

1. Record Nr.	UNINA9910796573803321
Titolo	Media architecture : using information and media as construction material // edited by Alexander Wiethoff and Heinrich Hussmann
Pubbl/distr/stampa	Berlin, [Germany] ; ; Boston, [Massachusetts] : , : De Gruyter Saur, , 2017 ©2017
ISBN	3-11-045159-X 3-11-045387-8
Descrizione fisica	1 online resource (218 pages)
Collana	Age of Access? Grundfragen der Informationsgesellschaft, , 2195-0210 ; ; ; Volume 8
Disciplina	004
Soggetti	Information technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Editor's Preface -- Contents -- Introduction -- Media Architecture for Shared Encounters -- From Allopoietic Content to Autopoietic Content for Media Architecture through a Better Understanding of Architectural Typologies -- Interfaces of Media Architecture -- DIY / DIWO Media Architecture: The InstaBooth -- City Apps as Urban Interfaces -- Experiences Deploying Hybrid Media Architecture in Public Environments -- Designing Media Architecture: Methods and Tools -- Interacting with Media Architecture -- Media Façades and Narratives for Public Spaces -- Exploring Distribution as a Condition: Elements of a Minor Metropolitanism -- About the Authors
Sommario/riassunto	The augmentation of urban spaces with technology, commonly referred to as Media Architecture, has found increasing interest in the scientific community within the last few years. At the same time architects began to use digital media as a new material apart from concrete, glass or wood to create buildings and urban structures. Simultaneously, Human-Computer Interaction (HCI) researchers began to exploit the interaction opportunities between users and buildings and to bridge the gaps between interface, information medium and architecture. As an example, they extended architectural structures with interactive, light-emitting elements on their outer shell, thereby transforming the

surfaces of these structures into giant public screens. At the same time the wide distribution of mobile devices and the coverage of mobile internet allow manifold interaction opportunities between open data and citizens, thereby enabling the internet of things in the public domain. However, the appropriate distribution of information to all citizens is still cumbersome and a mutual dialogue not always successful (i.e. who gets what data and when?). In this book we therefore provide a deeper investigation of Using Information and Media as Construction Material with media architecture as an input and output medium.

---