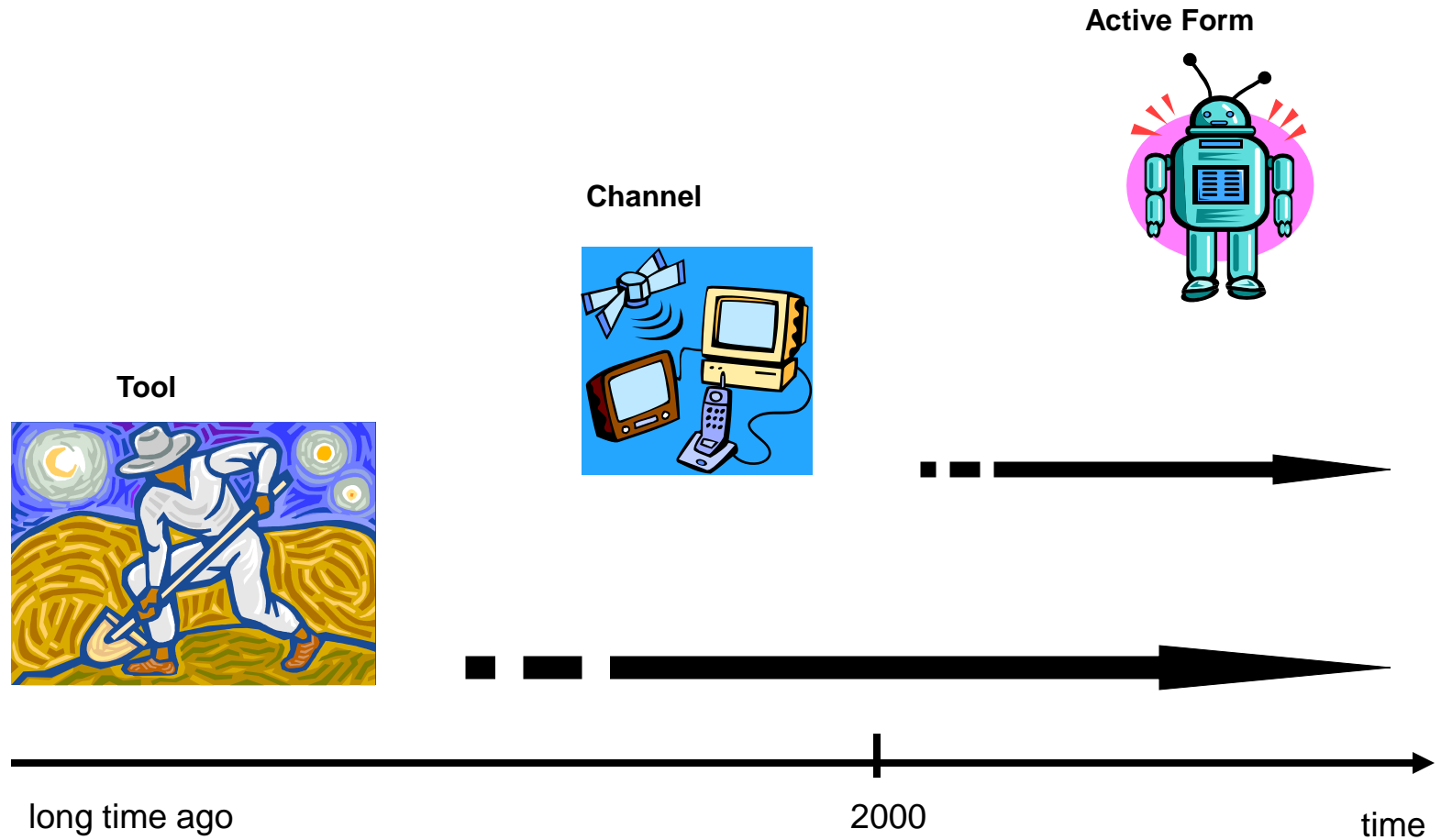


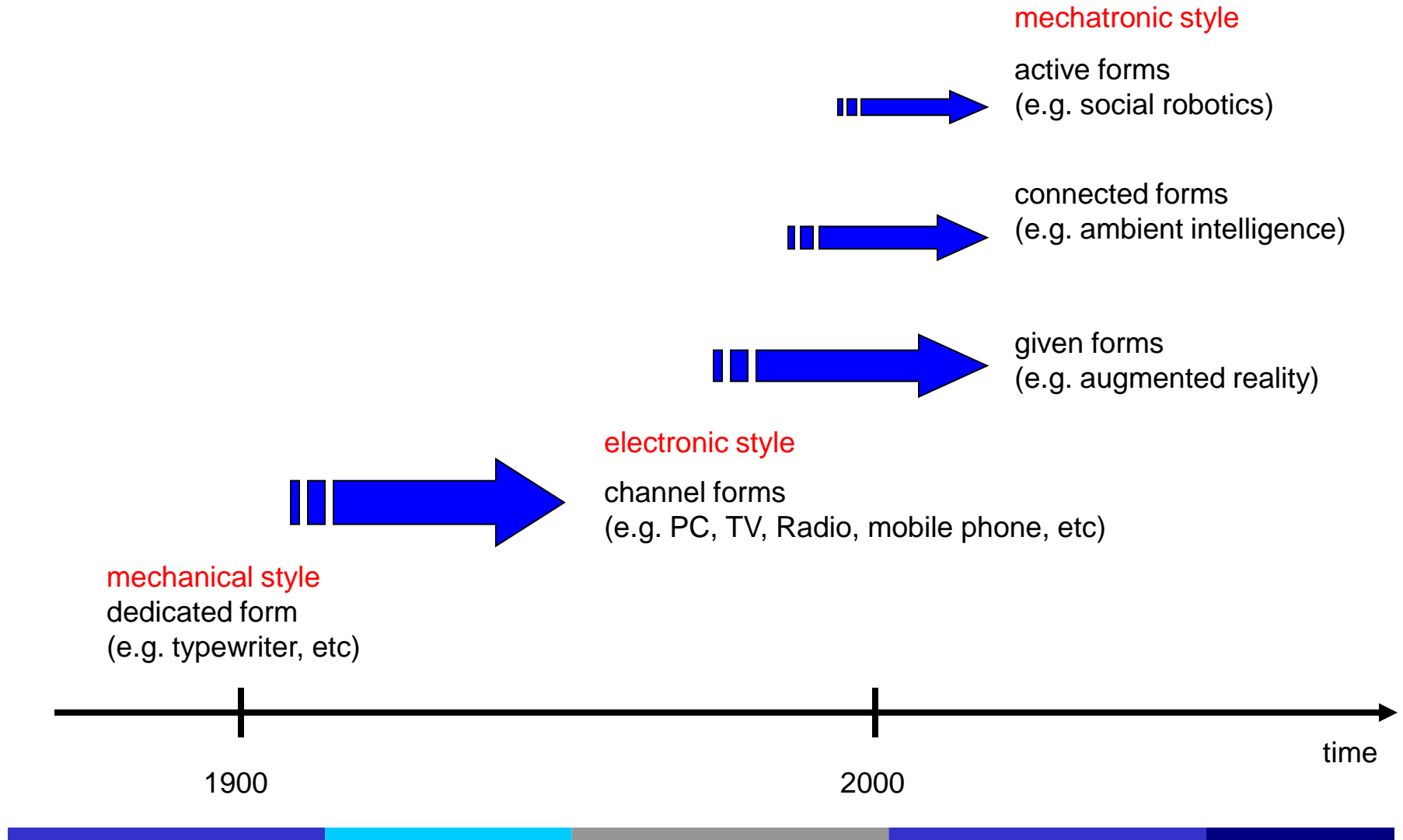
# **Cultural Dimensions in Ubiquitous and Mobile Computing**

