Mobile Networked Creativity

Reframing Creativity as a Hybrid Space Practice



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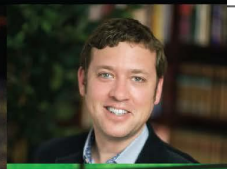
Center for Transformative Media


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CAMD









Media in Motion

Creatively transforming cities, play, and communities

Not your average symposium! Join the CTM for a transformative launch event, with an interactive media art exhibition, a drum performance, and a original XR scavenger hunt-style game with an exciting prize for the winner.

Keynote Speakers:

- Lindsay Grace (University of Miami)
- Anthony Townsend (Cornell Tech)
- Francisco Valdean (State University of Rio de Janeiro)

Guest Speakers:

- Eric Gordon (Boston University)
- Germaine Halegoua (University of Michigan)
- David Nemer (University of Virginia)

Registration is free but required. Spots are limited!
RSVP by March 14th by scanning the QR code.

Date:
Friday, March 28

Symposium:
9 a.m. - 6 p.m.

Cocktail Reception:
6 p.m. - 8 p.m.

Location:
160 Snell Library, 1st floor
360 Huntington Ave.
Boston, MA






This collection belongs to the
Networked Mobilities Lab


with an integrated keyboard,
web browsing, messaging and
ne calls with the optional




Tamagotchi


Networked Mobilities Lab


GAME BOY


Networked Mobilities Lab



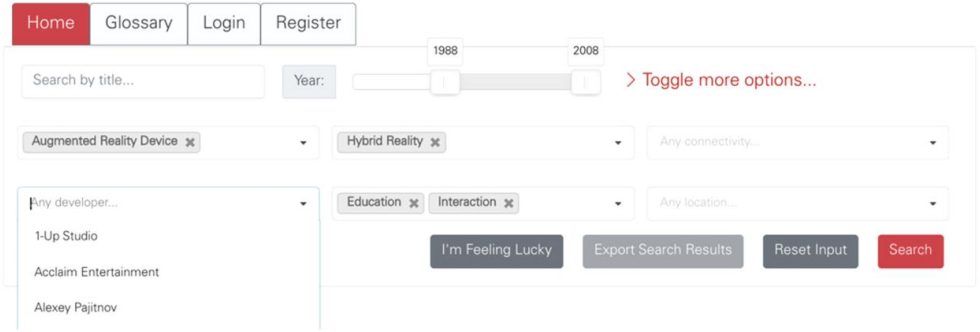
The Retro Mobile Gaming Database

The Retro Mobile Gaming Database (RMGD) contains a collection of mobile games from 1975 to 2008. This database allows users to search games by multiple search criteria including title, year developed, type of game, and more. This robust search system will help researchers not only to find games but also to create new correlations among historical types of mobile games.

The RMGD uses specific terms for different game genres. These terms are explained in-depth in the Glossary.

We welcome your contributions. If you would like to suggest a game, you need to create an account. Before suggesting a game, please familiarize yourself with our Database Entry Style Guide and follow the guidelines. Your submission will be reviewed by the MGRL staff before going online. If you would like to add information to an already existing entry, please email the MGRL director, Dr. de Souza e Silva (aasilva [at] ncsu.edu). Have fun!

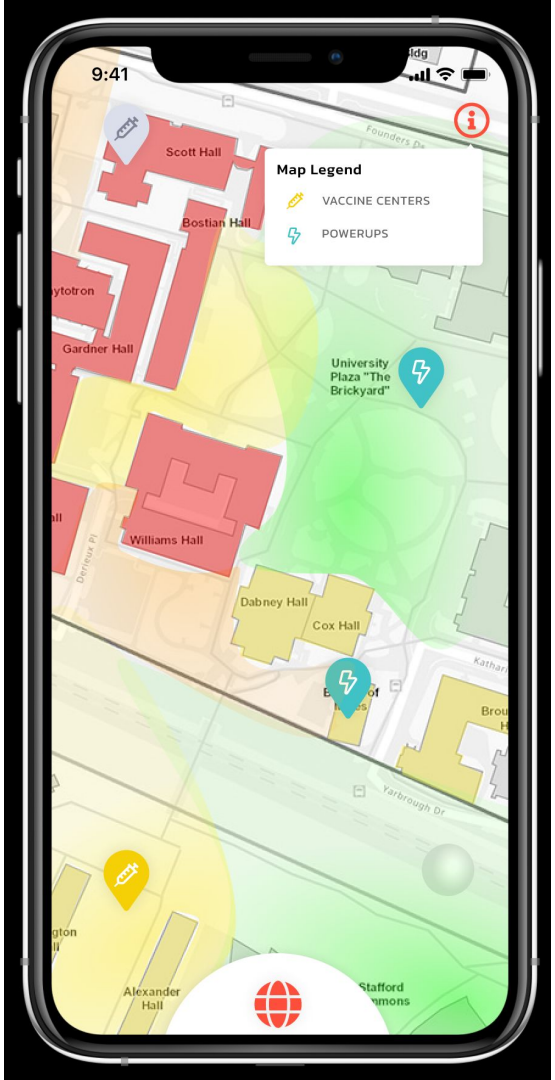
Note: If you have any comments, would like to see additional features, or want to report a bug, please fill this Form out

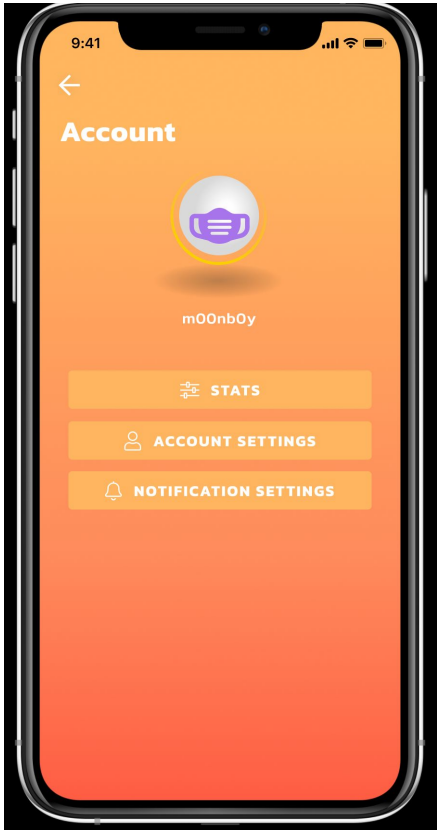


Outbreakers

Promoting public health education
via location-based mobile gaming







A History of Mobile Communication

This ongoing project led by Dr Adriana de Souza e Silva and Dr Ragan Glover, aims to capture an oral history of mobile communication, through interviews with the pioneers of our field.



