**"Aware: workshop methodologies"**

John Evans & Andrew Paterson

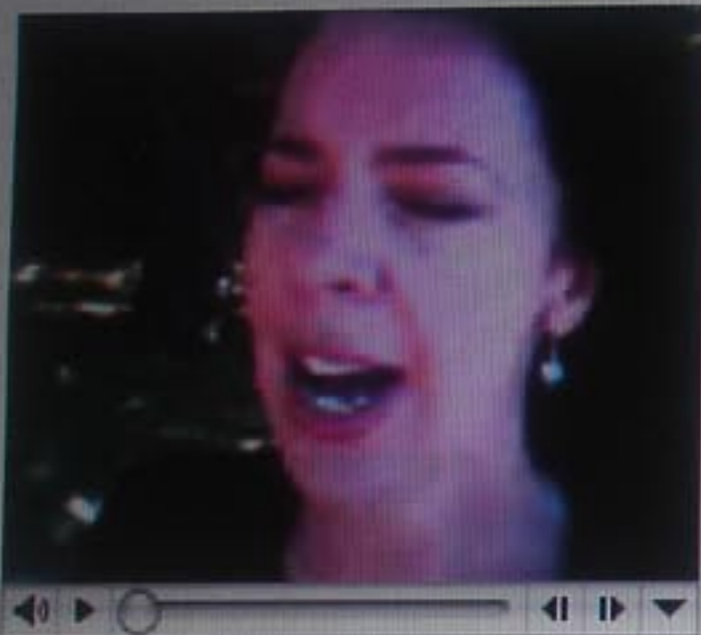* http://aware.uiah.fi

* http://3eyes.co.uk | http://mlab.uiah.fi/~apaterso

# "Aware: overview"

**'Aware' began in February 2003, when**

* 'blogs' not yet shifted into a mainstream practice

* 'Flickr' didn't exist to the public

* the use of 'tags' or 'folksonomies' for organising media not yet a popular means of annotation

"Aware: overview"

**'Aware' is a platform**

* collective publication and syndication of media

* considers the shift from users as consumers
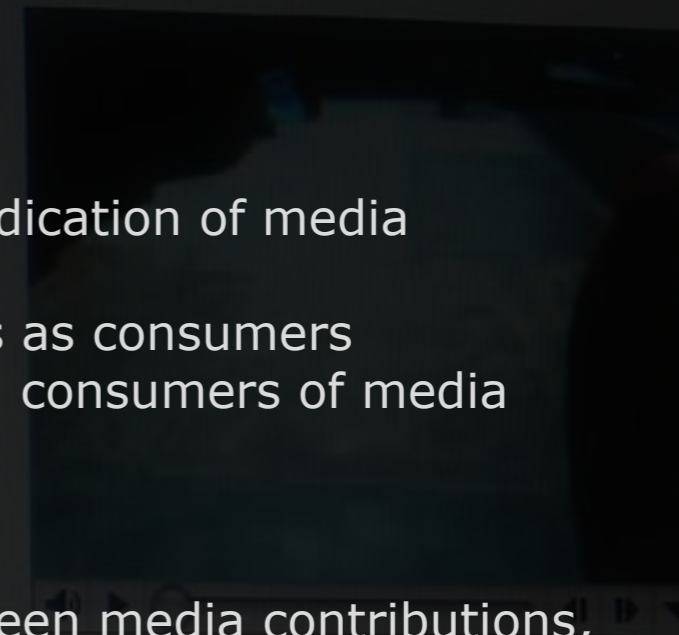  to users as *both* creators and consumers of media

* focus on mobility

* contextual relationships between media contributions,
  including proximity, location and temporality.

