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	Nota di contenuto	Introduction -- Part I: Interdisciplinary Dialogue -- Applying HCI Methods and Concepts to Architectural Design (or Why Architects could use HCI, Even if They Don't Know It) -- What Is It about Space that is Important in Interaction? Let's Take the World From a Situated Point of View -- Part II: Approaching Interaction in Space -- Supporting Fluid Transitions in Innovative Learning spaces: Architectural, Social and Technological Factors -- Creative Workplace Alchemies: Individual Workspaces and Collaboration Hotspots -- Getting it Going: Explorations at the Intersection of Moving Bodies, Information Technology & Architecture -- Measuring Interaction in Workplaces -- Part III: Going Abstract about the Concrete -- Community Is the Message: Viewing Networked Public Displays through McLuhan's Media Theory -- Embodied Interactions with Adaptive Architecture -- Part IV: Activating Spaces -- Mapping the Intangible: On Adaptivity & Relational Prototyping in Architectural Design -- An Interactive Simulation

Environment for Adaptive Architectural Systems -- Robotic Building as Physically Built Robotic Environments and Robotically Supported Building Processes -- Part V: Sights and Magnifications -- Northern Urban Lights: Emplaced Experiences of Urban Lighting as Digital Augmentation -- Reading and Responding to the Digital Footprints of Mobile Visitors -- On Potential Application of Interaction Design for Placemaking. .

Sommario/riassunto	Ubiquitous computing has a vision of information and interaction being embedded in the world around us; this forms the basis of this book. Built environments are subjects of design and architects have seen digital elements incorporated into the fabric of buildings as a way of creating environments that meet the dynamic challenges of future habitation. Methods for prototyping interactive buildings are discussed and the theoretical overlaps between both domains are explored. Topics like the role of space and technology within the workplace as well as the role of embodiment in understanding how buildings and technology can influence action are discussed, as well as investigating the creation of place with new methodologies to investigate the occupation of buildings and how they can be used to understand spatial technologies. Architecture and Interaction is aimed at researchers and practitioners in the field of computing who want to gain a greater insight into the challenges of creating technologies in the built environment and those from the architectural and urban design disciplines who wish to incorporate digital information technologies in future buildings.