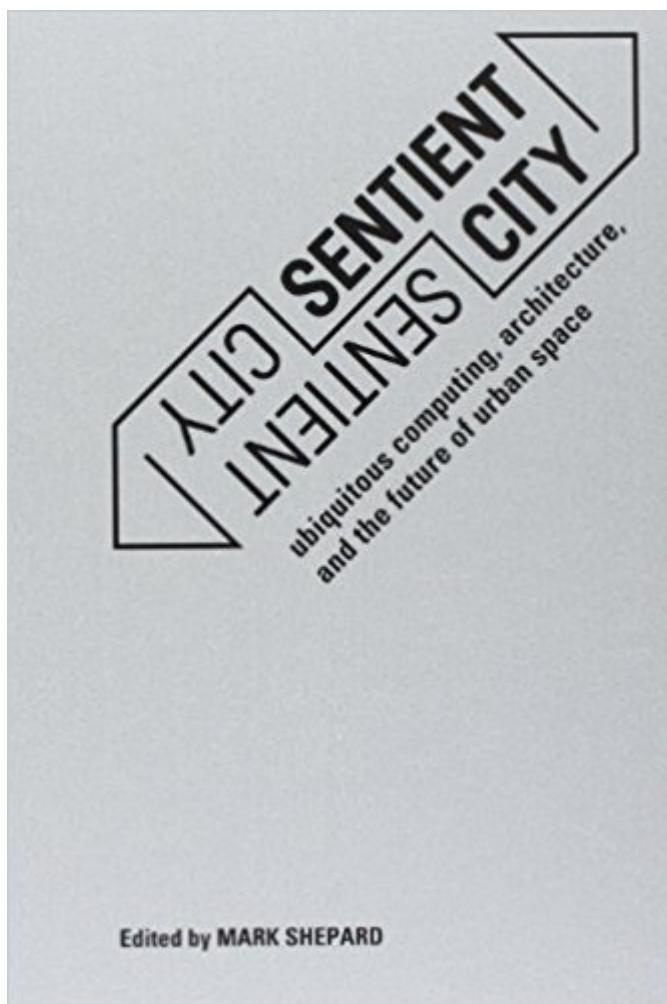


The book was found

Sentient City: Ubiquitous Computing, Architecture, And The Future Of Urban Space (MIT Press)



Synopsis

Our cities are "smart" and getting smarter as information processing capability is embedded throughout more and more of our urban infrastructure. Few of us object to traffic light control systems that respond to the ebbs and flows of city traffic; but we might be taken aback when discount coupons for our favorite espresso drink are beamed to our mobile phones as we walk past a Starbucks. *Sentient City* explores the experience of living in a city that can remember, correlate, and anticipate. Five teams of architects, artists, and technologists imagine a variety of future interactions that take place as computing leaves the desktop and spills out onto the sidewalks, streets, and public spaces of the city. "Too Smart City" employs city furniture as enforcers: a bench ejects a sitter who sits too long, a sign displays the latest legal codes and warns passersby against transgression, and a trashcan throws back the wrong kind of trash. "Amphibious Architecture" uses underwater sensors and lights to create a human-fish-environment feedback loop; "Natural Fuse" uses a network of "electronically assisted" plants to encourage energy conservation; "Trash Track" follows smart-tagged garbage on its journey through the city's waste-management system; and "Breakout" uses wireless technology and portable infrastructure to make the entire city a collaborative workplace. These projects are described, documented, and illustrated by 100 images, most in color. Essays by prominent thinkers put the idea of the sentient city in theoretical context.

Book Information

Series: MIT Press

Paperback: 200 pages

Publisher: The MIT Press (February 18, 2011)

Language: English

ISBN-10: 0262515865

ISBN-13: 978-0262515863

Product Dimensions: 6.7 x 0.6 x 9.5 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #145,724 in Books (See Top 100 in Books) #72 in Books > Arts & Photography > Architecture > Criticism #114 in Books > Arts & Photography > Architecture > Urban & Land Use Planning #331 in Books > Engineering & Transportation > Engineering > Civil & Environmental > Environmental

Customer Reviews

Mark Shepard is Assistant Professor of Architecture and Media Study at the University at Buffalo, University of New York, and an editor of the Situated Technologies pamphlet series, published by the Architecture League of New York. Mark Shepard is Assistant Professor of Architecture and Media Study at the University at Buffalo, State University of New York, and an editor of the Situated Technologies pamphlet series, published by the Architecture League of New York.

[Download to continue reading...](#)

Sentient City: Ubiquitous Computing, Architecture, and the Future of Urban Space (MIT Press) A Beginner's Urban Survival Prepping Guide: Basic Urban Self Defense Guide And Survival Tips in the Prepping Urban Environment (The Prepperâ™s Urban survival ... A Beginner's Urban Survival Prepping Urban Homesteading: Become a Self Sustainable Urban Homesteader to Get off the Grid, Grow Food, and Free Yourself (Urban Homesteading: A Complete Guide ... a Self Sustainable Urban Homesteader) Cloud Computing for Machine Learning and Cognitive Applications (MIT Press) Computing: A Concise History (The MIT Press Essential Knowledge series) Cloud Computing: The MIT Press Essential Knowledge Series Programmed Inequality: How Britain Discarded Women Technologists and Lost Its Edge in Computing (History of Computing) Biomedical Statistics with Computing (Medical Computing Series) Solving Squirrel Problems: How to Keep This Ubiquitous Pest Out of Home and Garden Ubiquitous: Celebrating Natureâ™s Survivors Lectures on Urban Economics (MIT Press) The Power of Place: Urban Landscapes as Public History (MIT Press) VISIONS OF EDEN: ENVIRONMENTALISM, URBAN PLANNING, AND CIT (URBAN LIFE & URBAN LANDSCAPE) The Strip: Las Vegas and the Architecture of the American Dream (MIT Press) Blowout in the Gulf: The BP Oil Spill Disaster and the Future of Energy in America (MIT Press) Streaming, Sharing, Stealing: Big Data and the Future of Entertainment (MIT Press) The Future Is Not What It Used to Be: Climate Change and Energy Scarcity (MIT Press) 101 Things I Learned in Architecture School (MIT Press) Architecture Depends (MIT Press) Thermal Delight in Architecture (MIT Press)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)