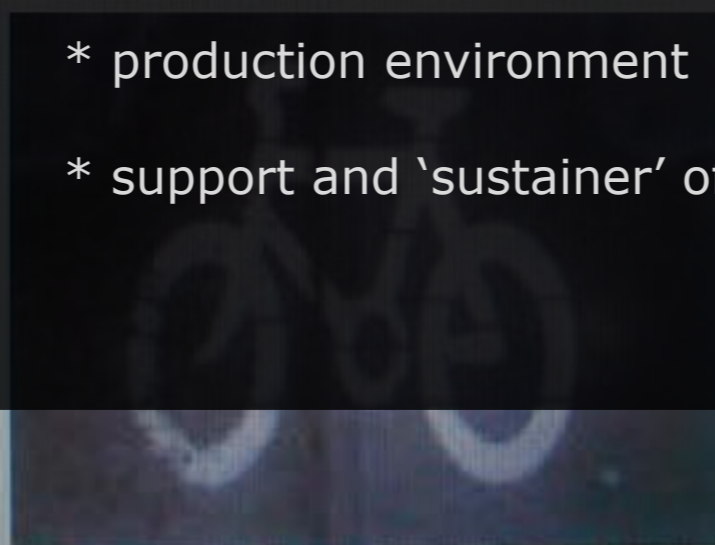**And is a..**

* rapid prototype design tool for workshops

* production environment

* support and 'sustainer' of ongoing projects

## "Aware: overview"

**'Aware' strategies and tactics related to**
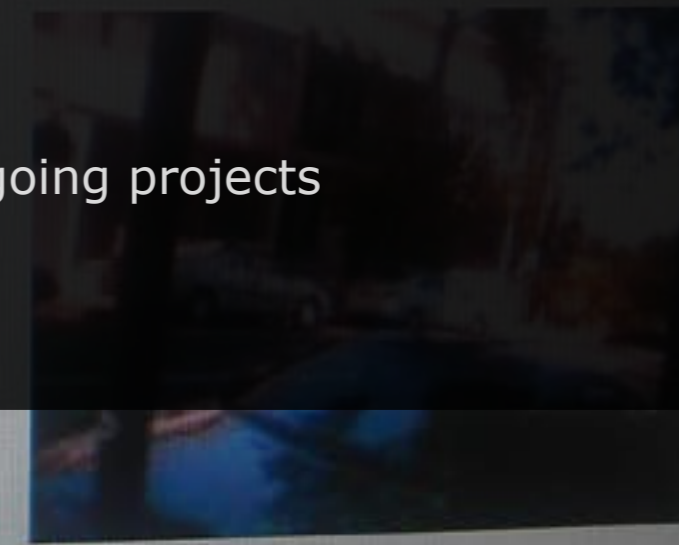
* working from the lowest common technological denominator upwards

* maintaining flexibility and inclusiveness

* open-source solutions within proprietary networks

* human relationships and experience

* context and situatedness

# "Aware: overview"

**'Aware' is a collective (variously involving..)**

* John Evans, Markus Ort, Andrew Paterson, Aki-Ville Pöykiö

**Operating in the field of**

* socially-engaged arts

* interaction/participatory design

* mobile technology development

* creative/commercial-research partnerships

* pedagogical workshops

**We Collaborate with**

* CONTEXT research group, University of Helsinki http://cs.helsinki.fi/group/context/

# "Aware: needs and desires"

**Once a platform was developed**

* a lack of approaches for working in the field

* need for communicative and pedagogical frameworks

* need for equipment and resources

* precious contact time with people

* technological and human sustainability of the project

# "Aware: rengo workshop"

**3-months during summer 2004 in Helsinki/Kemiö (FI)**

* explored relations of context - process - experience

* using the rules and logic of *renga* as framework

* historically-precedental collaborative poetry practice originating from Medieval Japan

* resultant experiences of the activity presented at 'ISEA2004: wireless experience' Conference

