A digital approach
to our time-space living

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Some remarks...

A digital approach to our time-space living
Luis Borges Gouveia, DC Summit, 25th September, 07

motivation

motivation

- Some authors stress the importance of other communities to the enrichment of city life
  - Among those are the gay community, as argued by Ridderstråle and Nordström (2003)
  - Individual and thematic communities are other reported [www.karaokecapitalism.com]

  - Not any more kids, family (i.e. cultural bias applies…)

Motivation

- Any motivation will do in case of being possible to share the same time-space context with some sense of balance

- Urban settings
- Economy
- Ecology
- Market
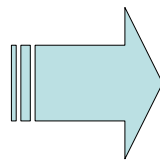
Information based

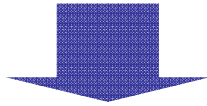*Powered by knowledge*

Digital

Information society

- *a society where information and communication technology are the primary resource to exchange digital information, and to support interaction between individuals using practices and methods in permanent change (Gouveia and Gaio, 2004)*
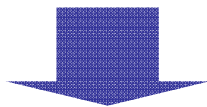
SOCIEDADE DA INFORMAÇÃO

Information society

Heavy use of ICT

Growing use of digital

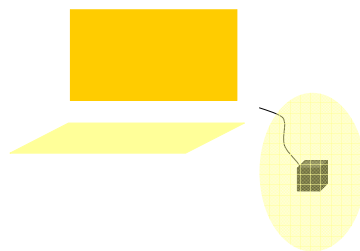**Network organisation**

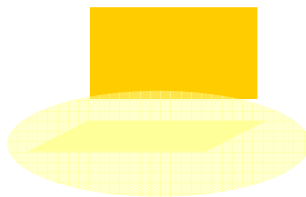# Once upon a time...

the computer

The computer without a mouse!

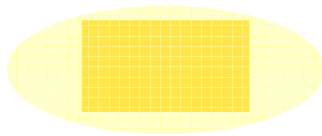# The computer without a mouse! ... How to use it?

The computer without a keyboard!

The computer without keyboard!...
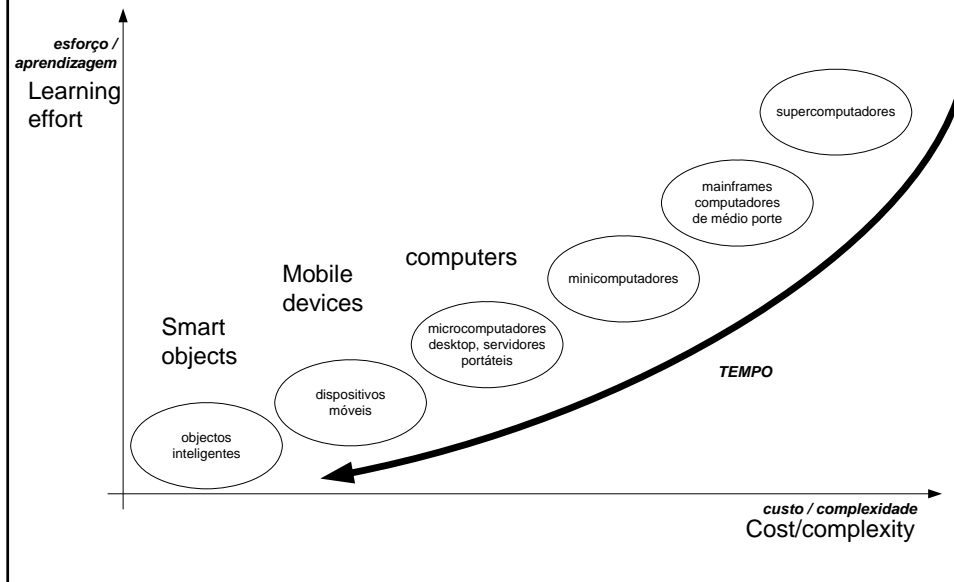How to use it?

The computer without monitor!

But... Where is the computer!

But... Where is the computer!

?

