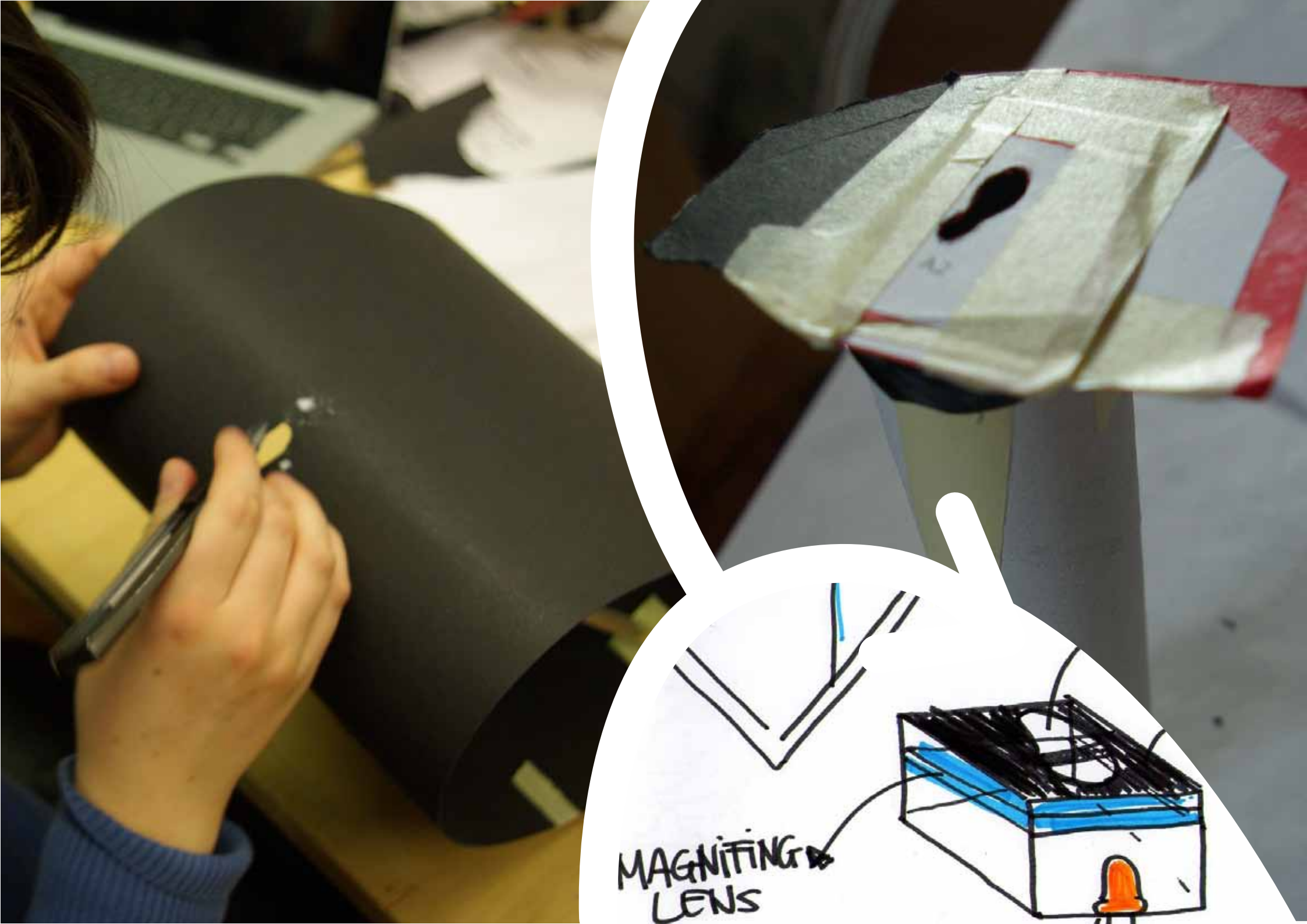
Challenges

Another relevant challenge was compensating the proportion of the graphics.

