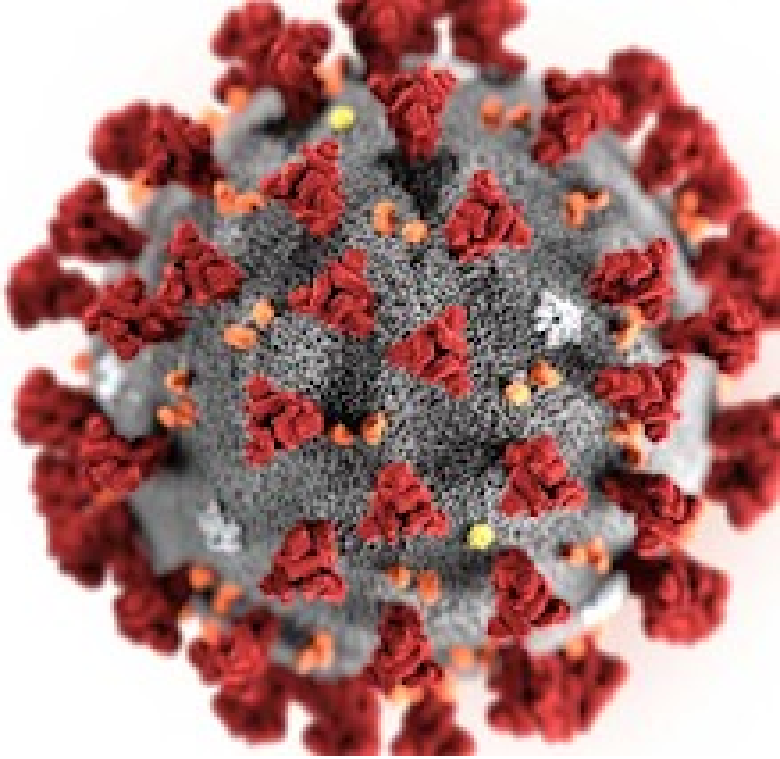
HUB 2020

Mobilidade Urbana como Prática Criativa

Adriana de Souza e Silva
NC State University

Urban mobility in times of pandemic?