Episode 0

We are thrilled to unveil our latest ongoing project, titled "**A History of Mobile Communication**." This research explores the oral history of mobile communication, developed for the ICA: Mobile Communication Division. It showcases dialogue from some of the field's most brilliant scholars. We invite you to join Drs. Adriana de Souza e Silva and Ragan Glover as they narrate this interconnected history.

Video edits are courtesy of Jack Fennimore.

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Mobile Networked Creativity

Occurring between people and technology, Mobile Networked Creativity (MNC) highlights how unplanned uses of mobile technologies reveal creative practices, especially where people have limited access to technologies.



MNC Video English

Creativity is a "hot" topic nowadays. An increasing number of trade publications aim at teaching people "how to be more creative." But this approach to creativity is embedded within capitalist modes of production and consumption: creativity is a catch all word for enticing people to work harder, beat the competition and be successful in the workplace. Creativity is characterized as something that is achieved by intense concentration, and contemplation—making it an intrinsic, individual activity for those with the time, money, and resources.

But creativity also happens outside of this traditional view. Creative practices emerge within situations of hardship, where there is a lack of time, money, and resources. These practices are deemed illegal or subversive and have frequently been described as appropriation, but not

Holistic View of My Research

Networked Urban Mobilities + Mobile Communication



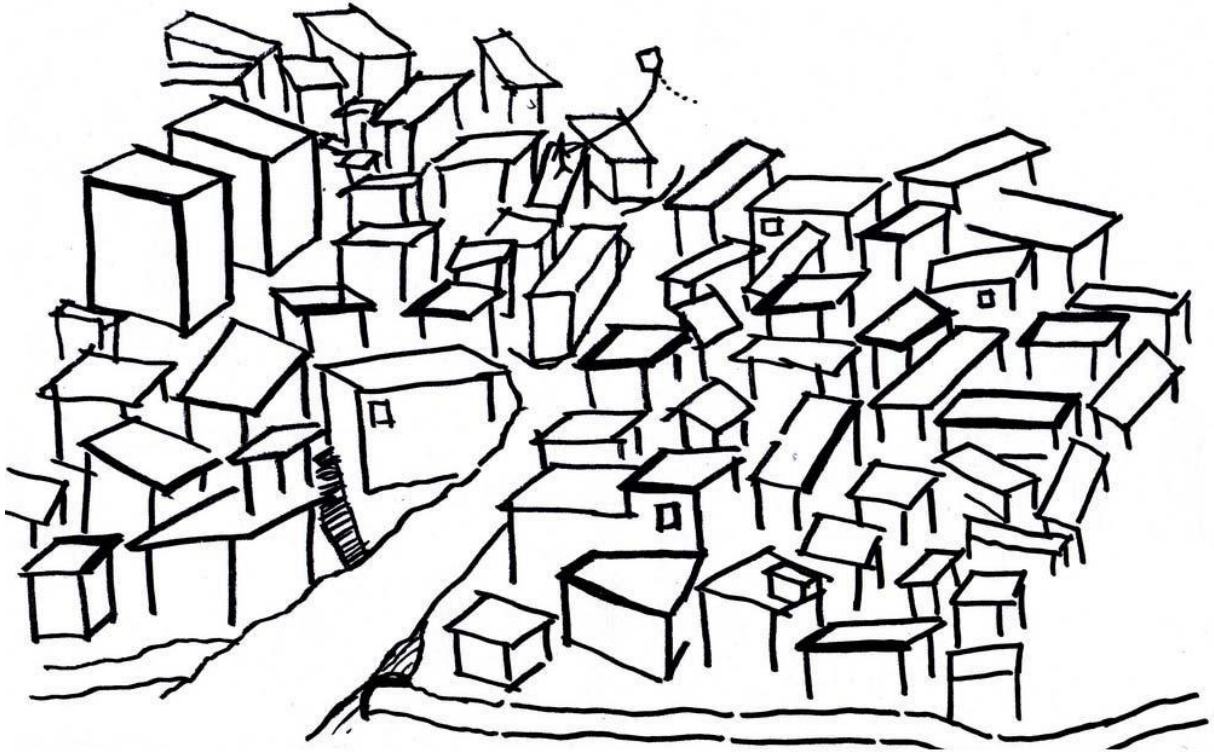
Research Background

Networked Urban Mobilities + Mobile Communication

Specific *foci*:

- mobile technology access,
- mobility justice,
- power asymmetries, and
- socio-economic inequalities

within marginalized communities, particularly in the Global South.



Research Questions

How do mobile technologies (e.g. such as smartphones) and the infrastructures connected to them shape people's interactions with public (hybrid) spaces and support new forms of sociability and creativity?

Research Questions

How do location-based mobile media allow people to more deeply connect to the cities in which they live and to others nearby?



From Cyber to Hybrid

Mobile Technologies as Interfaces of Hybrid Spaces

Adriana de Souza e Silva[1]
North Carolina State University

From **MUDs** as (virtual) spaces to (hybrid) spaces as



Habbo Hotel



Pokémon Go Fest (Chicago, 2019)

Who am I?