Projector

Mechanical projector vs. projecting from computer

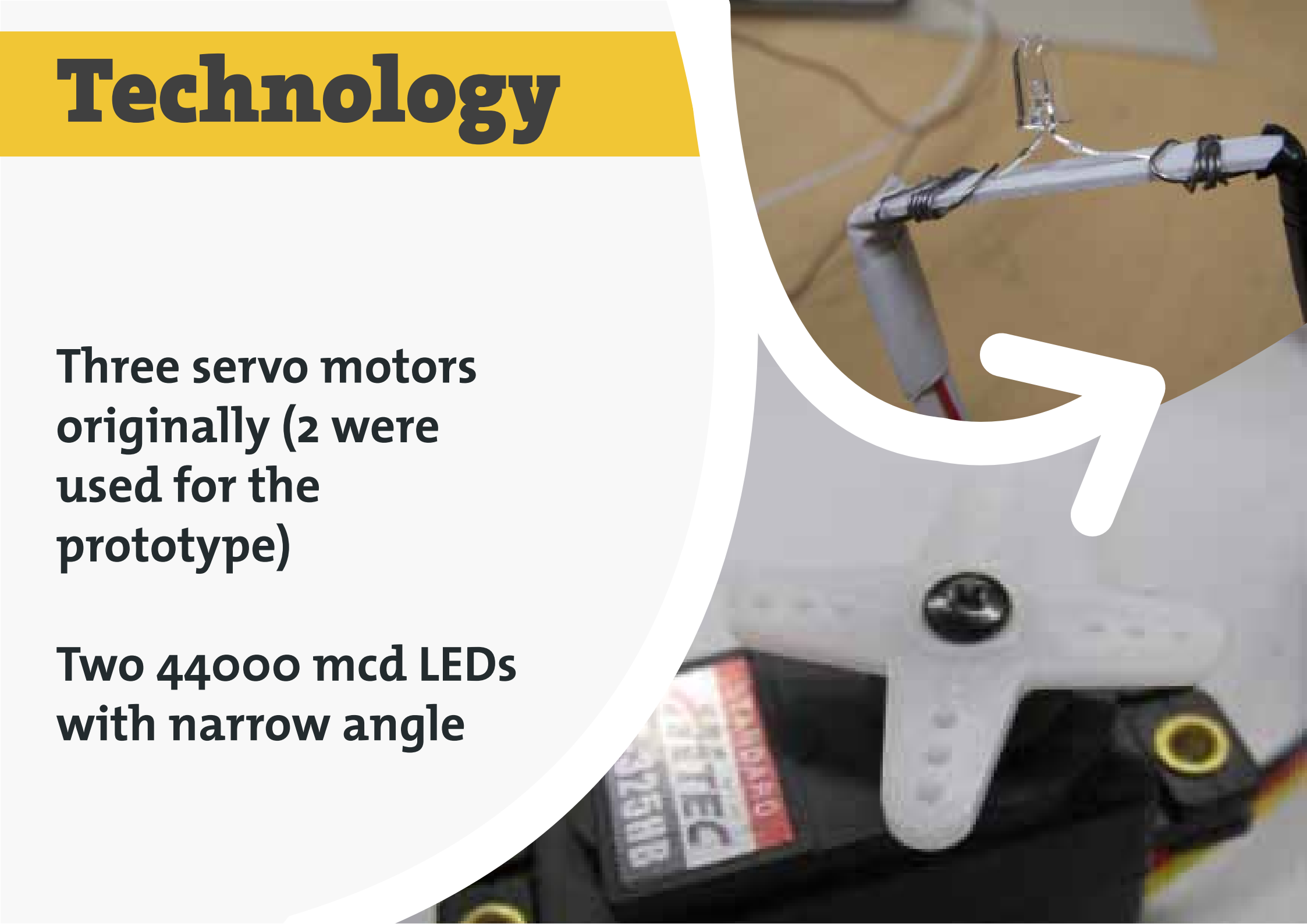
Tested the two alternatives that also led to discussing on diverse ways to do the interaction


MAGNIFING
LENS

Technology

Three servo motors originally (2 were used for the prototype)