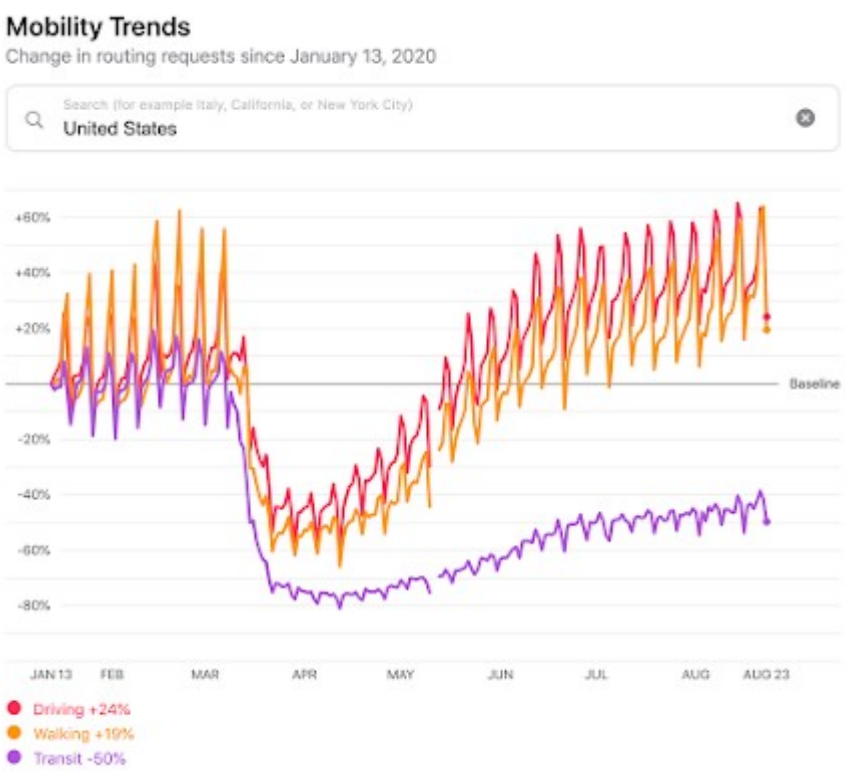


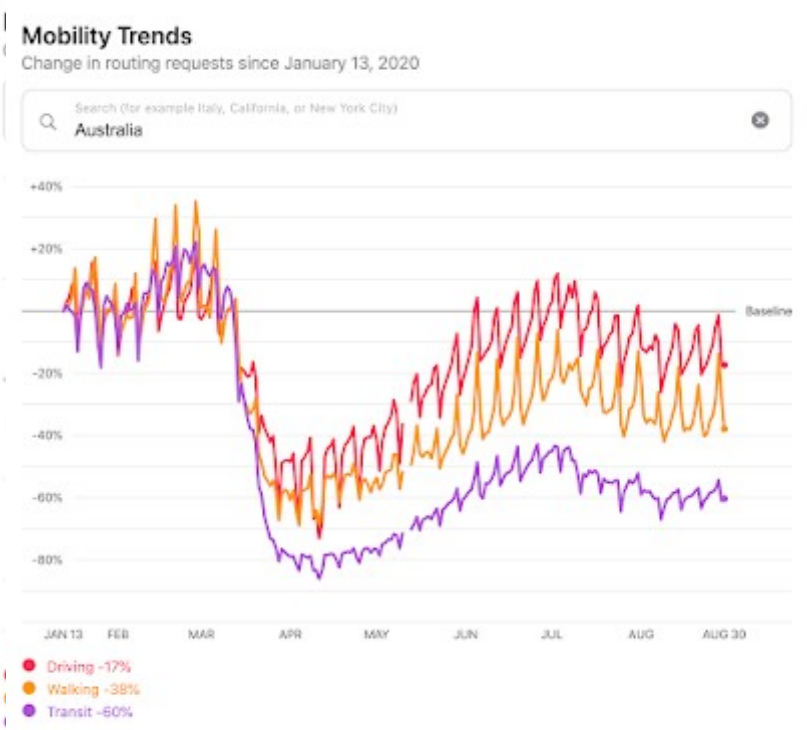




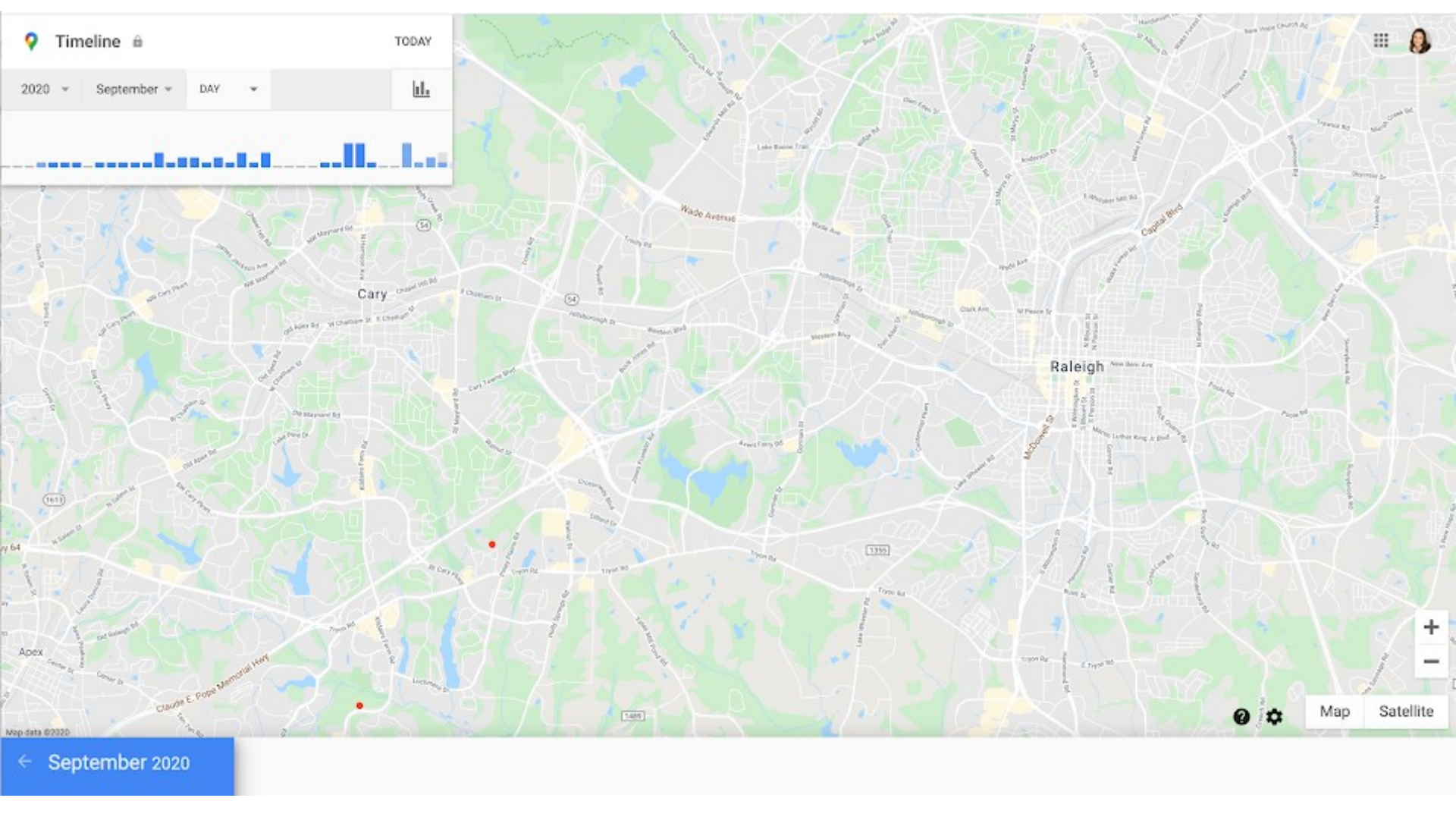
Saara Market, Downtown, Rio de Janeiro

BEFORE





Apple Mobility Reports


Timeline
TODAY
2020
September
DAY
Cary
Raleigh
Apex
Wade Avenue
Capital Blvd
Claude E. Pope Memorial Hwy
Map data ©2020
Map
Satellite
September 2020



Mobile Interfaces in Public Spaces

Locational Privacy, Control, and Urban Sociability

Adriana de Souza e Silva and Jordan Frith

ROUTLEDGE


T-Mobile
14:23
100%
Leidsestraat
description
Leidsestraat in Amsterdam as seen in Google's Street View application. Compare this to the real situation now.
Google
Scene
Places
Actions
Add

What does urban mobility mean when people are not able to move?

What does urban mobility mean when people are not able to move?

What happens when people need to be creative in order to move?

What does urban mobility mean when people are not able to move?