* http://aware.uiah.fi/rengo
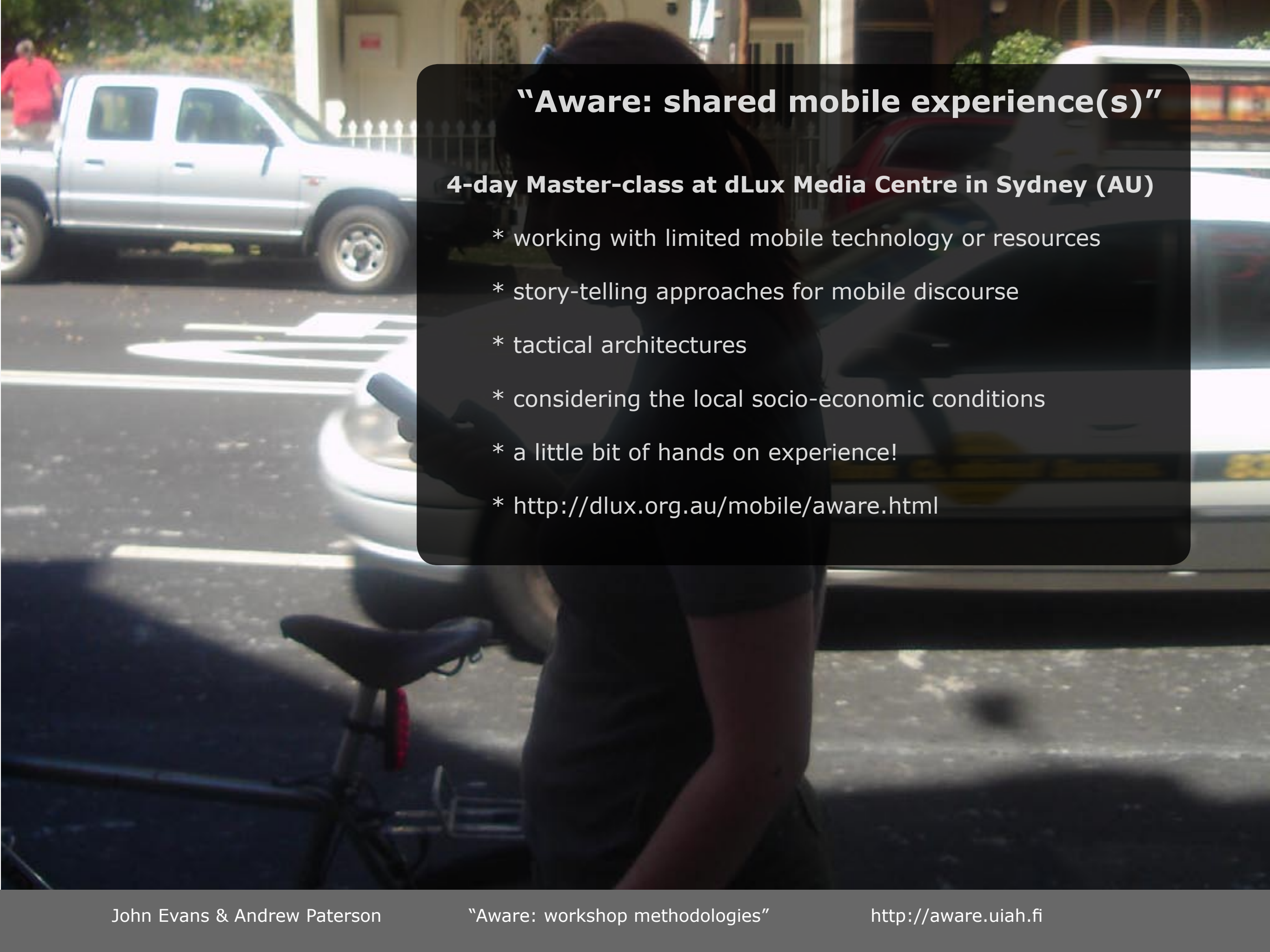
**"Aware: rengo workshop"**

**Exercises both adaptive and selective**

* fixed starting points but deviating in various directions

* several constants or fixed rules

* variables that could be adjusted as the activity progressed in real-time

**In reflection:**

* devised performance and direction methodologies

* continually recycling between action and analysis

* "loose way of production"

* different levels of ownership and decision-making

**"Aware: shared mobile experience(s)"**

**4-day Master-class at dLux Media Centre in Sydney (AU)**

* working with limited mobile technology or resources

* story-telling approaches for mobile discourse

* tactical architectures

* considering the local socio-economic conditions

* a little bit of hands on experience!

* http://dlux.org.au/mobile/aware.html

**"Aware: shared mobile experience(s)"**

**Inspired by**

* 'Video card game' developed at Mads Clausen Institute, University of Southern Denmark

* 'Mobile Probes' developed at Future Home Research, University of Art and Design Helsinki

# "Aware: shared mobile experience(s)"

**Formalised exercise methods**

* collaborative paper-based arrangements

* allowed us to explore contextual relations in real-time

* representations and meaning-making

* with or without various technologies

* framework providing participants with step-by-step
  instructions when explaining exercises

# "Aware: lydhoer workshop"

**5-day workshop at Academy of Arts (KHiO) in Oslo (NO)**

* exercises and discussions on being 'attentive'

* consider ing aspects of our everyday living that we wish to share among ourselves as a group

* combination of 'Aware' platform, and 'ContextPhone' software by University of Helsinki CONTEXT group

* developing a sustainable workshop practice

* http://loca.uiah.fi:2500/lydhoer/published/HomePage

# "Aware: lydhoer workshop"

**Combination of approaches**

* exploring mobility and 'absent presence'

* media-capture exercises with networked mobile devices

* paper-based arrangements in physcial space

* 'bare-bones' fast prototyping of online representations

* Example: 'Blind-date'
  http://loca.uiah.fi:2500/lydhoer/published/Blind+date
  http://aware.uiah.fi/lydhoer/blinddate.html

# "Aware: conclusion"

**Aware worshop methodologies**

* developed & matured flexible participatory frameworks

* devised performance and sharing experiences

* emphasis on collaborative and embodied action

* exercises with or *without* networked mobile device

* combined processes for indiviual-collective decisions and meaning-making towards representation