Cyberspace ⟶ Physical + Digital (Hybrid) Space





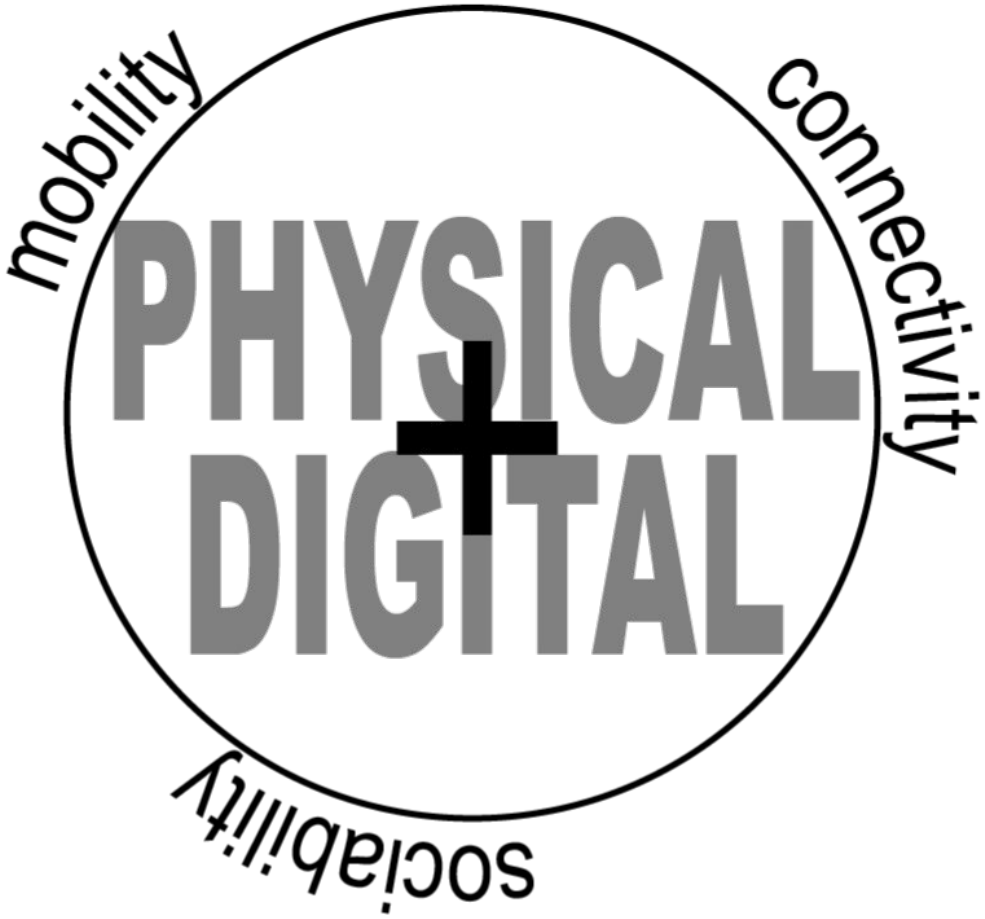
Change of interface: Fixed → Mobile



VS.



(de Souza e Silva, 2006)



(de Souza e Silva, 2006)

Early Examples



Mogi
(Newt Games, 2003 Japan)



Blinkenlights
(Chaos Computer Club, 2001 Germany)



Can You See Me Now?
(Blast Theory, 2001 London)



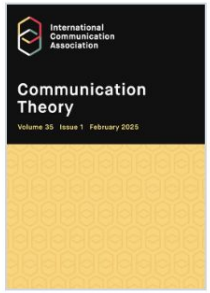
Fig. 1. *Botfighters* - SMS version (2001-2004). © It's Alive!

Botfighters
(It's Alive!, 2001 Sweden)

The changing geographies of Hybrid Spaces

Technologies | Mobilities | Sociability





Volume 35, Issue 1
February 2025

Article Contents

Abstract

Introduction

Locating Hybrid Space in literature

Expanding the dimensions of Hybrid Space

Conclusion

JOURNAL ARTICLE

Hybrid Space revisited: from concept toward theory

Adriana de Souza e Silva ✉, Scott W Campbell, Rich Ling

Communication Theory, Volume 35, Issue 1, February 2025, Pages 14–24,
https://doi.org/10.1093/ct/qtae023
Published: 13 December 2024 **Article history** ▾

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Abstract

Hybrid Spaces emerge from the blending of physical and digital spaces produced by the mobility of people communicating via mobile technologies. This articulation of Hybrid Space has influenced scholars of communication, media, mobilities, and other fields, as evidenced by our analysis of literature. Over the last two decades, however, Hybrid Spaces have morphed and adapted to our changing sociotechnical landscape. This article updates the concept,

Hybrid spaces still matter

Now more than ever

- Understanding our contemporary sociotechnical landscape through a hybrid space lens may be transformative to how scholars study our society, technologies, and mobilities.

- Hybrid space is more than a concept; it is a theoretical lens to inform research across a variety of areas.