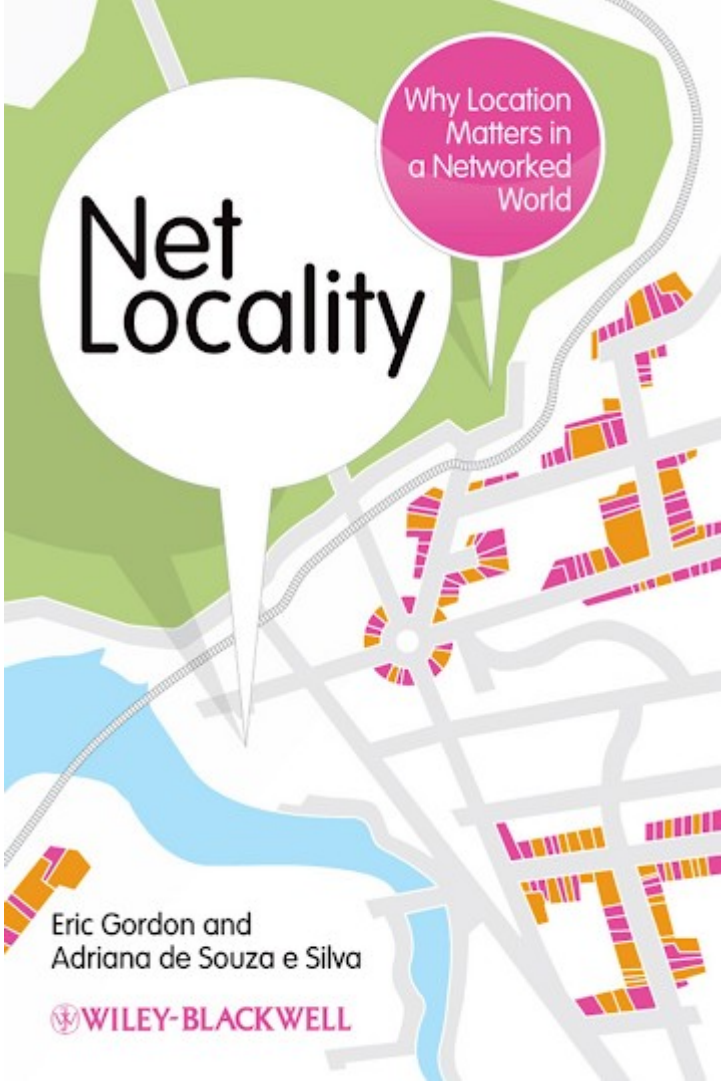
What happens when people need to be creative in order to move?

And why that matters?

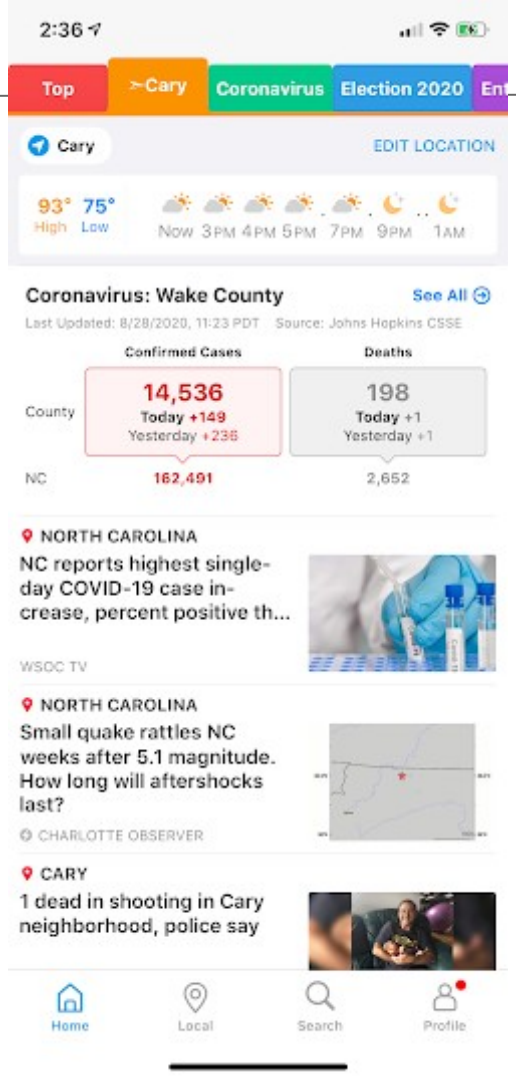

50W



(de Souza e Silva, 2006)


Why Location Matters in a Networked World
Net Locality
Eric Gordon and
Adriana de Souza e Silva
WILEY-BLACKWELL


2:35
Search
Search here
Takeout
Delivery
Gas
Groceri
David Weekley Homes
308 Durington Place, Cary, NC ...
St. Cyril & Methodius Byzantine...
Allen Tree Service
Google
Explore
Commute
Saved
Contribute
Updates


2:36
Top
Cary
Coronavirus
Election 2020
Cary
EDIT LOCATION
93° 75°
High Low
Now 3PM 4PM 5PM 7PM 9PM 1AM
Coronavirus: Wake County
See All
Last Updated: 8/28/2020, 11:23 PDT Source: Johns Hopkins CSSE
Confirmed Cases
Deaths
County
14,536
Today +149
Yesterday +236
198
Today +1
Yesterday +1
NC
162,491
2,652
NORTH CAROLINA
NC reports highest single-day COVID-19 case increase, percent positive th...
WSOC TV
NORTH CAROLINA
Small quake rattles NC weeks after 5.1 magnitude. How long will aftershocks last?
CHARLOTTE OBSERVER
CARY
1 dead in shooting in Cary neighborhood, police say
Home
Local
Search
Profile


2:36
Cary
Partly Cloudy
90°
Friday TODAY 89 75
Now 3PM 4PM 5PM 6PM 7PM
90° 90° 90° 90° 90° 88°
Saturday 84 71
Sunday 89 69
Monday 84 69
Tuesday 87 71
Wednesday 89 73
Thursday 89 73
Friday 89 71



