

from MUDs as **SPACE**  
 to  
 as  
 a  
 MUD

how cell phones transform public spaces into places

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Physical space as a social place

transportation technologies:  
 communication x mobility

Cyberspace as a social place

nomadic technology devices

Hybrid space as a social place

enfolding contexts

SPACE OF FLOWS

SPACE OF PLACES

communication + mobility

from MUDs as **SPACE**

multi-user environment

physical space (mediated space)

virtual space

cyberspace = cybernetics + space

Imaterialis

from MUDs as **SPACE**

cyberspace = cybernetics + space

immateriality

disconnection from physical space

Zork

MUD

"flows connect, pure and simple. There can be no flow in one place, flows necessarily are between places"

Felix Stalder

virtual city

from MUDs as **SPACE**

cyberspace =  
cybernetics + space

how information lost its body

"Information = probability function with no dimensions, no materiality, and no necessary connection with meaning."  
Claude Shannon



from MUDs as **SPACE**

Imateriais

identity



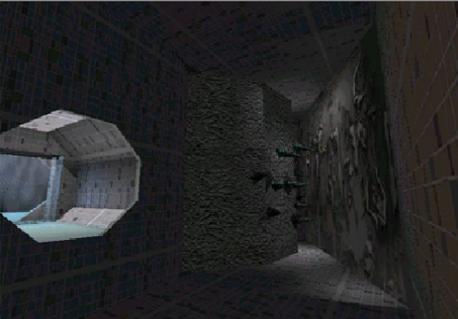
Itaú Cultural, São Paulo, 1999  
Jesus de Paula Assis – video game technology



from MUDs as **SPACE**

Imateriais

perception

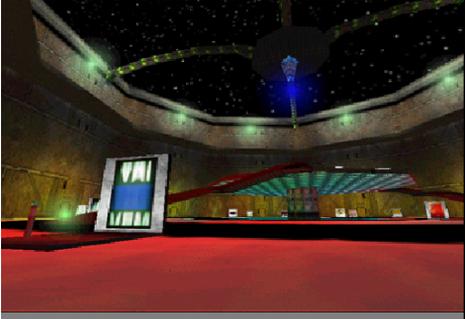


take physical sensations to virtual space



from MUDs as **SPACE**

Imateriais

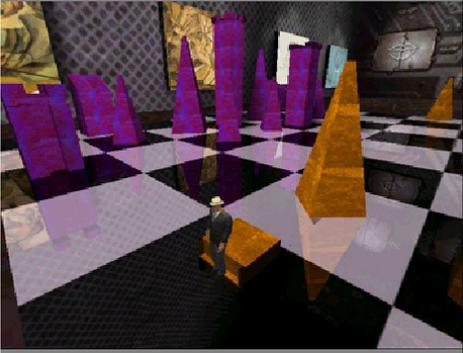


"virtual is being progressively assimilated into everyday life"



from MUDs as **SPACE**

Imaterialais



● ●

to **SPACE** The cell phone as an interface

as a

**MUD**

physical ----->> virtual ----->> physical

MOBILITY

What is a MUD?

- social place.
- place which allows communication among people who do not share the same physical space.
- place that allows people to meet in virtual space.
- place that lets people inhabit the same (virtual) space even if they do not actually talk to each other.

● ●

to **SPACE** The cell phone as an interface

as a

**MUD**

Transforming spaces into places:

- Enhancing communication among people who are close in physical space (former meaning of a mud). ●
- Improving communication in hybrid space (changes perception of space). ●

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to **SPACE** The cell and folded contexts

as a

**MUD**

Reconfigures space ---->> reconfigures the real

what does it mean to be PRESENT?

voice AND internet

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to  
**SPACE**  
as  
a

cell phones and places

MUD

Tokio

Helsinki



I-mode

Cell phone straps

to  
**SPACE**  
as  
a

cell phones and places

MUD



Lovevety

imaHima

to  
**SPACE**  
as  
a

cell phones and places

MUD



GPS receivers

Location based mobile games

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from MUDs as **SPACE**  
as  
a

MUD

Social Mobiles Crispin Jones

Discussion about the social impact of mobile phones



to  
from MUDs as **S**  
a:  
a  
M

Social Mobiles



Where are YOU then?  
OUCH! that HURT!  
OUCH!  
Alright, alright, let's not shout

The Electric Shock Mobile "...about people who persistently disturb others with intrusive conversations"

● ●

from MUDs

Social Mobiles




When two SoMo2 phones are used, on both sides of a conversation, a new language would emerge.

The Speaking Mobile

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Future Issues

Cyberspace: presence, activity, identity  
real x imaginary Wertheim

Hybrid Space: presence

How to adapt content for an embedded media,  
or to a media that is used "in between"?

How do mobile communication devices can actually be used to  
improve communication, instead of promoting isolation?

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