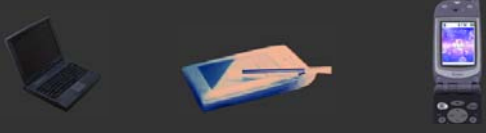


The working title of my research project is “Hybrid Space Nomads: how new communication technologies transform urban space.” This study aims to analyze the impact of nomadic technology devices – such as cell phones – and ubiquitous computing on our perception of urban space. By changing our notion of space, these technologies also create a new concept of real, re-defining borders between **the real and the imaginary**.



How did I get here?



PhD program in Brazil

Research Line -- > **Communications and Systems of Thought**

This research field studies the impact of new technologies at the contemporary culture. It investigates the changes to which the main Systems of Thought had been submitted during the passage from a modern to a contemporary culture. Also, its aim is to evaluate ethical challenges caused by new technologies. Therefore, it intends to analyze how this interaction shapes what can be man, world, truth and history.

<http://www.eco.ufri.br/pos>

PhD program in Brazil

COMMUNICATION
(culture)

PHYLOSOPHY

NEW
TECHNOLOGIES

DESIGN / ART

COMMUNICATION
(culture)

PHYLOSOPHY

NEW
TECHNOLOGIES

Undergraduate Studies

School of Communications: Journalism



Undergraduate Studies

MONOGRAPH



This Monograph analyses the development of constructivist design in Brazil. Since its European origins, with the functionalist movements (De Stijl, Russian Constructivism, Bauhaus and Suprematism), it is interesting to notice how and why Brazilian design has always been constructivist. The Escola Superior de Desenho Industrial (Esd) synthesizes the history of the Brazilian design. Therefore, it is an important case study. The definition of national design is another important point. Domingo's magazine is the example of a both national and functionalist project. The historical construction also helps us to question national design and the future of the constructivist design as a Brazilian (or maybe European) way to understand the organization of space.

VIP Exame



<http://www2.uol.com.br/vip>

Master

Functionalism history x deconstruction

How the way information is organized reflects social changes

Master

Design as interface of contemporary



This thesis analyzes the graphic design as interface of contemporary. The passage of modern design (Functional) to contemporary design (deconstructed) represents the technological change in the process of transmission and reception of information. The interface concept is developed in the light of two different standpoints: first, a historical analysis of the graphic design (which includes the history of typography, that is the basis of visual communication process). Second, the history of the concept of interface itself. This history enhances the perception that the change of interfaces has always been related to the way people deal with information. Finally, the last part of this thesis focuses on the deconstruction as a characteristic of the contemporary graphic interface. The presence of deconstruction is analyzed both in graphic design and on the world wide web.

Master
Design as interface of contemporary

History of Design (information)

PRINTED		DIGITAL
calligraphy / typography	text	digital typography
roll / codex	book	hypertext
printed	magazines	online --> MUDs

Master
Design as interface of contemporary

History of Design (information)

<----- construction -----> deconstruction ----->

PRINTED		DIGITAL
calligraphy / typography	text	digital typography
roll / codex	book	hypertext
printed	magazines	online -----> MUDs

Master
Design as interface of contemporary

History of Design (information)

<----- construction -----> deconstruction ----->

LEGIBILITY

Letter as image
Fragmentation of graphic space
hypertext

Master's Degree: Communication and Image Technology

From Physical Space ----- >> To Digital Space

PhD ----- >>

PhD ----- >>

2 questions:

- How to design for the world wide web?
- How the deconstruction is represented on the net?

PhD ----- >>

Deconstruction could not be visual, but conceptual

- Hypertext
 - Reading: linear -- > non-linear / multilinear
- Multi-user environments
 - Narrative as interface (“on going process”)

PhD ----- >>

N. Katherine Hayles:

change in electronic literature

=

change of interface (different ways of dealing with the digital)

- 1st generation: ... - 1995/97 = Story Space / Hypercard
- 2nd generation: 1995/97 - ... = multimedia (rich variety of interfaces, not restricted to written text)

PhD ----- >>

Multi User Environment = worlds (spaces) constructed by language

Generations (types) according to the interface:

- Textual
- 2D Graphics
- **3D Graphics**

PhD ----- >>

Problems to be solved:

- identity
- presence
- activity

Judith Donnath (Sociable Media Group / MIT),
Steven Johnson (Interface Culture),
Janet Murray (Hamlet on the Holodeck)

PhD ----- >>

- How to design virtual spaces
- How to represent people in multi-user environments
(avatar = body interface)

PhD ----- >>

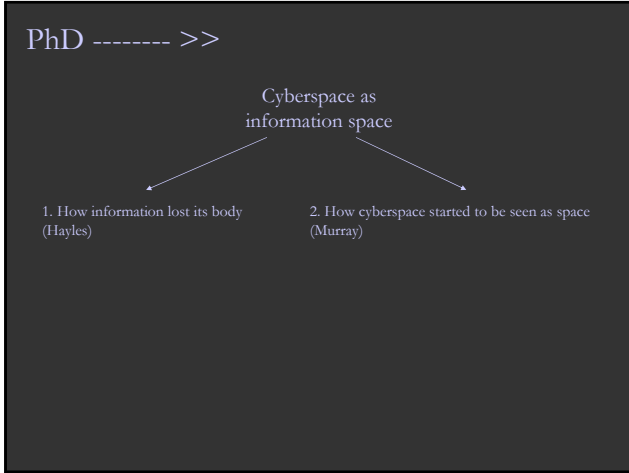
Papers:

- Inhabiting the Digital
- Z – or how to be immersed in virtual space

PhD ----- >>

Papers:

- Inhabiting the Digital
- Z – or how to be immersed in virtual space
- Interface, Connection, Liberty: building and **imagining spaces** in the digital web




PhD ----- >>


Consequences:

MUDs | Parallel life
| Play with identities
| Get rid of the body

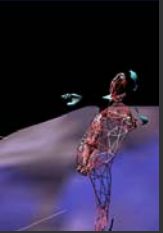
PROJECTS



BODIES INC.



THE PALACE



KINETIC WORLD

PhD ----- >>

From Digital Space ----- >> To Physical Space

hybrid or blurred reality ----- >> why ?

- PhD ----- >>
- Change of interface
- miniaturization
 - transparency
 - ubiquity
 - **mobility**
- ↓
 Possibility of being always connected
 Possibility of being connected while moving through space

PhD ----- >>

TIME ----- > SPACE

we accept that time
is instantaneous

becoming blurred
local x global

...you become a tourist in your own body...

PhD ----- >>

How to address this topic

TRAVEL

change of space

change of real (real and imaginary)

PhD ----- >>

TRAVEL

Distant and unknown = place for the imaginary



PhD ----- >>

TRAVEL

Traveler = the one who maps space



PhD ----- >>

TRAVELER

Defines what belongs to the real (and inhabits physical space) and what belongs to the imaginary (and inhabits mindspace)

PhD ----- >>

TRAVELER ROUTES

Development of cities as points of connections in space
Strasburg | Alexandria | Constantinople | Paris | **Los Angeles**



PhD ----- >>

MOBILE TECHNOLOGY DEVICES

Mobility = an extremely important concept to the knowledge of physical space, is also now a critical point in the process of connecting to digital space.

PhD ----- >>

TRANSPORTATION AND COMMUNICATION TECHNOLOGIES

Also change our perception of space and time (and create new ways of dealing with the real)

- Ex.: Railroad / Telegraph (19th Century)
- construction of a connected space
 - location / development of cities
 - accelerated time, shrinking space

PhD ----- >>

TRANSPORTATION AND
COMMUNICATION TECHNOLOGIES

Consequences: incorporation of new areas to the physical network

*The railroad opened up new spaces that were not easily accessible before; on the other hand, it did so by destroying space, namely the space **in between** points.*

PhD ----- >>

Goal

To look at nomadic technologies (cell phones, I-mode) as the next step in the history of transportation and communication technologies, and include all of these in a history of movement.

PhD ----- >>

Middle Ages metaphor 19th century 21st century

TRAVELER --- >> TRAIN / TELEGRAPH --- >> NTD

TIME

SPACE

IMAGINARY

↓ construction
of reality

PhD ----- >>

Problem

CYBERSPACE ----- >> HYBRID (BLURRED SPACE)

Immaterial

Information space

Disconnected from physical

Material

Connected

Non-place

PhD ----- >>

How to address (part II)

History of the concept of virtual space + Internet

PhD ----- >>

2 main questions:

1. By extinguishing the concept of cyberspace as a mental and imaginary space, it proposes the question: where is the place for the imaginary in an environment where physical and digital co-exist? How does this imaginary is created by the definition of the real and by the organization of physical spaces?
2. Due to the connectivity between physical and digital spaces, digital becomes critical to the organization of physical space. How do nomadic technology devices determine urban centers' locations and structures?

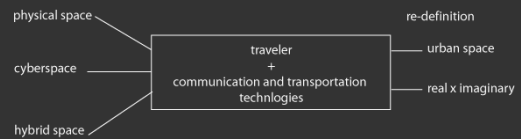
PhD ----- >>

LOS ANGELES
paradigmatic city

RIO DE JANEIRO
case study

- How to walk through the city (how can we narrate the city again?)
- How does it change urban imaginary (ARTS)

PhD ----- >>



PhD ----- >>

3 SECTIONS

Section 1:
Historical analysis of the concept of nomadic technologies

I

Traveler
Transportation and
communication technologies
Cities as places of connection

II

Technology and Imaginary
Ex.: train and fear of technology

PhD ----- >>

3 SECTIONS

Section 2:
Evolution of the concept of cyberspace

90's: Simulation Space | Place for the mind (immaterial)

Internet as the convergence of the process of acceleration and
virtualization of traveling

PhD ----- >>

3 SECTIONS

Section 3:
From Simulations to Hybrid Space: recovering the traveler through
technology

I

Cyberspace (simulation) ----- >> Hybrid Space (connection)

Mark Weiser (history of computers)

Mainframes ----- >> PCs ----- >> ubiquitous computing

fluid ----- >> embedded

PhD ----- >>

3 SECTIONS

Section 3:
From Simulations to Hybrid Space: recovering the traveler through
technology

II

Technology and urban imaginary

How Art reflects what's happening in society