de Souza e Silva & Campbell, 2023

3 Dimensions

Technologies of Connectivity







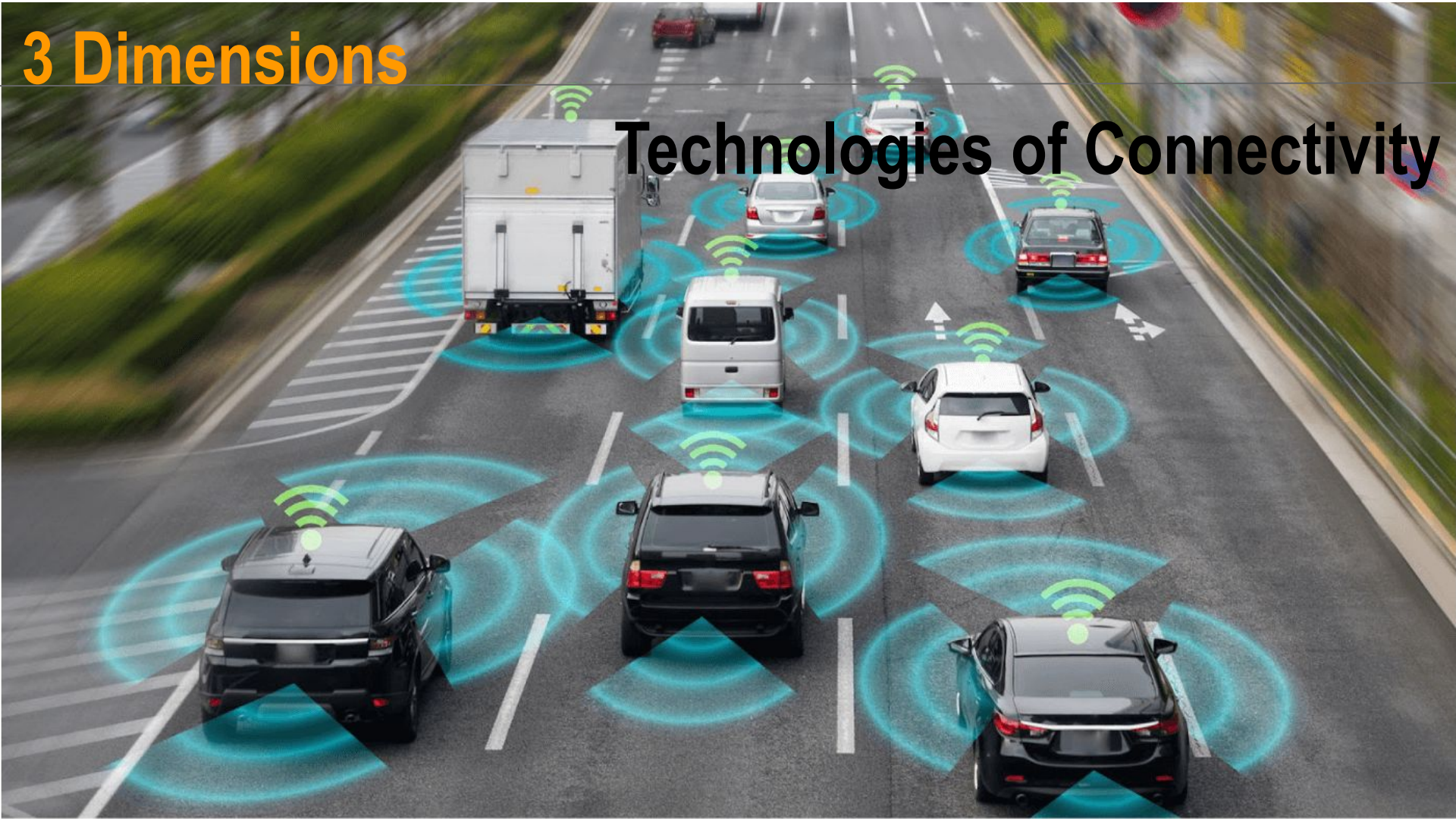
3 Dimensions

Technologies of Connectivity



3 Dimensions

Technologies of Connectivity



3 Dimensions

Technologies of Connectivity

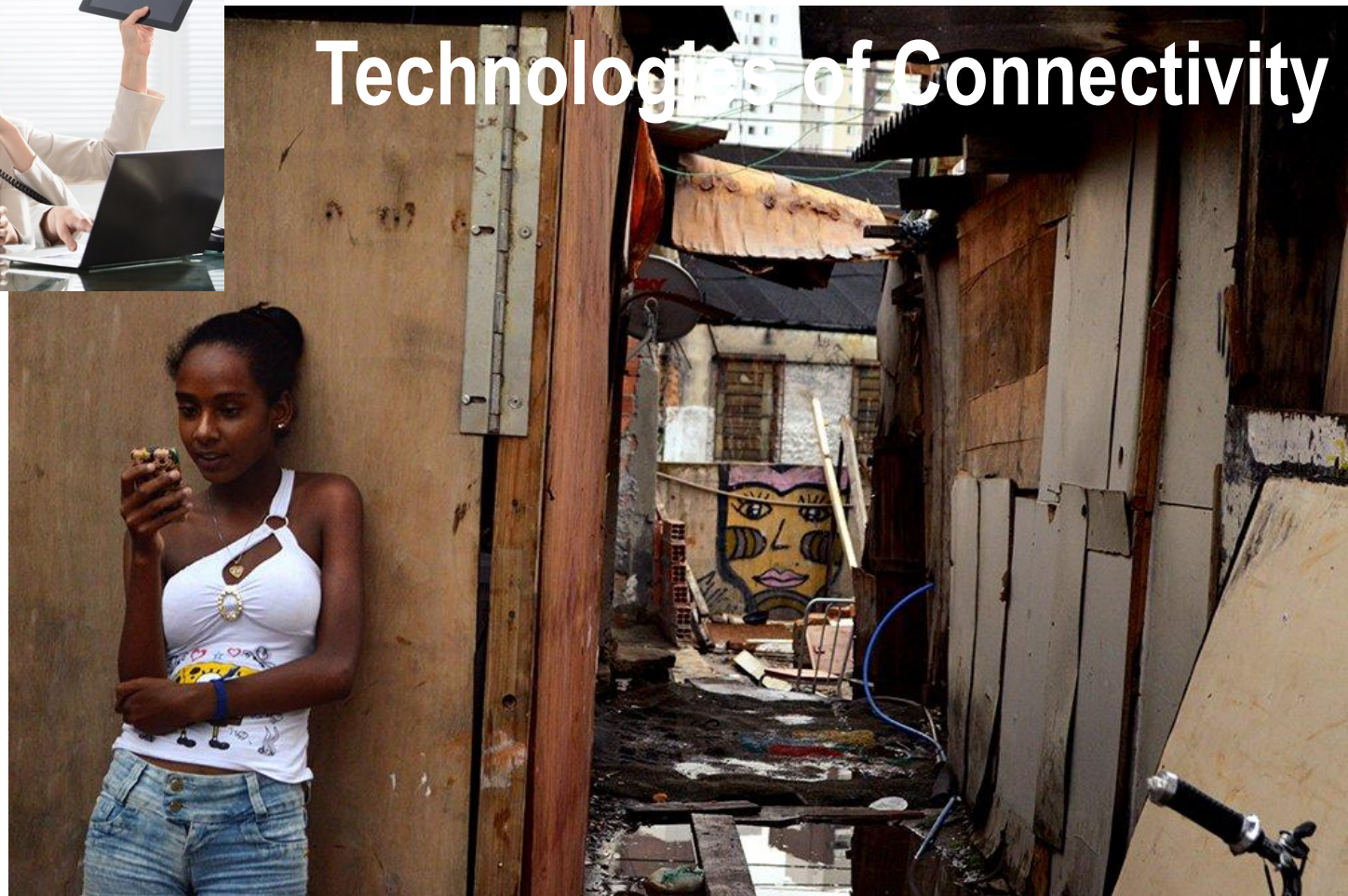




3 Dimensions



