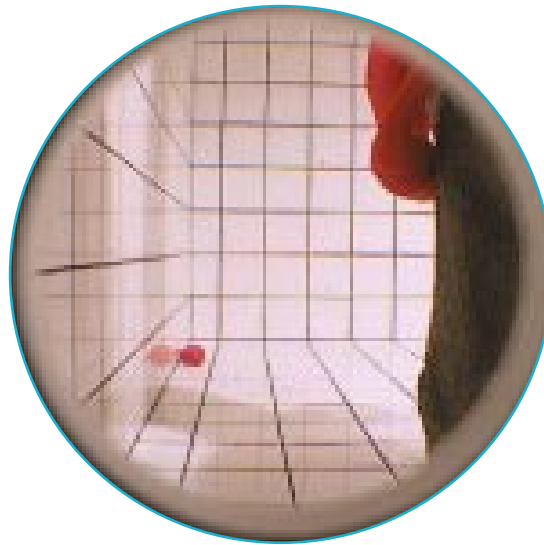




{ private *places* in public *spaces* }





{ General Goal }

Exploring the idea of creating alternative ways for people to explore places in order to have more meaningful experiences and to have a deeper understanding of the nature of a place.

Why?

When we visit places we are always been told where to go, what to do and what to look at to have a sense of what the essence of a place is. But I always feel that something is missing; than I am just looking at the things that are meant to be seen.

There is always something to discover and learn from that is not “advertised” and could be very valuable to really get to know the “spirit of a place”. I want to explore the possibilities of creating and designing this experience.

{How I would have a different and more meaningful experience?}

Having access to private spaces and exploring what is not shown to me.

Exploring what is “hidden”.



{ What is hidden? }

The private and the intimate of a city / people private lives / do-not-enter places.

Why do I want to explore that and why do I think it is interesting?

- Personal curiosity for spying on people's private lives and peeking through people's windows (without any evil purpose).
- When thinking of experiences I have had on trips, I have stronger memories from those kinds of experiences than from going to visit the public places. I also love when people that I have just met invite me inside their houses.
- Personal curiosity for getting into private places thinking that I am going to find a secret there. I am aware that I am not the only one who has this curiosity; I think almost every one has his "spy side". (The Rear window, Truman Show, The Following, Sophie Calle, Marcel Duchamp)
- I am also interested in how the barrier between the private and the public is being erased by new technologies. A good example of this loss of privacy are blogs, photo-sharing sites like flickr and also TV reality shows where people make public their private lives. So people not only enjoying spying on others, but also being spied on themselves.



{ What kind of experience do I want people to have? }

1. The experience of accessing the private life of cities: Enter in prohibited places / See what is behind the “do-not-enter” doors / Meddle in stranger’s lives / Have the chance to observe or listen to how people live and see inside their houses: knowing what they eat, what they read, why they fight.
2. Explore what stories / events / images / sounds / conversations / objects / situation / are hidden in the private side of people and places and see how these contribute to the fundamental identity of a city.
3. Make them feel that they are being “detectives” and let them satisfy their “voyeuristic” instinct.



{ Design Questions }

1. How to create an experience that allows people to have access to the private life of a city?
2. What are the stories / events / situations that are hidden in the private life of a city and in people's private life?
3. How would the experience of a person who explores the private side of a city be different from exploring the public side?
4. How is the private life of a city related to the private lives of the people who inhabit it?
* * *
1. What is that we find so exciting about spying and entering prohibited places?
2. What do we get from snooping and watching something that is private?
3. How could the public life of someone be totally different from his private life?
* * *
1. How can I use technology as a medium to design this experience?
2. How can interactivity play a meaningful role in that experience?
3. What is the most compelling place to offer this experience to people?



{Project Concept}

An installation piece in public space that allows people to experience a sense of spying on the private life of New York (or the private lives of people).



{Possible methods of interaction}

1) A doorway that uses a peephole as an interface for people to look within and see prerecorded video in side the peephole. (Inverting the peephole function so instead of using them for people to protect their privacy, I would use them for us to enter into their intimacy).

This doorway could either:

a) A single door that allows users to choose between different narratives. The door could be installed in multiple places in the city, like a traveling installation. Different projections would be projected over the door and they would change depending on the user input and would be transformed into specific doors from different neighborhoods in the city.