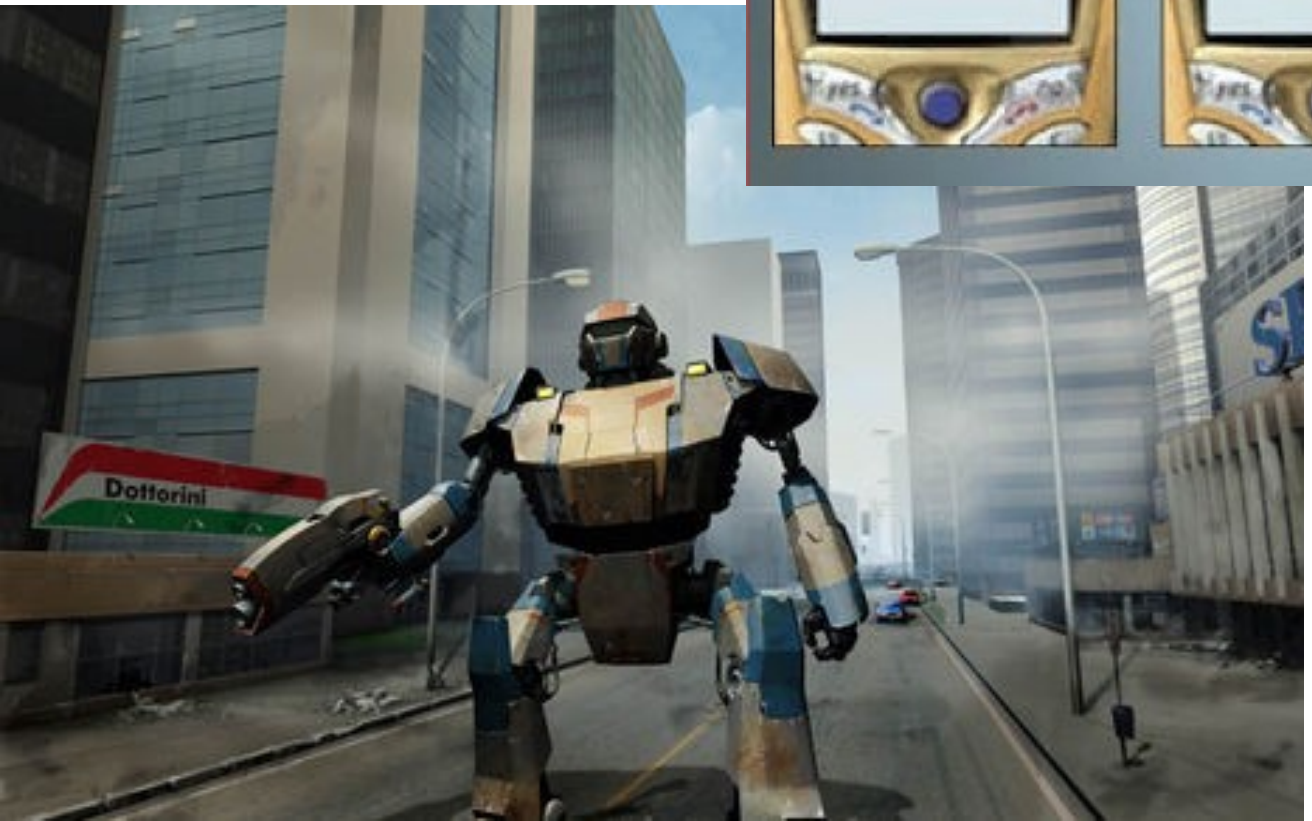
Creativity

Becoming familiar with unfamiliar spaces

(de Souza e Silva, 2009; de Souza e Silva & Frith, 2012; Gordon & de Souza e Silva, 2011; Sutko & de Souza e Silva, 2008)

Botfighters (It's Alive, 2001)





(de Souza e Silva, 2009)

Mogi (NewtGames, 2004)





(de Souza e Silva & Sutko, 2008)

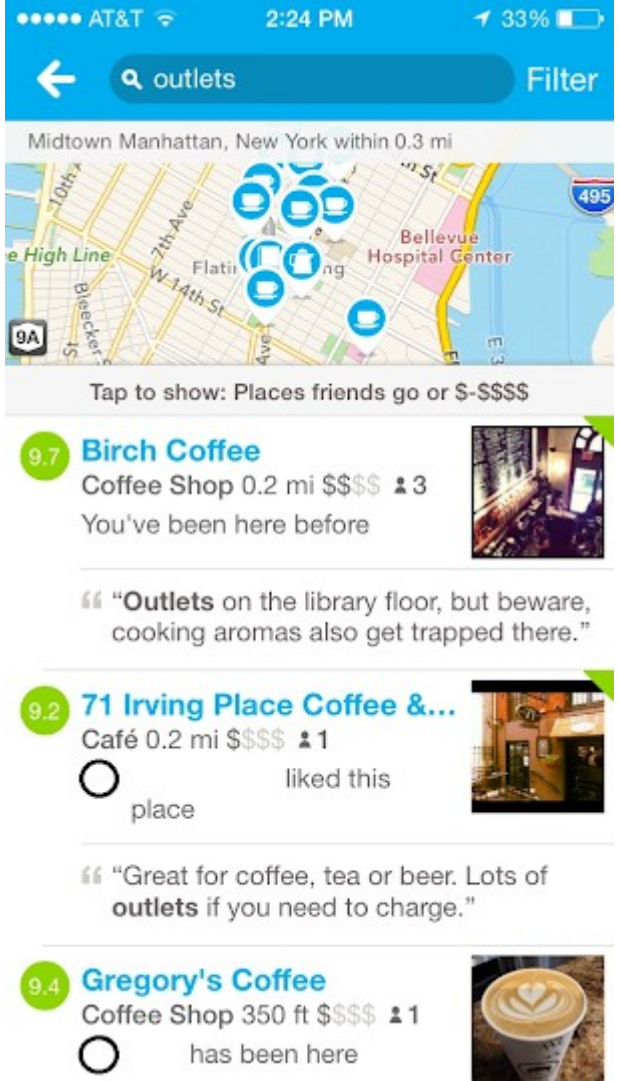
Experiencing familiar spaces
with the eyes of a tourist