Matthias Rauterberg  
Eindhoven University of Technology  
The Netherlands

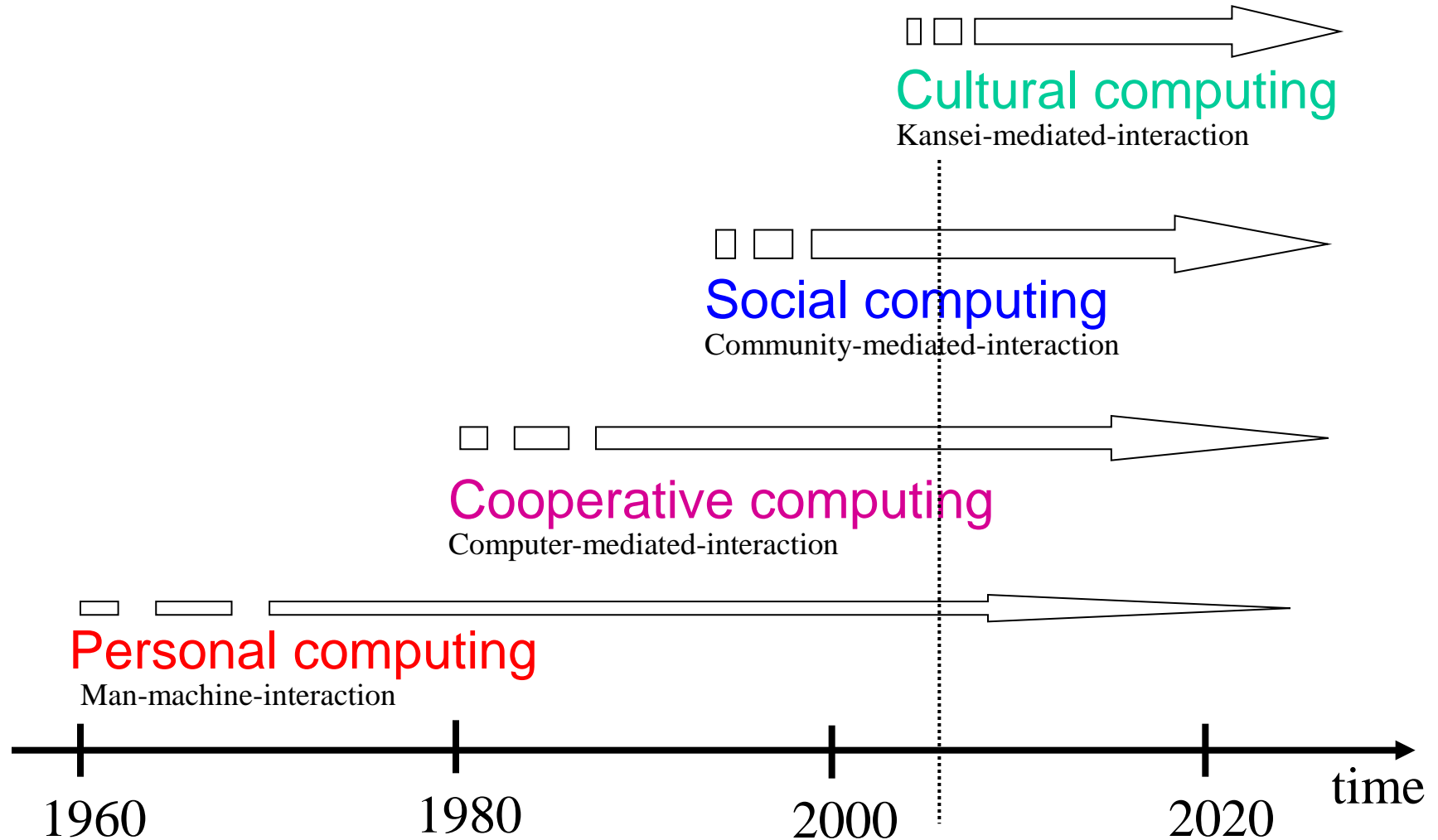
# Design Metaphors



# Design Forms



# Interaction Paradigms in Computing



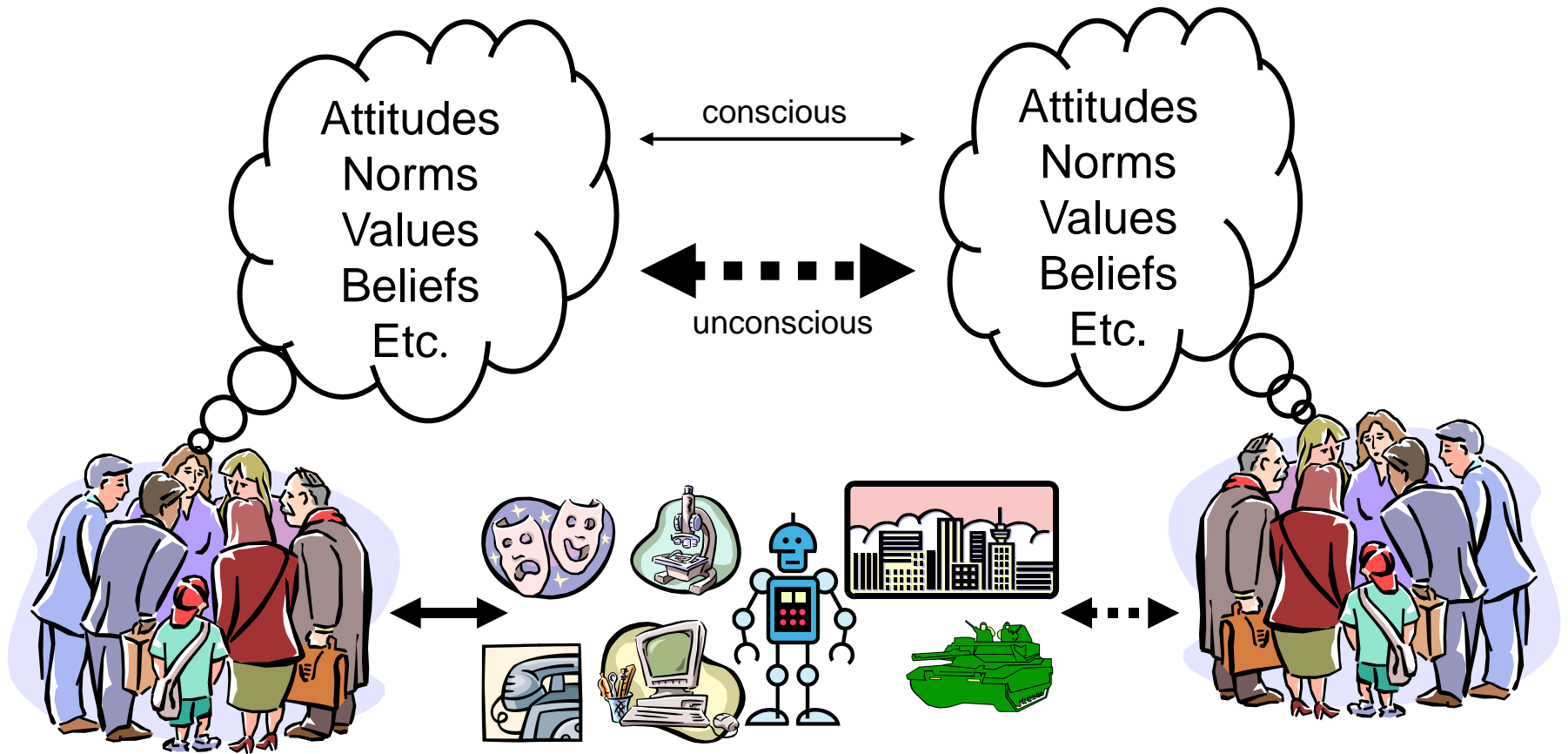
# What is Culture?

Culture is the **integration pattern** of human behavior that includes

- attitudes,
- norms,
- values,
- beliefs,
- actions,
- communications and
- institutions of a race, ethnic, religious and/or social group.

The word culture comes from the Latin root *colere* (to inhabit, to cultivate, or to honor). In general, it refers to human *activity*; different definitions of culture reflect different theories for understanding, or criteria for valuing, human activity. Anthropologists use the term to refer to the universal