Options for interfaces

- Use peepholes or use keyholes

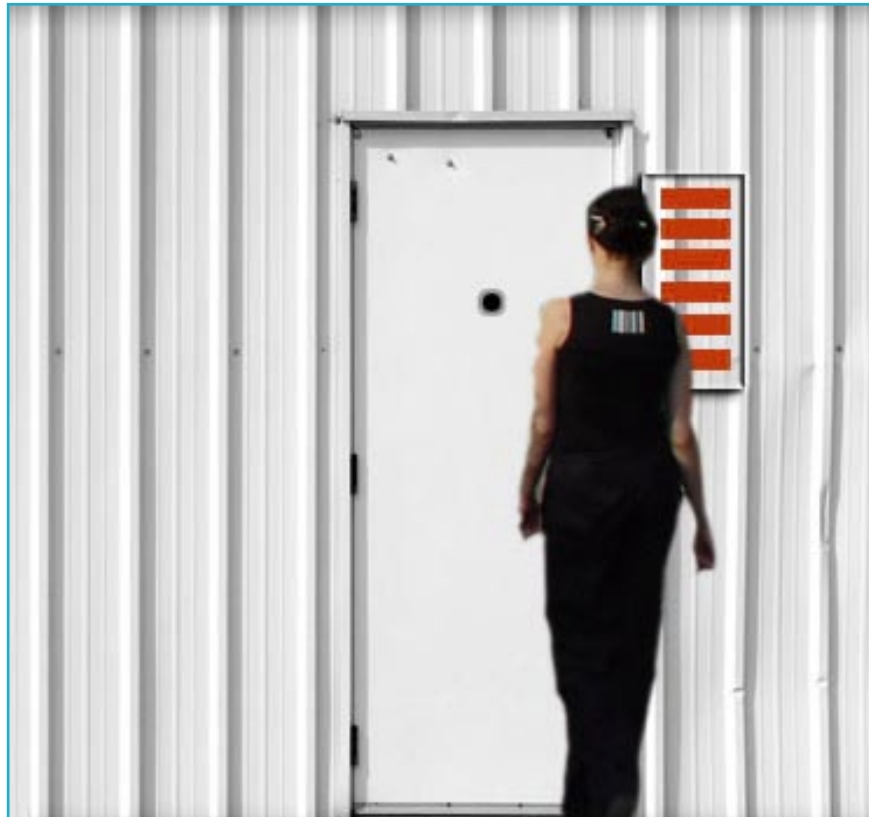
Options for interaction (probably using RFID tags)

- Using an interactive map of the city that allows the user to choose the location they want to explore.

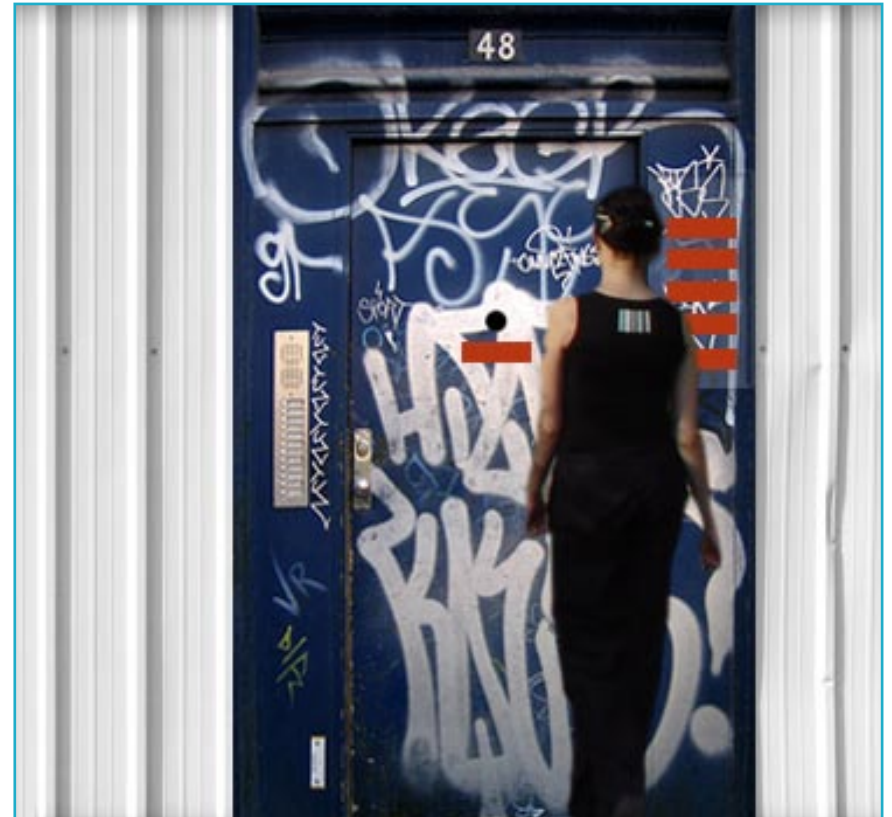
- Using labels with addresses to place under the peepholes to choose “where to go”.