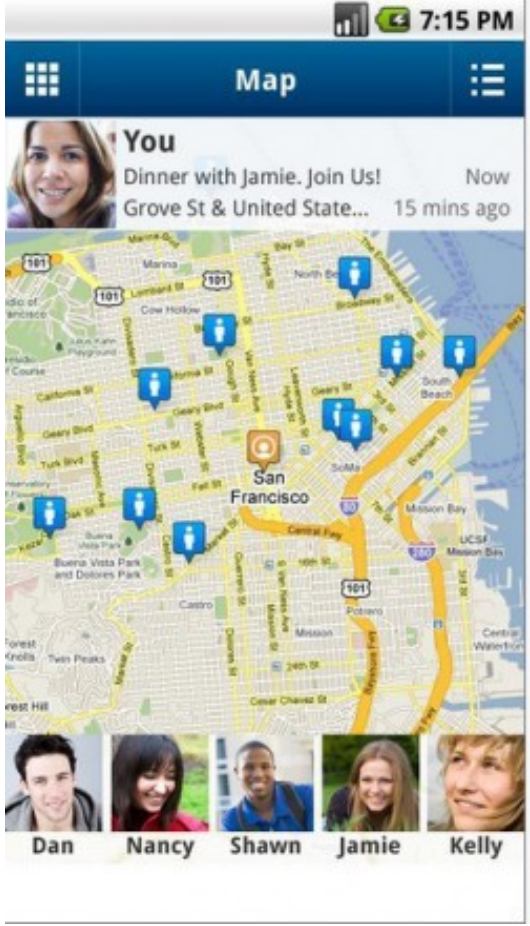
Creativity

Blinkenlights (Chaos Computer Club, Germany, 2001)




Amodal Suspension (Rafael Lozano-Hemmer, 2003)







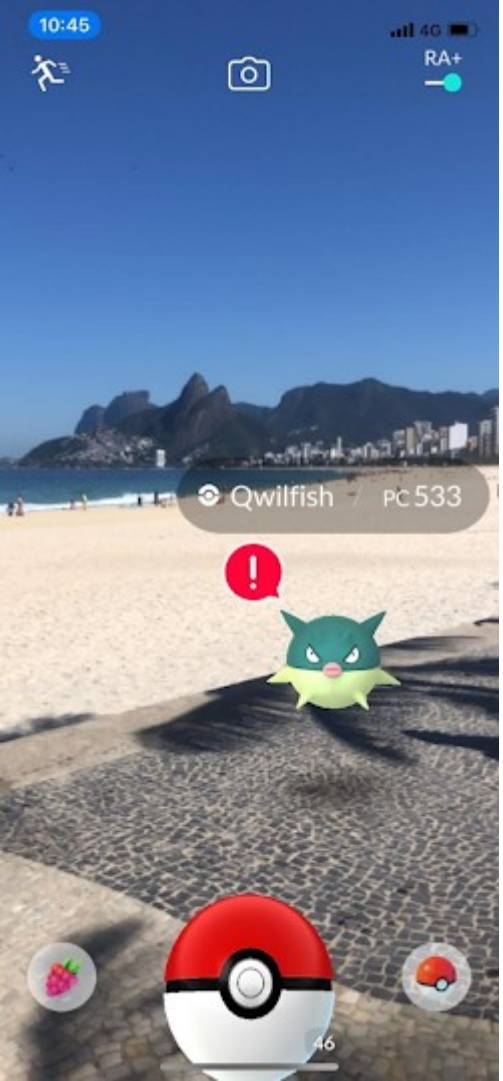
(de Souza e Silva & Frith, 2010; Sutko & de Souza e Silva, 2011; Gordon & de Souza e Silva, 2011)

Situationist International *dérive*



(de Souza e Silva & Hjorth, 2009)




10:45
4G
RA+
Qwilfish
PC 533
46



Mobile phone solar-powered charging station (Africa)



(de Souza e Silva, Sutko, Salis, & de Souza e Silva, 2011; de Souza e Silva, Damasceno, & Duarte, 2017)

Mobile Networked Creativity

(de Souza e Silva & Xiong, forthcoming)

SPACE

Mobile Networked Creativity

(de Souza e Silva & Xiong, forthcoming)

SPACE

Mobile Networked Creativity

MOBILE TECHNOLOGIES

(de Souza e Silva & Xiong, forthcoming)

SPACE

PEOPLE

Mobile Networked Creativity

MOBILE TECHNOLOGIES

(de Souza e Silva & Xiong, forthcoming)

SPACE

PEOPLE

Mobile Networked Creativity

MOBILITIES

MOBILE TECHNOLOGIES

(de Souza e Silva & Xiong, forthcoming)

Creativity

- Artistic practice
- Individual process
- Innovation

(de Souza e Silva & Xiong, 2020)

