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Nota di contenuto	Cover; Half Title; Title Page; Copyright Page; Dedication; Table of Contents; List of figures; List of tables; Notes on contributors; Acknowledgments; Introduction: moving toward adjacent possibles; Part I Rethinking cohesion, coordination, and navigation; 1 Mobile phones and digital Gemeinschaft: social cohesion in the era of cars, clocks and cell phones; 2 Walking in the hybrid city: from micro-coordination to chance orchestration; 3 Direct video observation of the uses of smartphones on the move: reconceptualizing mobile multi-activity 4 Rerouting borders: politics of mobility and the Transborder Immigrant ToolPart II Performing location, place-making, and mobile gaming; 5 Online place attachment: exploring technological ties to physical places; 6 Location as a sense of place: everyday life, mobile,

and spatial practices in urban spaces; 7 Performing city transit; 8 Location-based gaming apps and the commercialization of locative media; 9 Houses in motion: an overview of gamification in the context of mobile interfaces; Part III Mobile cities: mapping, architecture, and planning

10 Exploring locative media for cultural mapping11 Designing for mobile activities: WiFi hotspots, users, and the relational programming of place; 12 The power of place and perspective: sensory media and situated simulations in urban design; 13 The will to connection: a research agenda for the ""programmable city"" and an ICT ""toolbox"" for urban planning; Epilogue; 14 Restless: locative media as generative displacement; Index

Sommario/riassunto

"Mobilities has become an important framework to understand and analyze contemporary social, spatial, economic and political practices. Especially as mobile media become seamlessly integrated into transportation networks, navigating urban spaces, and connecting with social networks while on the move, researchers need new approaches and methods to bring together mobilities with mobile communication and locative media. Mobile communication scholars have focused on cell phones, often ignoring broader connections to urban spaces, geography, and locational media. As a result, they emphasized virtual mobility and personalized communication as a way of disconnecting from place, location and publics. The growing pervasiveness of location-aware technology urges us to rethink the intersection among location, mobile technologies and mobility. Few studies have addressed the many transformations taking place in mobile sociality and in urban spatial processes through the appropriation of these technologies. This edited collection will address this gap by exploring the intersection of mobility, mobile communication, and locative media, as well as the implications of this for adjacent fields such as mobile art, mobile gaming, architecture, design, and urban planning"--