But... Where is the computer!

esforço / aprendizagem
Learning effort

supercomputadores

mainframes computadores de médio porte

computers

minicomputadores

Mobile devices

microcomputadores desktop, servidores portáteis

Smart objects

dispositivos móveis

TEMPO

objectos inteligentes

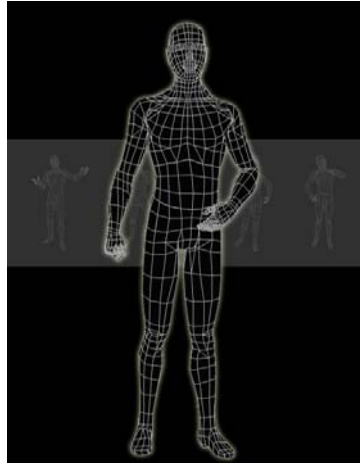custo / complexidade
Cost/complexity

But... Where is the computer!

- Networked hidden and
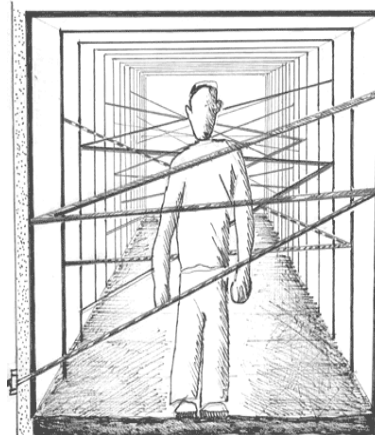- Transaction related

"somewhere among us"
Make us remember some religious stuff

the digital and rich information environments

The analogic and rich information environment

From the analogic to the digital "world"

- learn...
  - In the analogic, memorise to learn
  - In digital, forget to learn
- work...
  - In the analog, take time to work
  - In the digital, work without taking time

Four scales concerning people, information and space

- People
  - Content / context / experience / emotion
- Information
  - Data / information / knowledge / wisdon
- Space
  - Space / place / territory / ?
- Each levels adds structure and context
- Relate the scales using a digital approach (valid path?)

Some remarks

- With digital support
  - Space is extended
  - Time becomes a scarse resource
  - i.e. more reach, less time
- People in organisations
  - Less government
  - More governance
  - i.e. Distance can be less a problem than time (time to know, time to be, time to do, time to react,...)
  - i.e. Networks, instead of leadership (?)

Some remarks

- Again, the digital, time-space and people...
  - i.e. Increase information flux and interactions
- At the end of the day
  - Who pays the bill
  - Who controls it
- Has we take this into consideration when design our cities for (?)
  - Diversity
  - Proximity
  - Centrality
  - Knowledge
  - A given strategy

A number of challenges

- People skills
- [Social, economical, digital] gap
- Engage people
- What to know and how (wisdon?...)

But also
- Sense human presence
- Collaboration support (not just sharing or cooperation)
- Information visualisation & Knowledge representation
- Linking the real and the virtual (location devices, senses and get rid of web based as first tech proposal...)

Additional notes

- "perform" digital it is not just related with computers and networks
- We still be analogic, but our interaction are more digital than ever

I'm trying to find out why things go in one ear and out the other.
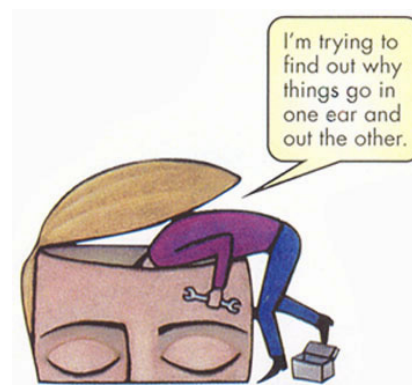
Additional notes...

- Reinvent our notions of time and space
- Reinvent the territory
- Deal with information challenges

HELP WANTED!

A última vez que vi o David, ele disse-me que o íam partir ao meio !!!

Additional notes

- Knowledge rate substitution
  - Something between 20% to 25%
  - This means that we need to replace knowledge every 4 – 5 years
- As a result, a territory must be also organised with the ability to produce knowledge
  - Need schools, research and focus
  - Additional concerns to add to energy, water and other stuff

Additional notes

- A move from an offer oriented organisation to a client oriented strategy also has implications in the way we deal with information
  - New ways to deal with information discover
    - How to be discovered (offer side)
    - How to discover (client side)
  - Individuals can no more stand on their own ability; must rely mostly on their network connections

Some questions

- How such notions affect our cities and our quality of living?
- Can we propose and expect to have some sort of an intelligent territory where information, knowledge and networks are combined at the service of people?
- How can we make the best bread of fusion between knowledge (-» people) and places (-» territory)

Thanks...

We live in an wonderful world were the best things are still to be done
(?*, 2007)

* as there is no information on Google about this sentence, I can assume its mine... If there is no Internet image, it do not exist...