Technologies of Connectivity



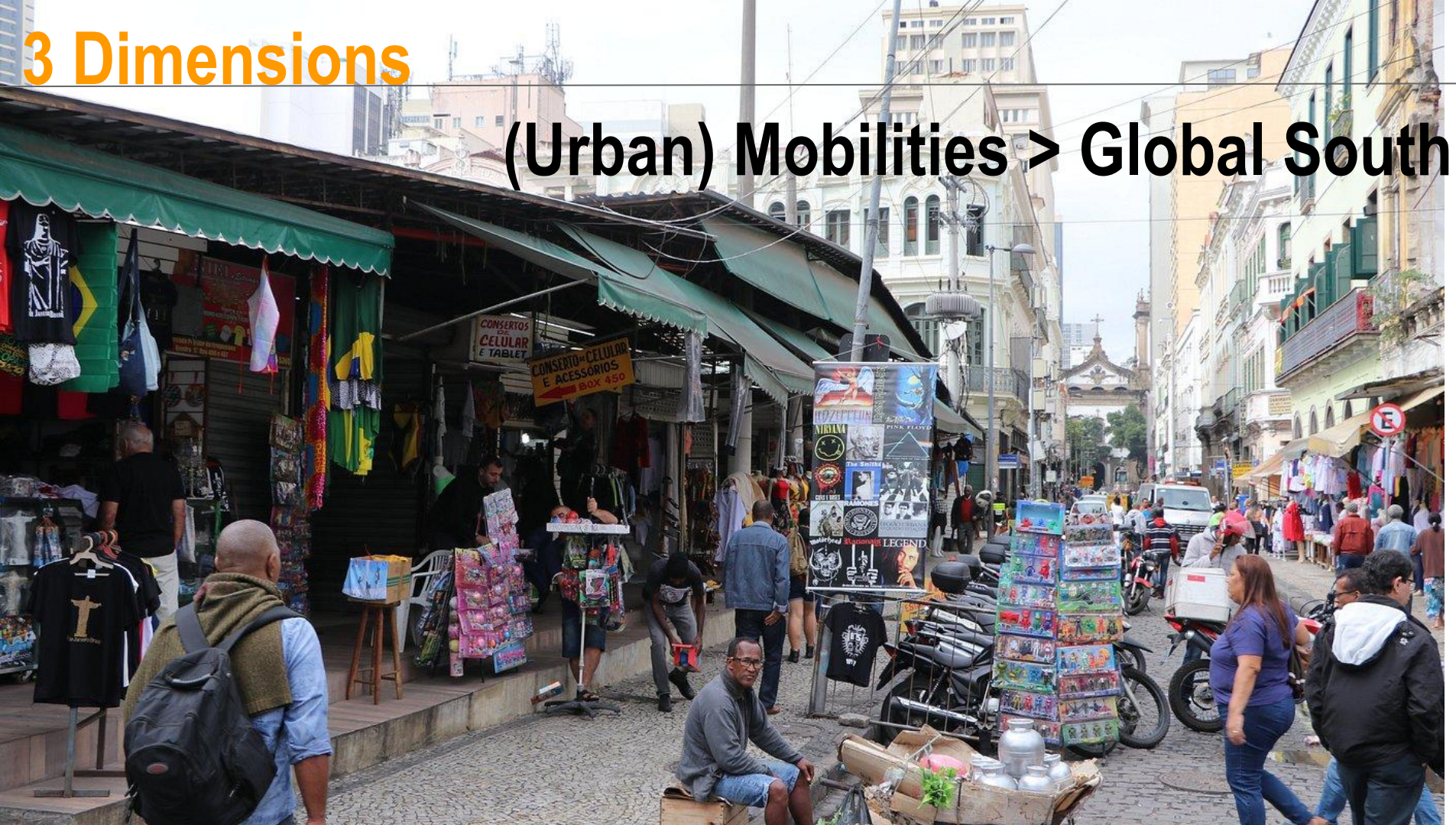
3 Dimensions

(Urban) Mobilities > Global North



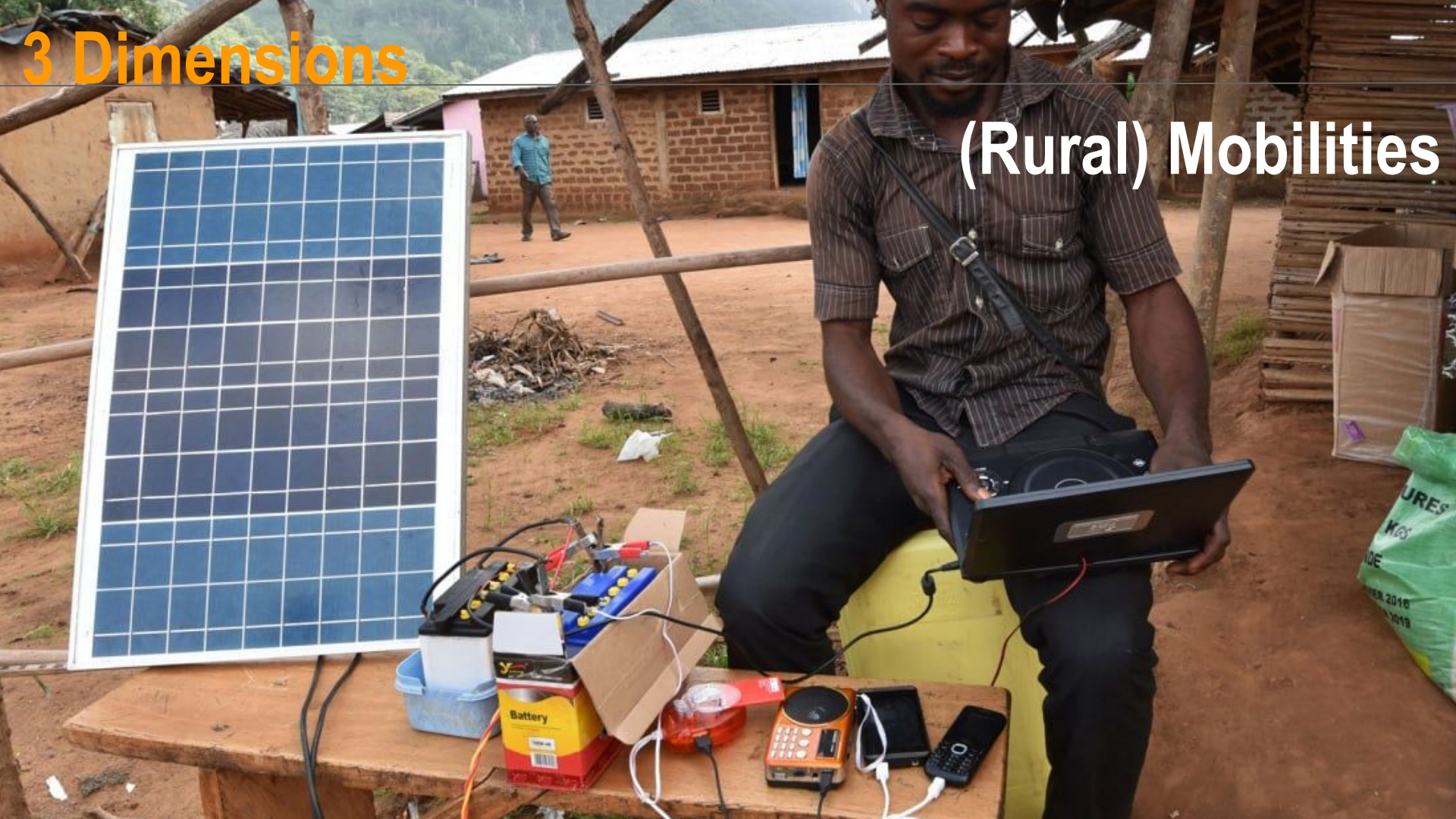
3 Dimensions

(Urban) Mobilities > Global South



3 Dimensions

(Rural) Mobilities



3 Dimensions

(Rural) Mobilities



3 Dimensions

Sociability



3 Dimensions



