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SOCIAL FLOWS

A CAPACITY TO FOREGROUND VARIOUS SENSORY INPUTS.

"IT'S LIKE PAINTING WITH LIGHT. IT'S COOL TO SEE A HOW A STRANGER'S SHADOW AND MY SHADOW INTERACT TOGETHER. IT MAKES THE 'AWKWARD WALK BY SEEM MORE SOCIAL - LIKE SOMETHING TO LOOK FORWARD TO."

Comments: [Handwritten notes on sticky paper]

2

CITYSCAPE

A CAPACITY TO REVEAL THE CITY THROUGH OCCUPATION IN THE SPACE.

"MY FAVORITE PART OF THE DAY IS WHEN I WALK THROUGH THE UNDERPASS AND RECOGNIZE PLACES THAT I HAVE GROWN UP IN WHILE MY FRIENDS HAVE GROWN UP. IT'S LIKE BEING TRANSPORTED TO ANOTHER TIME AND PLACE."

Comments: [Handwritten notes on sticky paper]

3

DATA

A CAR COMMUNICATE THE MULTIPLE LIVES OF THE UNDERPASS.

"THE WALK TO WORK USED TO FEEL BANAL, BORING, ALWAYS THE SAME - BUT NOW, IN THE MORNING, I SEE PEOPLE SLOWING DOWN TO READ THE DAILY MESSAGE, TRYING TO FIGURE OUT WHO COULD HAVE SAID IT AND WHY - IT'S A REMINDER THAT THERE'S MORE TO THINK ABOUT THAN JUST GETTING TO THE OFFICE."

Comments: [Handwritten notes on sticky paper]

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POTENTIALS

- 1. What do you see?
- 2. What is the media context?
- 3. How do you interact with it?
- 4. What does it mean?
- 5. What is the feedback?
- 6. What are some other possibilities?

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FUTURE OPPORTUNITIES

AS THE PROJECT CONTINUES FORWARD, WHAT ARE SOME DESIGN DEVELOPMENTS YOU WOULD LIKE TO SEE FROM:

	A. AN URBAN DESIGN POINT OF VIEW, AND WHY?	B. AN URBAN ARMATURE POINT OF VIEW, AND WHY?	C. A PUBLIC ART POINT OF VIEW, AND WHY?
1.			Needs to survive trends - can't become dated (colours, etc);
2.			I support the 'conversation' construct and that it can't be as ideal as Stephen Ave mall, but site an issue with conversation regenerating itself over time – on sustaining the conversation;
3.			Need the technology to withstand the test of time, not become obsolete;
4.			Need to ensure that interaction happens continuously, that it doesn't become obsolete and has longevity;
5.			Costs of maintaining the media? An ensuring ease of operation and resources;
6.		Consider safety for car drivers;	
7.		Reduce distraction by slow transition – important not to distract drivers – not shocking lighting or fast transition – cool lighting;	
8.		Consider how people might use that space (including transient population);	
9.		Needs to recognize that people will stop and take ownership. Changing standards of behavior;	
10.		Need to make sure the space doesn't distract and cause safety hazards;	
11.		Worried about vandalism;	
12.		Materials – ensure ability to maintain and clean with existing resources including steel blade for snow;	
13.	Consistency in materials being used across the underpasses would be beneficial for maintenance;		
14.		Overall consideration for snow and ice – heated walkway or covered walkway to have opportunity for snow while still considering safety, plexiglas/light to reduce maintenance costs;	
15.		Needs to have ease of cleaning built into the design;	
16.		Ground plane material needs to be reconsidered;	
17.		Worried about cleaning slats;	
18.		Slats get dirty – accumulate dirt/debris;	
19.		Walking surface: concerns about how weather will affect the surfaces and how they will be cleaned;	
20.		Ensure grate integrates with sidewalk;	
21.		Has St. Patrick's Island grate sidewalk been proven in Calgary weather? Have different textures of concrete been explored?	
22.		Sidewalk grates: colour of steel gates makes a difference in terms of distraction. Also how it feels/looks at night;	
23.		Concerns with pets fears about using the grate;	
24.	Staircase needs wayfinding to point out of underpass and where it leads to;		
25.		Bike track wheel on stairs – up and down via a trough;	
26.		Material for the new stair? Can the material closer contribute to lightness, texture, etc?	
27.			Is it possible to have more than one idea? Would like #1 on one side and #3 on the other side;

28.			Would like to see #1 on one side, #3 on the other side. Most people use this twice a day. People moving don't want to retrace their steps so it would be neat to have a different experience each time. Other people do like having the same experience each time, so they could use that one side all the time;
29.			Need to think about programming fatigue of frequent users;
30.			Your experience with the media may change because you're changing;
31.			With sonar, if you could have an app on your phone that tracks their movement, then how many times they have passed though shows on the media would be cool;
32.	Opportunity to address the SW staircase?		
33.			Concern about sunlight washing out the screen/media;
34.		Speed change in far right lane (5km hour) @ 9TH Avenue turnoff;	
35.			The 'quote' – nix? Robbed of intellectual experience;