human capacity to classify experiences, and to encode and communicate them symbolically. They regard this capacity as a defining feature of the genus *Homo*.

# Cultural Computing: Kansei mediation



Nakatsu R., Rauterberg M., Salem B. (2006). Forms and theories of communication: from multimedia to Kansei mediation. *Multimedia Systems*, 11(3), 304-312

## **Anti-Dogmatic Design:**

What does that mean, or  
what can we do with this for  
cultural computing?



### **Warning:**

Attacking a dogma can be dangerous!

### **Advice:**

Be careful!

## First Dogma Attack: discovery of the *hidden part of mind*



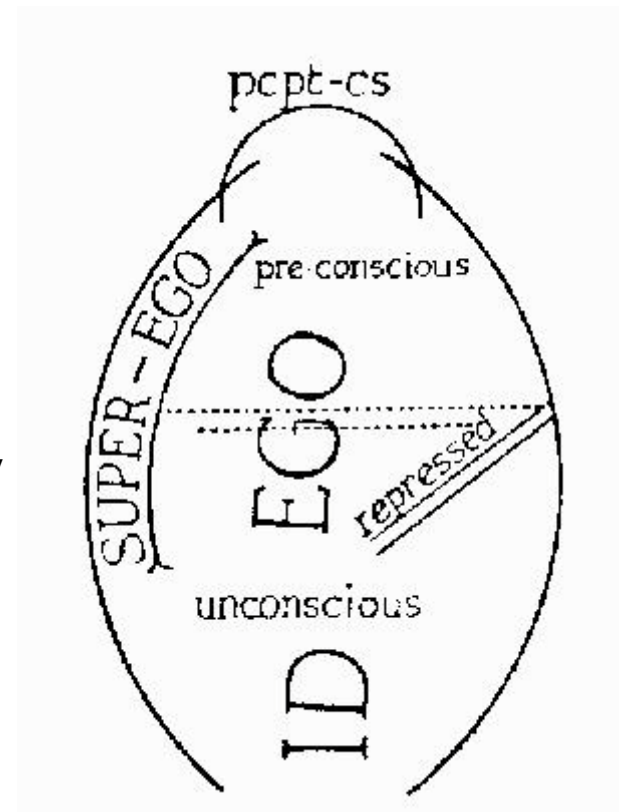
(1856-1939)

In 1932 the discoveries of **Sigmund Freud**

about the unconscious in particular were revolutionary.