Sociability

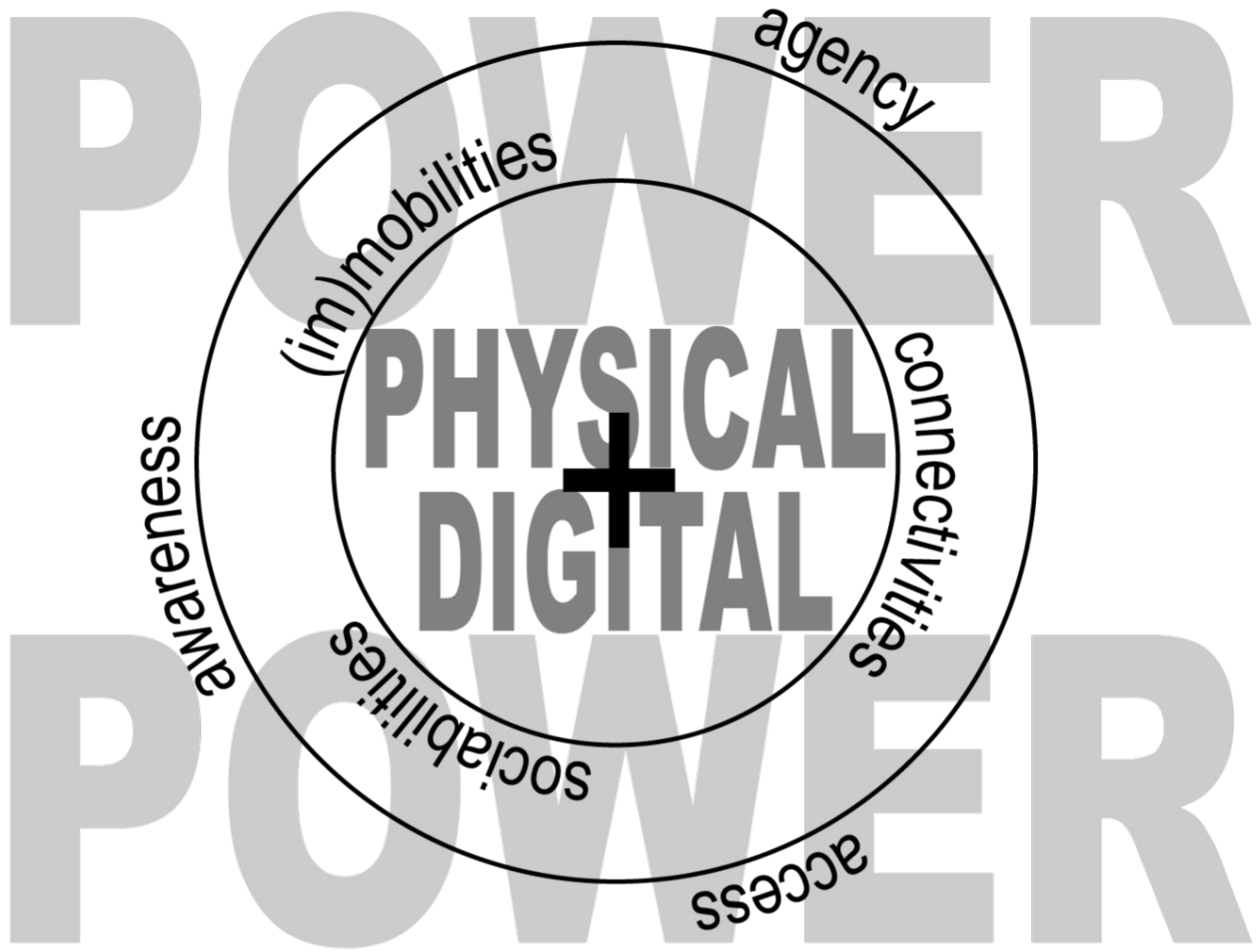
3 Dimensions



The Politics Hybrid Spaces

Power Asymmetries

1. ***Access*** to mobile technologies,
2. ***Awareness*** about whether they are in fact in a hybrid spaces,
3. ***Agency*** to deploy and access the networked infrastructures that configure Hybrid Spaces.


