

[Free pdf] Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing (MIT Press)

Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing (MIT Press)

Malcolm McCullough

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Malcolm McCullough : Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing (MIT Press):

4 of 4 people found the following review helpful. New perspectives!By Seng W. LokeThe book digital ground presents new ideas about place and technology. I was particularly struck by the idea of technologies piling up at a place -an interesting problem is how this pile of technologies can be organized into a useful whole - device ecologies, and an extensible system (hardware and software) that can grow over time (and be subject to changes, e.g. devices

removed, replaced, added, etc). Another interesting idea is how certain places fulfill or serve different aspects of life or functions, and the technology at a place should then be in accordance with the corresponding aspects of life or functions at that place, or at least be attuned to or be aware of context necessary for such functions and related activities. There are also other interesting ideas and underlying theories in the book which makes it an interesting read, and not only for architects and builders but computer scientists! 1 of 1 people found the following review helpful. Looking Forward With Feet Firmly Planted. By Ian J. Bellomy Malcolm McCullough might be one of the wisest voices I've come across in my reading of late. His exploration of the intersection of ubiquitous computing and architecture in Digital Ground is rigorous in its details but thorough in its scope. He not only does the specific topic justice but by the end he synthesizes issues of philosophy, computation, and architecture into the most cogent argument for sustainability I've heard to date. In general he shows how pervasive computing is not just "new" but how it throws into relief very old ideas that formed our current economic culture. In discussing contextual or situated computing, he doesn't simply provide techno-fetishistic conjecture, he dives deep into what place is, the topology of places we know and will continue to know, the qualities of a place as an assemblage of value, and how value itself is determined. While only pieces of Digital Ground bare particular relevance to my personal research his ideas have led me to invaluable lines of inquiry. I can't imagine it doing anything less for you. Reading this book is time-well-spent. 15 of 20 people found the following review helpful. The future of interaction design By vanderwal This book is a wonderful look at the background and future of interaction design. McCullough provides wonderful depth of understanding for the reader on the many disciplines that support interaction design: psychology, architecture, cultural anthropology, technology. Not only does McCullough draw the disciplines together nicely, it is done seamlessly to the reader. My copy is now filled with highlighter marks and it is a book I will be returning to for my profession and through time. If you are a fan of well developed end notes to find further information, this book is a charm.

Digital Ground is an architect's response to the design challenge posed by pervasive computing. One century into the electronic age, people have become accustomed to interacting indirectly, mediated through networks. But now as digital technology becomes invisibly embedded in everyday things, even more activities become mediated, and networks extend rather than replace architecture. The young field of interaction design reflects not only how people deal with machine interfaces but also how people deal with each other in situations where interactivity has become ambient. It shifts previously utilitarian digital design concerns to a cultural level, adding notions of premise, appropriateness, and appreciation. Malcolm McCullough offers an account of the intersections of architecture and interaction design, arguing that the ubiquitous technology does not obviate the human need for place. His concept of "digital ground" expresses an alternative to anytime-anyplace sameness in computing; he shows that context not only shapes usability but ideally becomes the subject matter of interaction design and that "environmental knowing" is a process that technology may serve and not erode. Drawing on arguments from architecture, psychology, software engineering, and geography, writing for practicing interaction designers, pervasive computing researchers, architects, and the general reader on digital culture, McCullough gives us a theory of place for interaction design. Part I, "Expectations," explores our technological predispositions -- many of which ("situated interactions") arise from our embodiment in architectural settings. Part II, "Technologies," discusses hardware, software, and applications, including embedded technology ("bashing the desktop"), and building technology genres around life situations. Part III, "Practices," argues for design as a liberal art, seeing interactivity as a cultural -- not only technological -- challenge and a practical notion of place as essential. Part IV, "Epilogue," acknowledges the epochal changes occurring today, and argues for the role of "digital ground" in the necessary adaptation.

Like it or not, our physical environment is beginning to fill with embedded and ubiquitous computing devices. Are we attending sufficiently to their design and to their effects on our lives? How will they change our traditional notions of architecture? Questions largely ignored because they are too difficult -- or too painful -- to answer are confronted head-on in McCullough's thoughtful and provocative essay. (B.J. Novitski, Managing Editor, ArchitectureWeek) This is one of the most thoughtful books in the emerging field of interaction design. It is well argued and solidly grounded in both the literature and experience of computing. McCullough provides a powerful explanation for why design -- and interaction design in particular -- is emerging as a liberal art of the twenty-first century. Digital Ground is important for the professional designer, the student of design, and the general public. (Richard Buchanan, Carnegie Mellon University)...[A] way to think about how we might intelligently respond to the computer kudzu without letting it take over the garden. (Michael J. Crosbie Architectural Record) In Digital Ground Malcolm McCullough elegantly summarizes the past and present relations between architecture and computing, and constructs a solid foundation for future interaction between the two fields. (Casey Reas, Interaction Design Institute Ivrea) Malcolm McCullough's book charts a significant, unexplored terrain confronting architects and society at large. Pervasive computing is embedded, networked, ubiquitous, and capable of not only sensing and processing, but acting as well. This new form of computing holds the potential to restructure physical space and our relation to it, and McCullough provides an articulate and readable introduction to this new world, both promising and troubling. Digital Ground is a solid, early

contribution to what will quickly become an important field of study for architecture, planning, and urban design. (Dana Cuff, Professor of Architecture, University of California, Los Angeles)From the Inside Flap"Like it or not, our physical environment is beginning to fill with embedded and ubiquitous computing devices. Are we attending sufficiently to their design and to their effects on our lives? How will they change our traditional notions of architecture? Questions largely ignored because they are too difficult -- or too painful -- to answer are confronted head-on in McCullough's thoughtful and provocative essay." --B.J. Novitski, Managing Editor, ArchitectureWeek "In *Digital Ground* Malcolm McCullough elegantly summarizes the past and present relations between architecture and computing, and constructs a solid foundation for future interaction between the two fields." --Casey Reas, Interaction Design Institute Ivrea "This is one of the most thoughtful books in the emerging field of interaction design. It is well argued and solidly grounded in both the literature and experience of computing. McCullough provides a powerful explanation for why design -- and interaction design in particular -- is emerging as a liberal art of the twenty-first century. *Digital Ground* is important for the professional designer, the student of design, and the general public." --Richard Buchanan, Carnegie Mellon University "Malcolm McCollough's book charts a significant, unexplored terrain confronting architects and society at large. Pervasive computing is embedded, networked, ubiquitous, and capable of not only sensing and processing, but acting as well. This new form of computing holds the potential to restructure physical space and our relation to it, and McCullough provides an articulate and readable introduction to this new world, both promising and troubling. *Digital Ground* is a solid, early contribution to what will quickly become an important field of study for architecture, planning, and urban design." --Dana Cuff, Professor of Architecture, University of California, Los AngelesAbout the AuthorMalcolm McCullough is Professor of Architecture at Taubman College, the University of Michigan. He is the author of *Abstracting Craft: The Practiced Digital Hand* and *Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing*, both published by the MIT Press.