SOCIAL FLOWS

	DOES THIS SCHEME RESPOND TO THE PROJECT'S OVERALL GOAL OF CREATING A SPACE OF CONVERSATION? WHY YES, OR WHY NOT?	WHAT ARE SOME OF YOUR SUGGESTIONS TO MAKE THIS SCHEME EVEN BETTER?
1.	Best example of work of artist;	
2.	Like concept 1 best;	
3.	Power in the simplicity;	
4.	Evokes that concept of conversation more. Like the simplicity of the colours, easy, simple way to play without effort. Beautiful in its simplicity;	
5.	Simple, Fun engaging and 'happy';	
6.	Achieves brightness, makes space brighter;	
7.		Sensory lighting is great as long as it is renewable;
8.	Timelessness to it – will have same relevance in future as present;	
9.	Less pre-defined, more interesting;	
10.	Appears to be different every time. No monitoring;	
11.	Colour, shape movement are timeless;	
12.	Can be different depending on programming and has more potential to stay novel;	
13.	Moving colour won't get outdated whereas pictures and words might;	
14.	Two-dimension versus other which have more capacity;	
15.	Respects the commuter and those seeking interactivity;	
16.	Keeps the flow;	
17.	Fastest moving – might encourage people to move faster – which is a positive;	
18.		To make sure people don't linger, it could start to do something different to make people move along;
19.	Colour reflects the motion (pace) of pedestrian;	
20.		Increase control level of people going through with the concept. Like that this provides a feeling of safety;
21.	I like the idea of the interactions because it creates a feeling of safety when strangers interact or have fun together;	
22.	Interesting thing about this is that it will cause strangers to interact. That's what makes a place feel safer and less intimidating. Making something fun, increases safety and like the sense of play it evokes. New people cycling through the Beltline wall the time so there will be always be that new sense of wonder;	
23.		What does it look like when no one is there?
24.		How about daytime experience;
25.		Could something else move with you? Shapes? Scenes?
26.		Sound shadow;
27.		Choose own colour;
28.		Needs to extend under overpass;
29.	Mood rings: "Companion when they walk"- carrying their own presence and when they pass other persons it may change;	
30.	IT perspective – works best;	
31.	Most functional, easiest to program;	

CITYSCAPE

	DOES THIS SCHEME RESPOND TO THE PROJECT'S OVERALL GOAL OF CREATING A SPACE OF CONVERSATION? WHY YES, OR WHY NOT?	WHAT ARE SOME OF YOUR SUGGESTIONS TO MAKE THIS SCHEME EVEN BETTER?
1.	In between Social Flows and Database;	
2.		Could this be combined with text screen – sometimes city scape, other times text;
3.	Why create images of cityscape within city scape?	
4.	Spurs my imagination least of the three. Don't explore/interpret in the same way as the others;	
5.	Making it a unique space and honoring that rather than replicating another space;	
6.	Emulate a city scape, shops, etc = virtual world RPG (role-playing game);	
7.	Don't love this because I think it is a little too abstract. Hard to understand and have fun with in a simple way;	
8.		Mechanism for changing images must be remote;
9.	Curation a challenge;	
10.		Simple but effective/changing i.e. large bridge LED's (flames pride, seasonal, Beakerhead, etc);
11.		Could this more interactive when close up?
12.		Promotes walking if picture changes;
13.		Re-program and change up with scenes?
14.		Could images be changed – i.e. chuck wagons, city related events, add directional;
15.		Need variety of cityscape scenes;
16.	If we are using city scape to reflect surrounding areas;	
17.		Panorama of Calgary's other attractions perhaps?
18.	Notionally could get boring if it doesn't change from time to time;	
19.	Lingering or pass by? This one encourages flow while glancing;	
20.	Relies too heavily on what is happening across the street;	
21.		Must be designed to look good/function when nobody is there;
22.		Consider distracted driving (colours, etc);
23.	Less cityscape, now about other scapes (#2);	
24.		Regenerate and sustain by making them sustainable;

DATABASE

	DOES THIS SCHEME RESPOND TO THE PROJECT'S OVERALL GOAL OF CREATING A SPACE OF CONVERSATION? WHY YES, OR WHY NOT?	WHAT ARE SOME OF YOUR SUGGESTIONS TO MAKE THIS SCHEME EVEN BETTER?
1.	Snapshot in time through conversation;	
2.	Least favourite concept;	
3.		Better temporary installation;
4.	More cerebral and more complicated;	
5.	Concept similar to Lululemon. The idea is spur thoughts and make you think and evolving the words is a great idea;	
6.	Really lends itself to the conversation piece;	Could also provide wayfinding possibilities;
7.		Database is too large;
8.	Likely requires more programming and social upkeep;	
9.	Too difficult to curate;	
10.	Database – make sense large enough to toggle through;	
11.		#3 – littler bits of info but make it concise;
12.		Mechanism for changing text must be remote;
13.		Ensure text based content is relatable;
14.	Lots of possibilities for curating, keeping it new & fresh/different;	
15.	Concern with database programming and curatorial aspect – maintaining interest/excitement in the project;	
16.	High on potential for interactivity with data, direction and communication;	
17.		How we interact reflects hue;
18.		Most flexibility: safety, directional signage, adding fun, playful art into design and element to help people (wayfinding info);
19.	Interact close and from afar;	
20.	Underpass is meant to connect, get through, not linger in space;	
21.		Really like idea of using wayfinding;
22.		Capturing static versus interactive data from mobile devices;
23.	If capable of regular change could be interesting. Regular change required;	
24.	Capturing cumulative demographics;	
25.		#3 get text to move within you;
26.		Conversation similar to social media – “tweeting”? Could be provocative based on current events. Twitter verse could be the source – idea starters...
27.	Based on text, presence of person generates text, social media? To read required you to stop, discover thoughts – is it a substitute for conversation?	
28.		Like the idea of it being interactive. Someone say something and goes to the underpass as a destination to check it out;
29.		Attach it to a Twitter feed. Could have general data base then Twitter comments that would keep this fresh. Could have advertisements for events/festivals. Interacting with the community, learn something new;
30.		You could tweet Beltline or Downtown events – sort of an ad for things (i.e. Beakerhead) going on in the area;
31.		I think the idea would be very cool if it was integrated with a Twitter feed. This would guarantee fresh and relevant content;
32.	Narrow walkway – don't want to get stuck behind someone who is reading messages;	
33.	Looks like a stand and observe rather than pass through design;	