POWER
POWER
agency
(im)mobilities
PHYSICAL
+
DIGITAL
connectivities
awareness
sociabilities
access

Implications

How do people who live in precarious situations, such as forced migrants and favela dwellers, engage with mobile and networked technologies in creative ways?

(de Souza e Silva & Xiong-Gum, 2021)

Implications





(de Souza e Silva & Xiong-Gum, 2021)



Volume 31, Issue 4
November 2021

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JOURNAL ARTICLE

Mobile Networked Creativity: Developing a Theoretical Framework for Understanding Creativity as Survival

Get access >

Adriana de Souza e Silva ✉, Mai Nou Xiong-Gum

Communication Theory, Volume 31, Issue 4, November 2021, Pages 821–840,
https://doi.org/10.1093/ct/qtaa006
Published: 04 September 2020 **Article history** ▾

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Abstract

Mobile networked creativity is an emergent practice that arises from the ongoing relationships among people and people with technologies—or networked resources. In this article, we propose a concept of creativity as emerging from networked connections, (im)mobility, and situations of

CREATIVITY

Mobile Networked Creativity

Occurring between people and technology, Mobile Networked Creativity (MNC) highlights how unplanned uses of mobile technologies reveal creative practices, especially where people have limited access to technologies.



Why does this matter?

Creativity is WEIRD

Western
Educated
Industrialized
Rich
Democratic societies

Mobile Networked Creativity

Recognizing the creative practices of non-WEIRD people

Mobile Networked Creativity

Mobile

dynamic / technologies

Networked

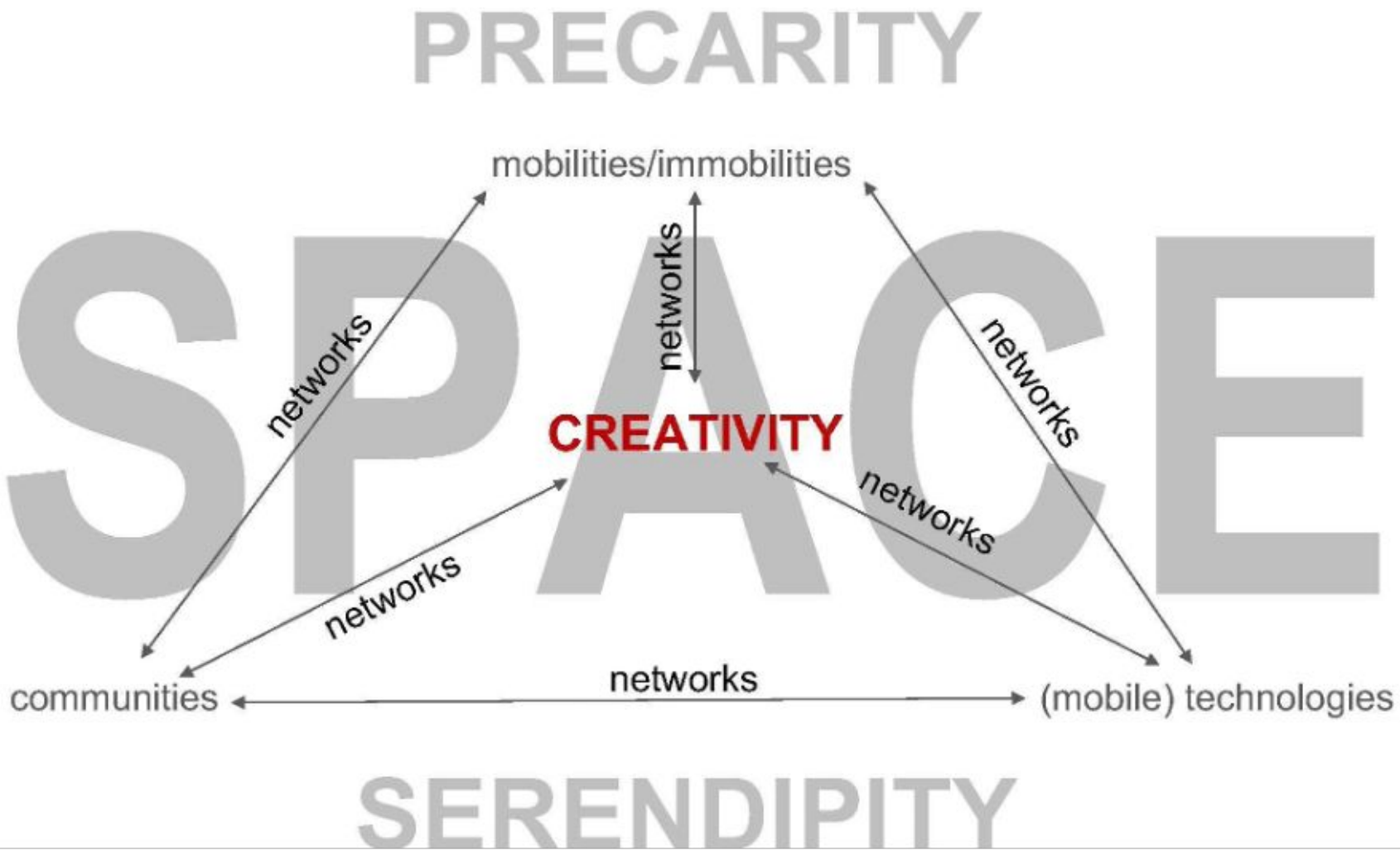
social networks / digital networks

Spatial

contextual

Top down vs. Bottom up

People connected **through** technologies in space → people connected **with** technologies and spaces


PRECARITY
mobilities/immobilities
networks
networks
networks
SPACE
CREATIVITY
networks
networks
networks
communities
networks
(mobile) technologies
SERENDIPITY

Engagement & Practice

Public Outreach: Policy and R&D

Help **technology developers** and **policy makers** to move away from a colonial perspective that frames technology adoption and diffusion as a top-down process focused on bringing economic development to disenfranchised minority groups (ICT4D/M4D).