Door before placing the label



Door after placing the label





User viewing throught the peephole

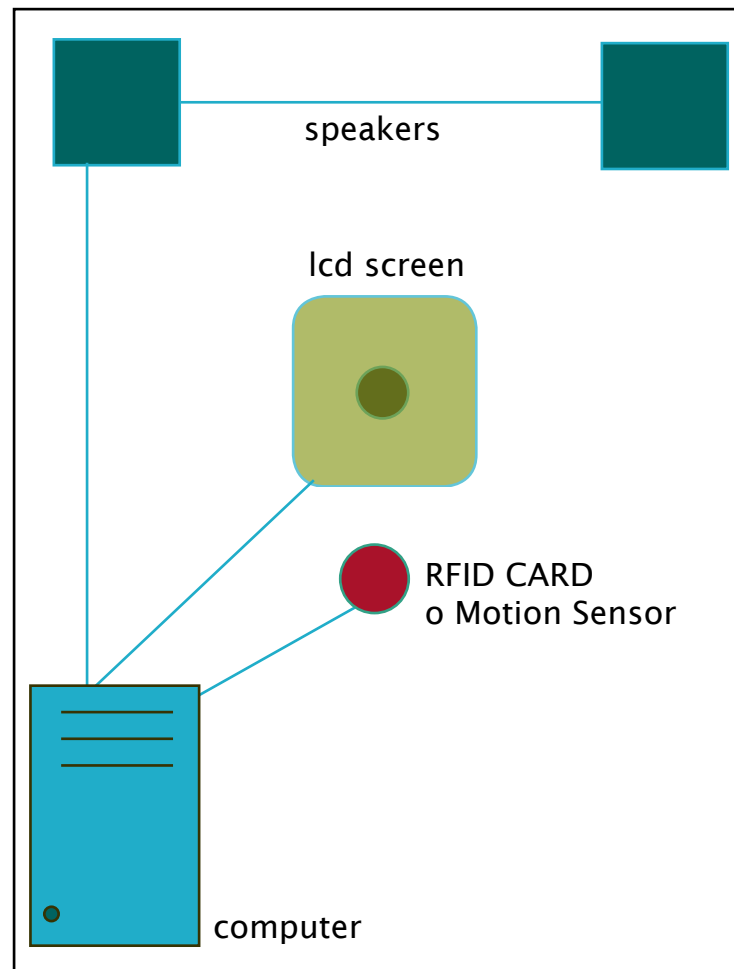


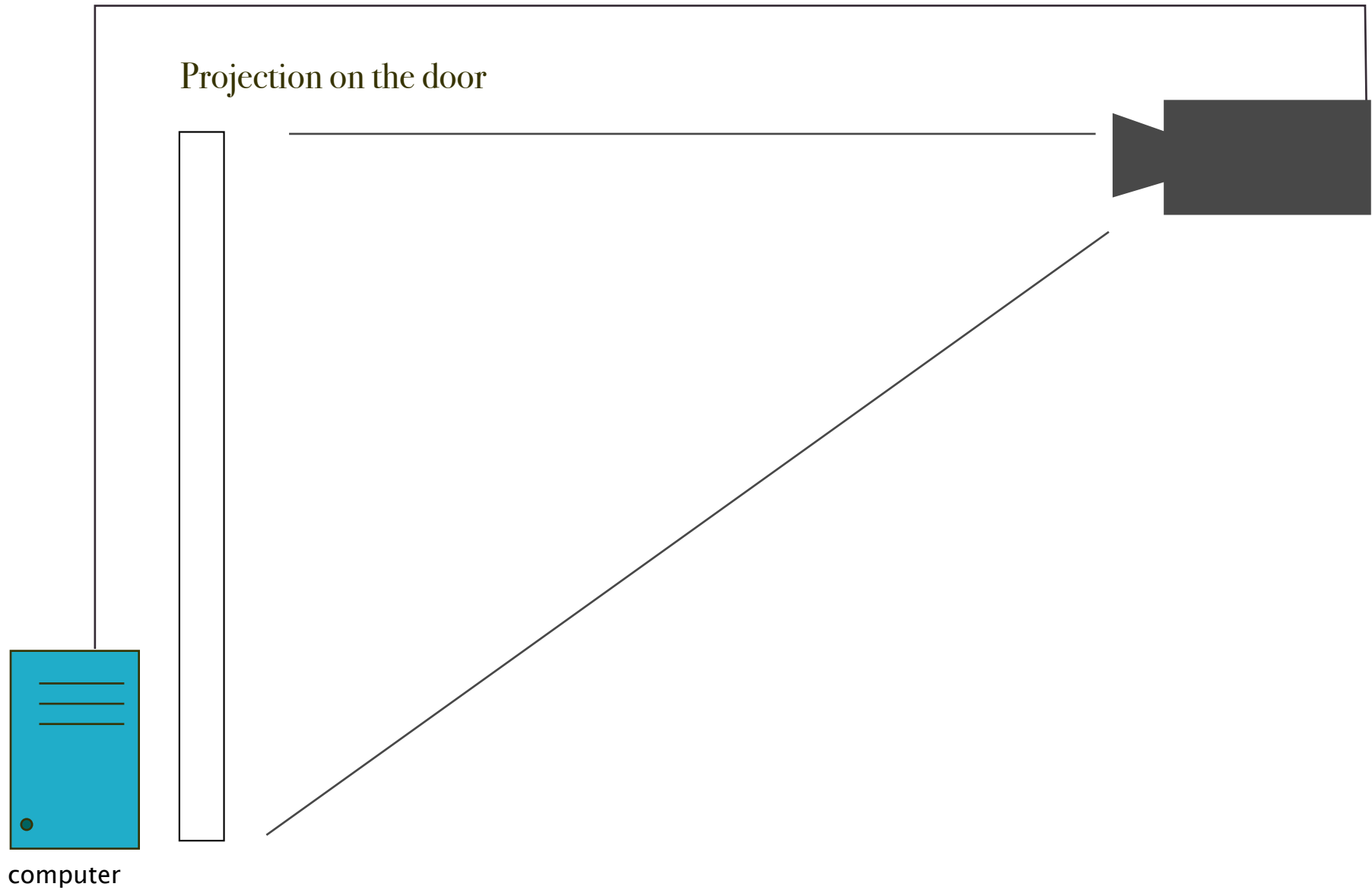
View from the peephole





Behind the door







{Possible methods of interaction}

b) A series of doors in an actual apartment building. Motion sensors would detect people presence and they would trigger the video.



{Possible methods of interaction}

2) Peeking through a crack in a wall.

Looking through the crack, the user would see a big projection of a building facade.

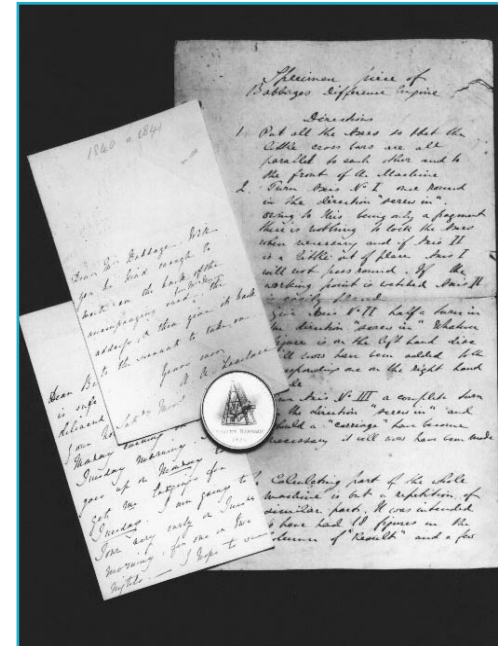
Use EYE TRACKING (is it too crazy?) to let the user choose which apartment window to snoop in.

When the user chooses, the projection would zoom in to the apartment and show the scene of an interior with people doing something and telling stories.



{Possible methods of interaction}

3) Looking inside mailboxes to read people letters and find stories.
(Not very convinced about this idea)





{Questions and Concerns}

What to show?

1. Sounds: stories about the city in the shape of casual conversations / noises. If stories, what kind of stories. How to find these stories? Interviewing people? If interviewing people, what questions to ask? Which people?

2. Images: videos of people's private lives and apartments. Doing what?

- Video with no audio
- Audio as a very important part of the piece (recording a conversation about a story) and a very simple and static image that do not say that much.
- Have both images and audio with the same relevance.

Where to locate the piece?

How to make some kind of interaction that is meaningful to user and to the piece itself?