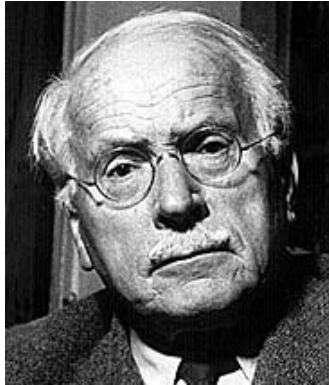
His treatment of neuroses allowed inspection of a “hidden” part of the mind. Freud divided the mind into two parts: the preconscious (ideas and memories capable of becoming conscious), and the unconscious (desires, impulses, and wishes of a mostly sexual and sometimes destructive nature).

All human thought is partly a conflict between the preconscious and unconscious, and partly a compromise to pursue pleasure whilst avoiding danger and dealing with the realities of life.





## Second Dogma Attack: discovery of the *collective unconscious*

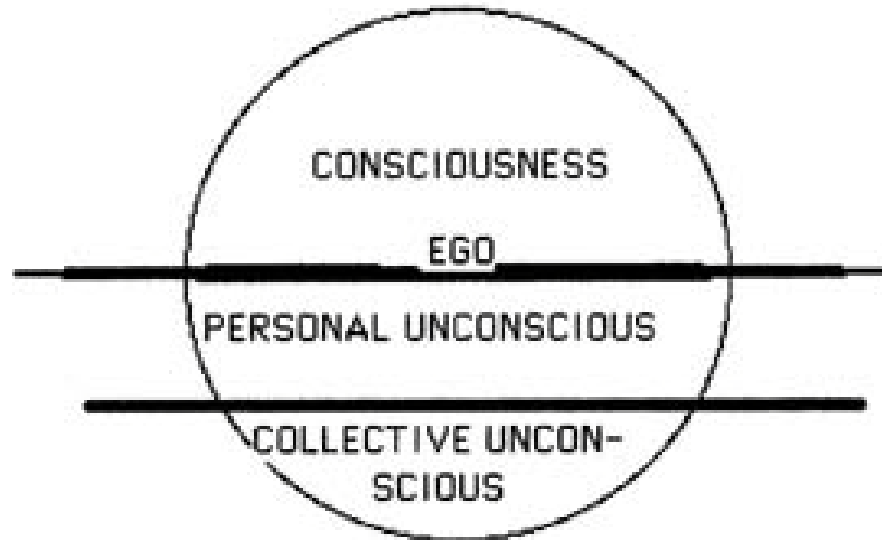


(1875-1961)

After 1910 the discoveries of

### **Carl Gustav Jung**

about the *collective unconscious* and the related *archetypes* were challenging. Jung dreamt a great deal about the dead, the land of the dead, and the rising of the dead. These represented the unconscious itself -- not the "little" personal unconscious that Freud made such a big deal out of, but a new *collective unconscious* of humanity itself, an unconscious that could contain all the dead, not just our personal ghosts. Jung began to see the mentally ill as people who are haunted by these ghosts, in an age where no-one is supposed to even believe in them. If we could only recapture our mythologies, we would understand these ghosts, become comfortable with the dead, and heal our mental illnesses.



## Third Dogma Attack: *fields* beyond energy and matter



Most notably, the theory about morphogenetic fields of **Rupert Sheldrake**

in 1981 reveal a substantial change in the way how we should look at reality. He developed the idea of *morphogenetic fields*, and has researched and written on topics such as animal and plant development and behavior, telepathy, perception and metaphysics. For example, Sheldrake began working in the 1990s on the alleged telepathic powers of animals, which he thinks could be explained by *morphic resonance* between two brains.