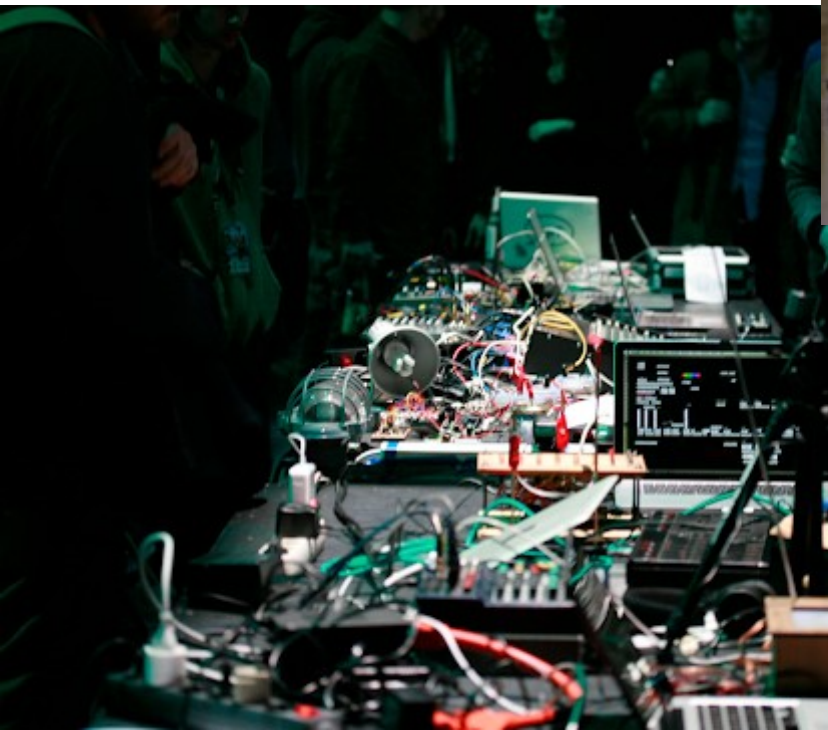
Creativity as Artistic Practice

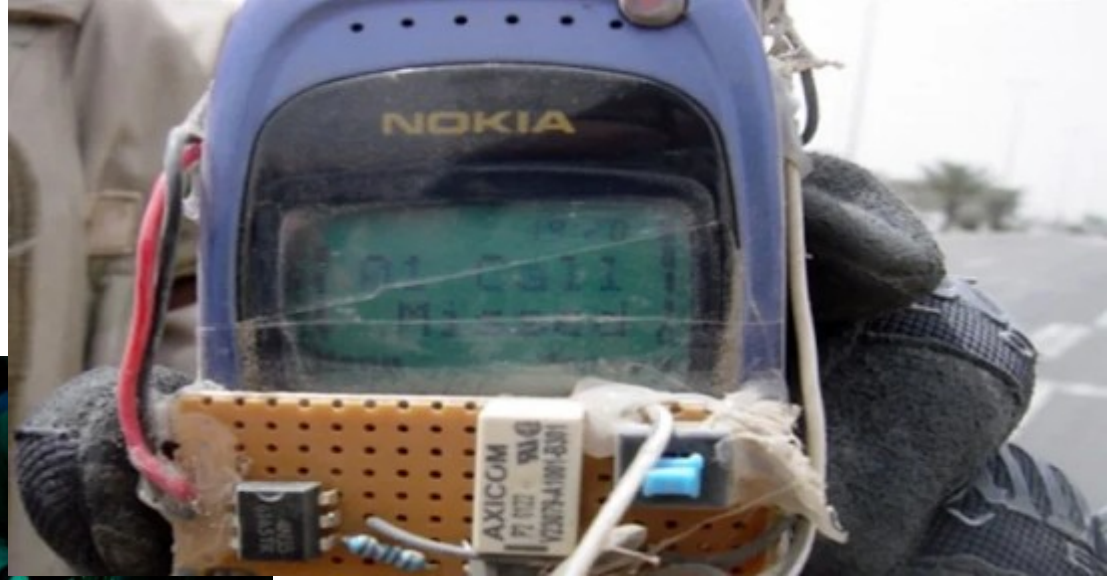






(Weiner, 2000; Gahan, Minahan, & Glow, 2007)