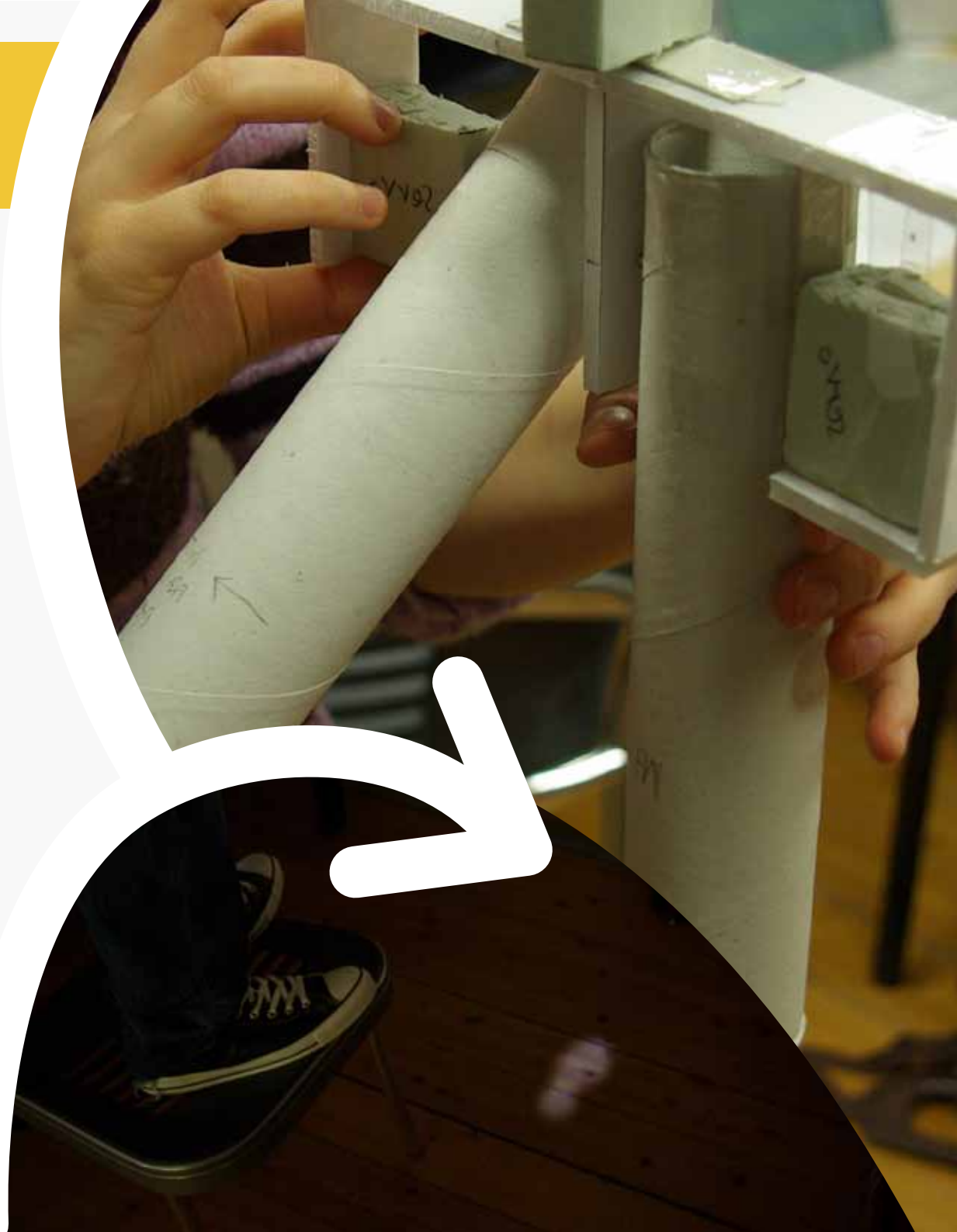
Two 44000 mcd LEDs with narrow angle

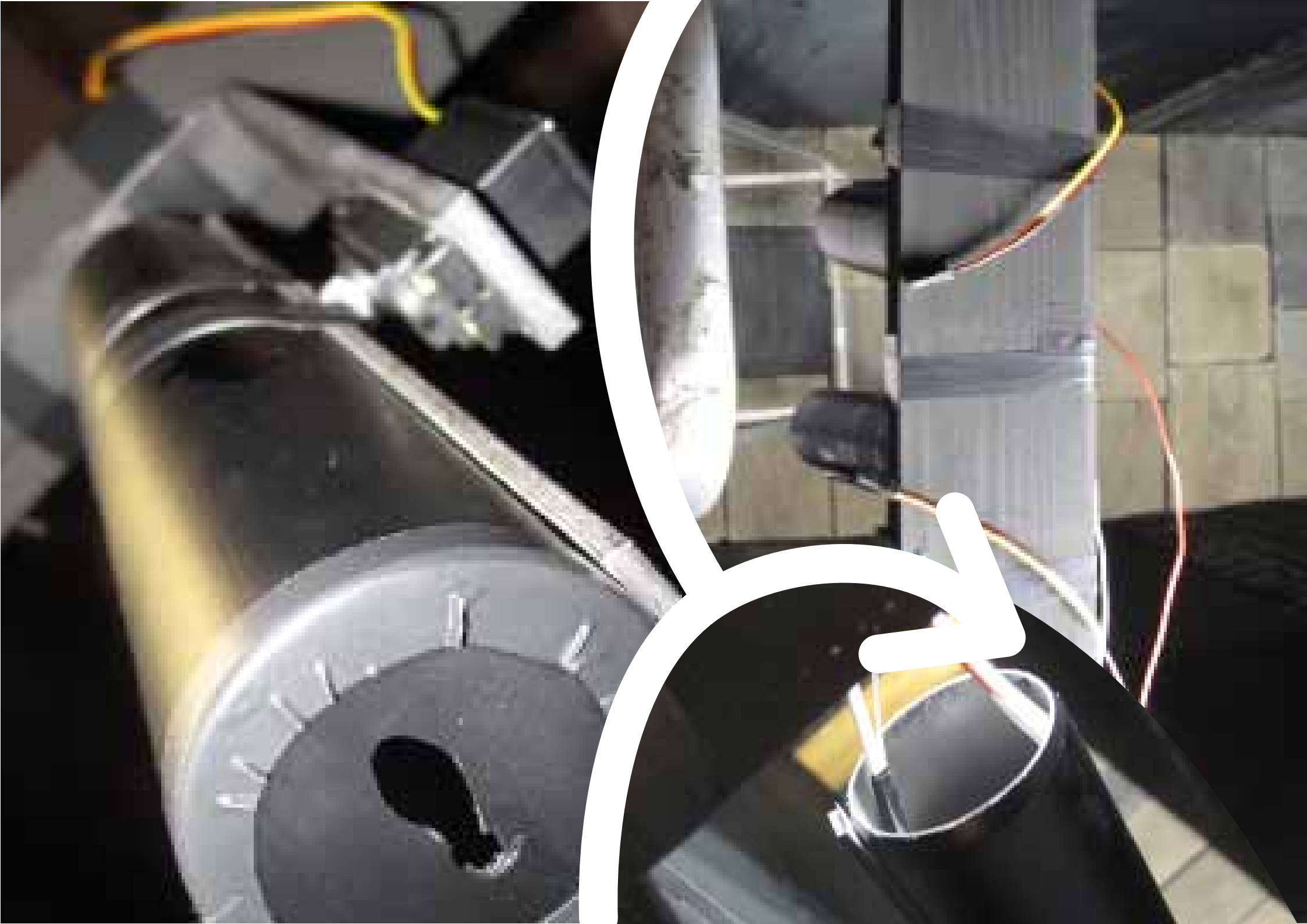


Challenges

Definition of the footsteps (tests with different amount of leds and power)

Proper movement (avoiding distortions when projector moves)





Let’s try the prototype!

Thank you!

Maria Gabriella Astolfo , Alberto Elizondo, Marco Righetto || **Final Crit** || IxD Lab 2 2010

routes