Engagement & Practice

Public Outreach: Policy and R&D

Help **technology developers** and **policy makers** to move away from a colonial perspective that frames technology adoption and diffusion as a top-down process focused on bringing economic development to disenfranchised minority groups (ICT4D/M4D).



Help **scholars** better understand the sociotechnical practices that construct our lived spaces, and therefore help **governments** and urban planners to better develop these spaces taking into consideration bottom-up creative local practices.

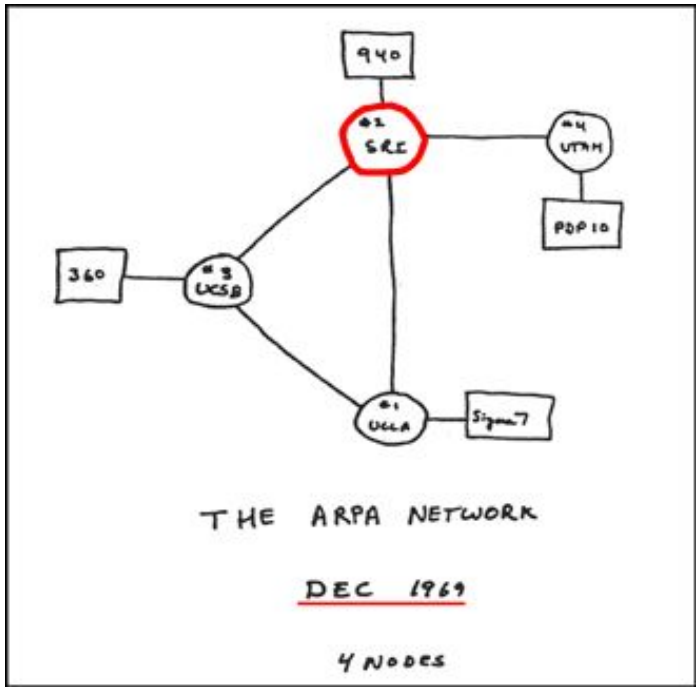


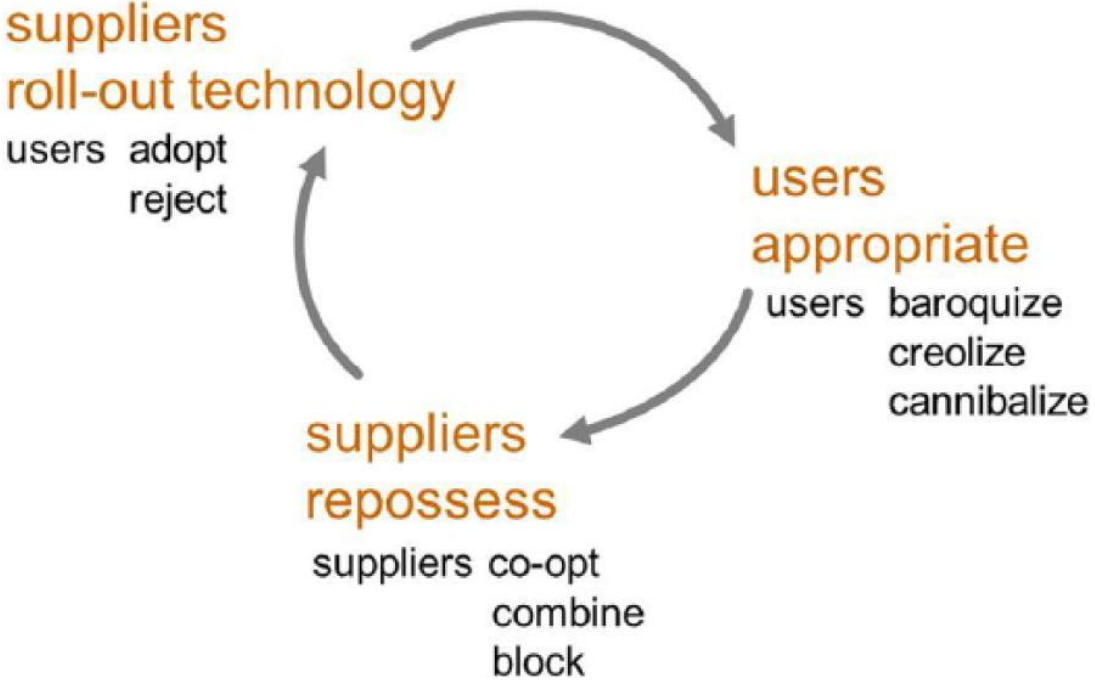
Thank you!

www.souzaesilva.com

Diffusion, Adoption, and Appropriation

Communication, STS, Design





(Isaacson, 2014; Aricat & Ling, 2018; Bar et al., 2016; de Souza e Silva et al., 2011)

Diffusion, Adoption, and Appropriation

Communication, STS, Design

Individuals → Groups

- Techno-vernacular creativity
- Co-creation
- Maker culture



(Cizek & Uricchio, 2022; Gaskins, 2021; Ratto, 2002)

Diffusion, Adoption, and Appropriation

Anthropology, Sociology

Bricolage, gambiarra/jeitinho, jugaad







(Levi-Strauss, 1962; daMatta, 1979; Boufleur, 2013; Rai, 2019)