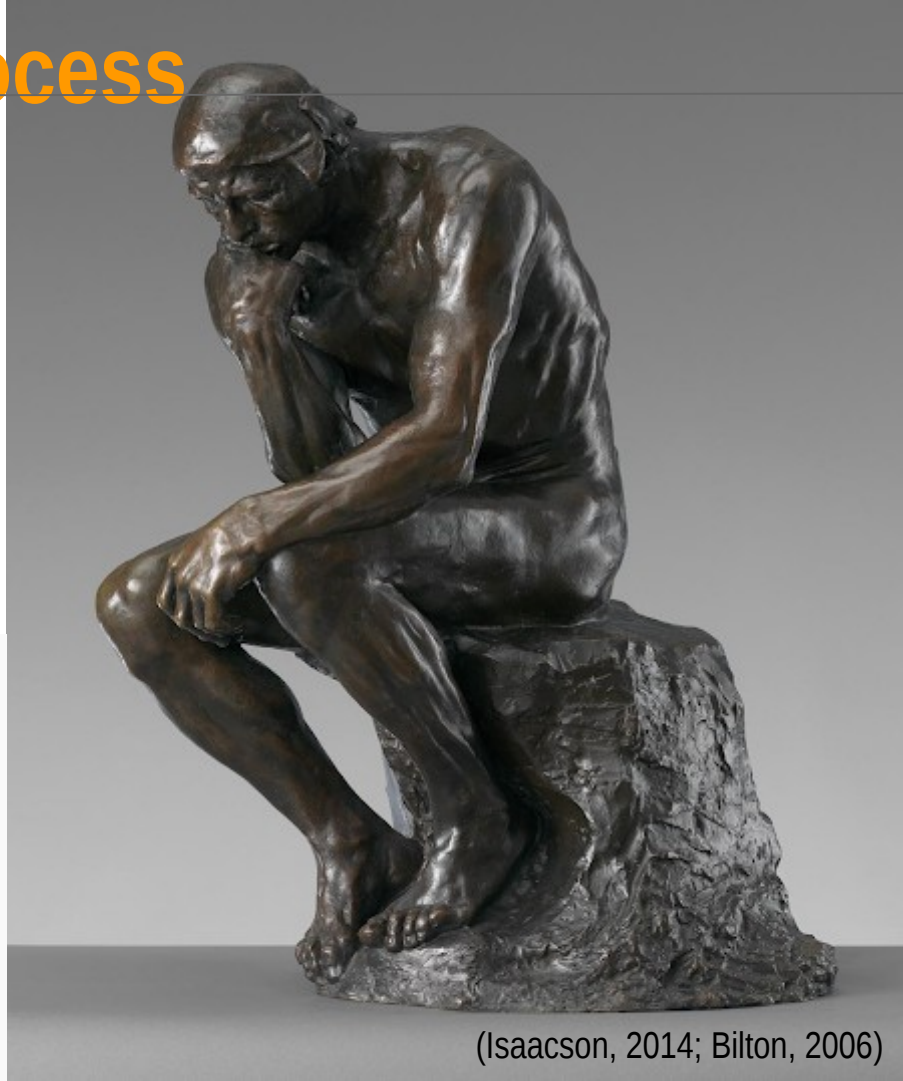


(Glăveanu et al., 2019; Runco, 2007; Sternberg, 2018)

Creativity as Individual Process







(Isaacson, 2014; Bilton, 2006)

Creativity as Individual/Social Process

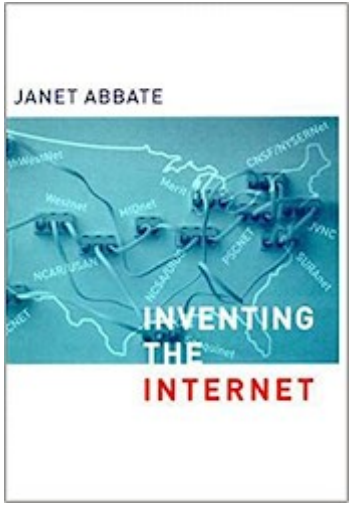


(Amabile, 1996; Shalley, Zhou, & Oldham, 2004; Runco & Richards, 1997)

Creativity as Individual/Social Process







(Abbate, 2000; Hafner & Lyon, 1998; Johnson, 2010)

Creativity as Innovation



(Steiber & Alänge, 2013; Anderson, Potočnik, & Zhou, 2014; Amabile, 1996; Mumford & Gustafson, 1988; Shalley et al., 2004)

Diffusion, Adoption, and Appropriation

...as creative practices

Baroquization



Cannibalism



Creolization



Still mostly an individual and linear process.

(Aricat & Ling, 2018; Bar et al., 2016; de Souza e Silva et al., 2011)

Mobile Networked Creativity





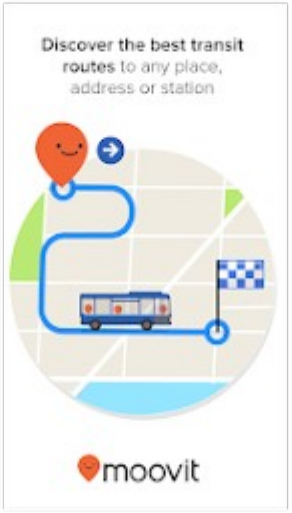
Mobile Networked Creativity

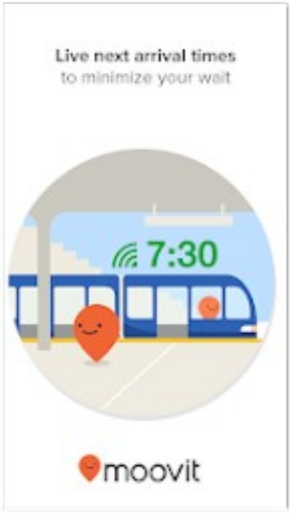
Spatial

Bus 581 WhatsApp Group









Mobile Networked Creativity

Networked



Criminosos negociam produto com facilidade pelas redes sociais — Foto: Reprodução/Victor Toledo

(de Souza e Silva et al., 2011; Ilahiane & Sherry, 2008)

Mobile Networked Creativity

(Im)Mobile



Mobile Networked Creativity

(Im)Mobile

“Yes, I already had one [diretão].It’s a cell phone that you can call anybody, anywhere. [...] I won’t tell you where you can get one, because I can be arrested [laughs]



(de Souza e Silva, Sutko, Salis, & de Souza e Silva, 2011; Hannan, Sheller & Urry, 2006))

Mobile Networked Creativity

(Im)Mobile





(de Souza e Silva, Damasceno, & de Cunto Bueno, 2019)



(de Souza e Silva, Damasceno, & de Cunto Bueno, 2019)

Mobile Networked Creativity

(Im)Mobile



(de Souza e Silva, Damasceno, & de Cunto Bueno, 2019)

Mobile Networked Creativity

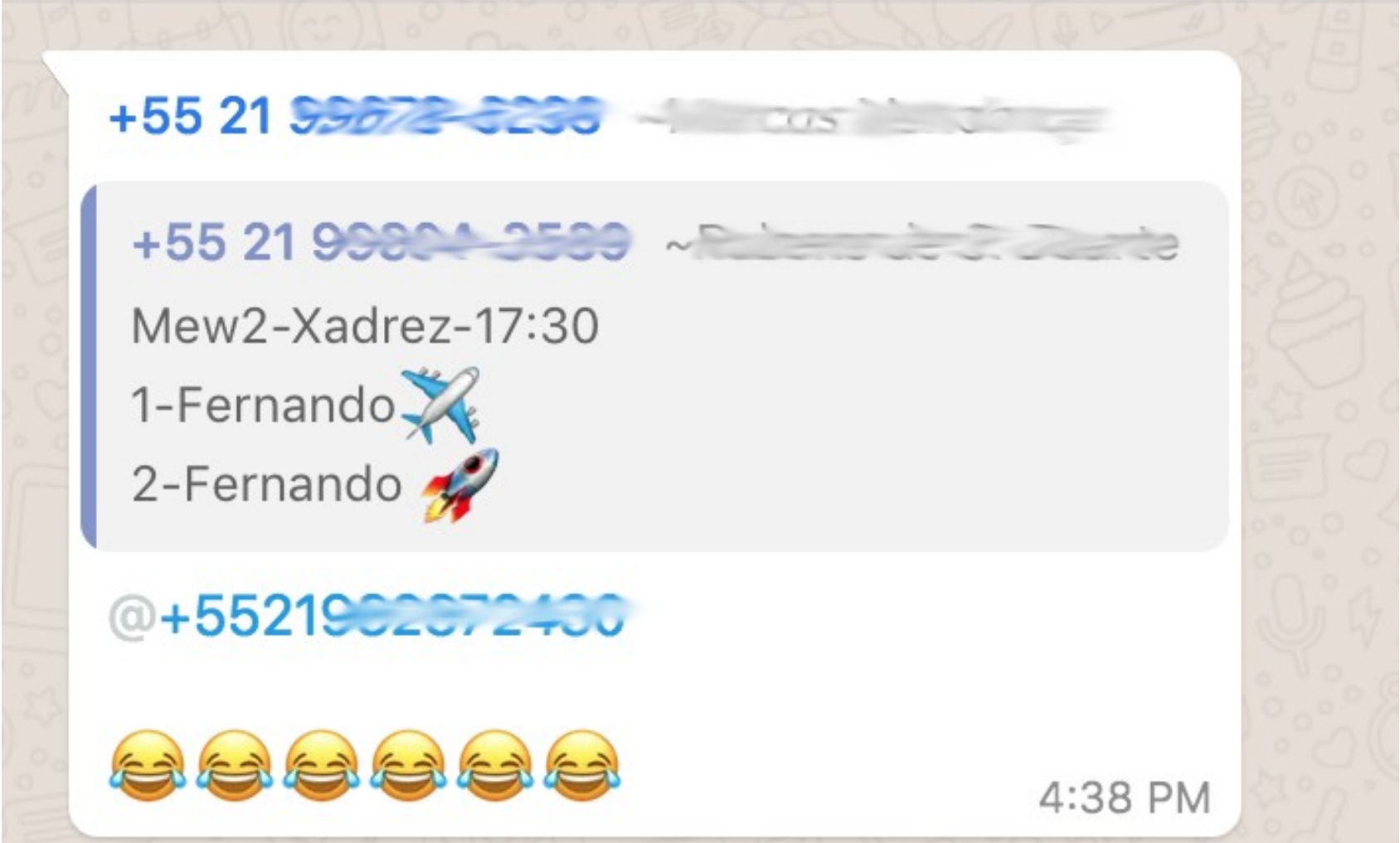
(Im)Mobile



(de Souza e Silva, Damasceno, & de Cunto Bueno, 2019)



(de Souza e Silva, Glover-Rijkse, Njathi, & de Cunto Bueno, 2020)



(de Souza e Silva, Glover-Rijkse, Njathi, & de Cunto Bueno, 2020)


SAMSUNG



Nairobi



Downtown Rio



(Copestake, 2016)


নমিতা টেলিকম




TELEFONE ZASHIZEMO
UMURIRO
100 FRW
PLACE YOUR AD
HERE

Mobile Networked Creativity

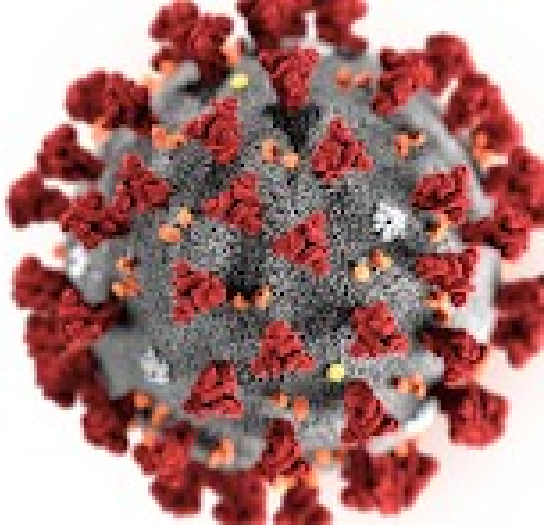
- Set of relationships that develop and overlap over space and time as a social response to unplanned emergent situations;

- System of power struggles and friction against normative forces.

Mobile Networked Creativity

- Disadvantaged people need to be creative to become part of hybrid spaces.
- People learn how to access technologies by subverting their use.
- Creativity is a recursive process that occurs with technologies.

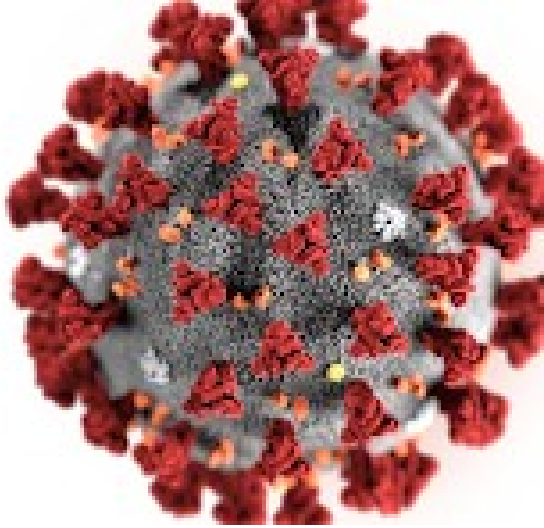
Mobile Networked Creativity



(Copestake, 2016)

Mobile Networked Creativity





(Copestake, 2016)


Conclusion
Central Park (New York)

Construction
/experience of
urban spaces

Hybrid Spaces

Conclusion

Creativity

Differential / uneven mobilities

OBRIGADA!

@souzaesilva (aasilva@ncsu.edu)