(1942--)



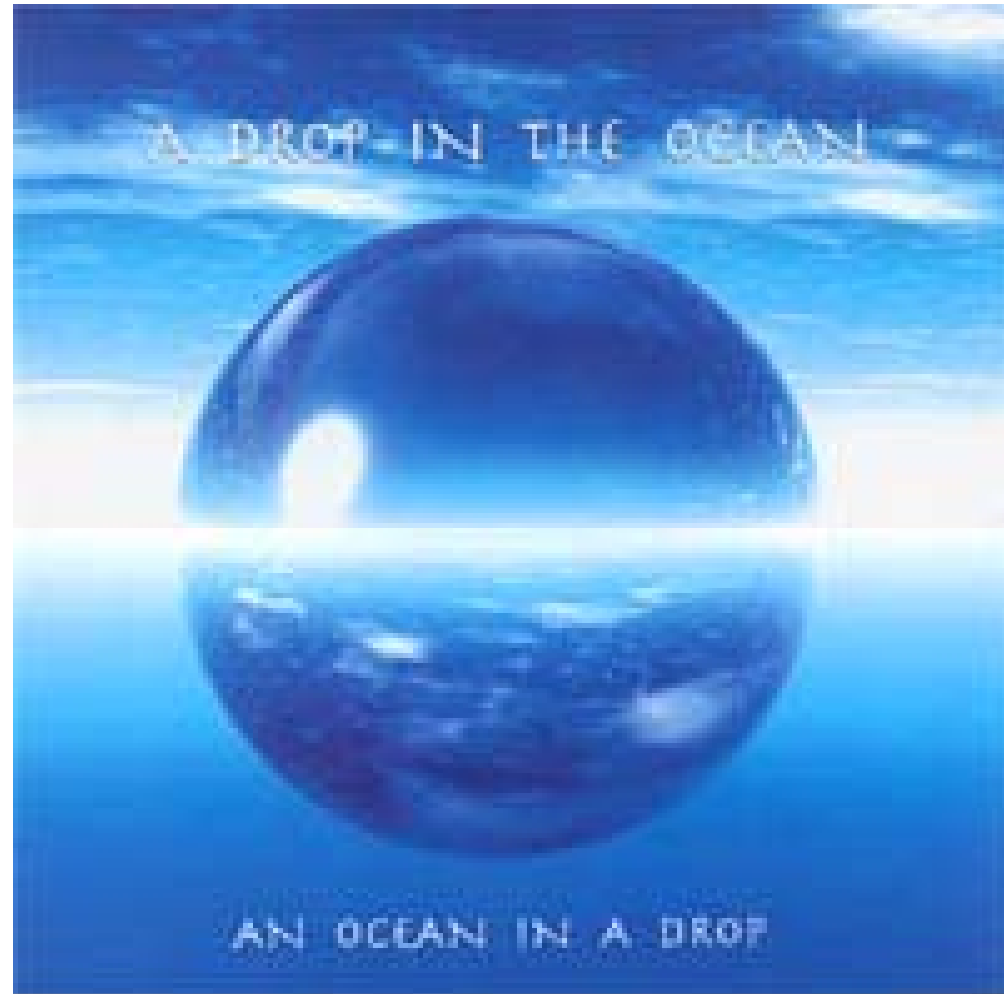
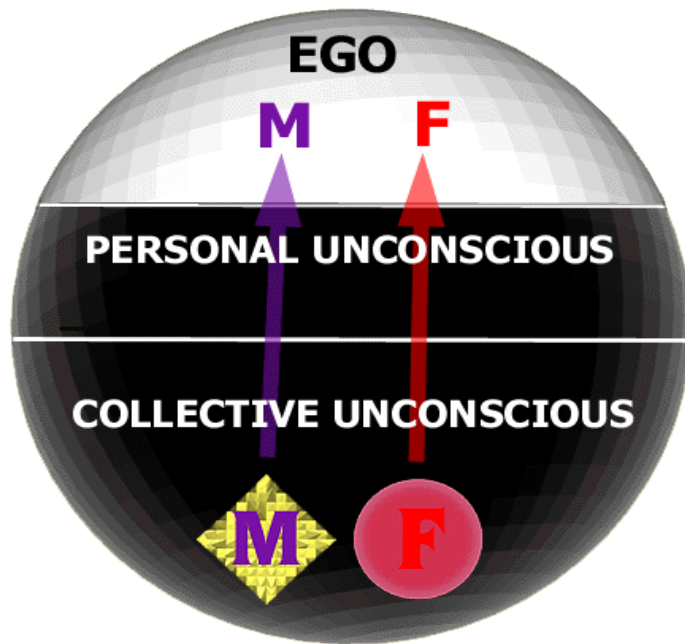
(video, 4:03)



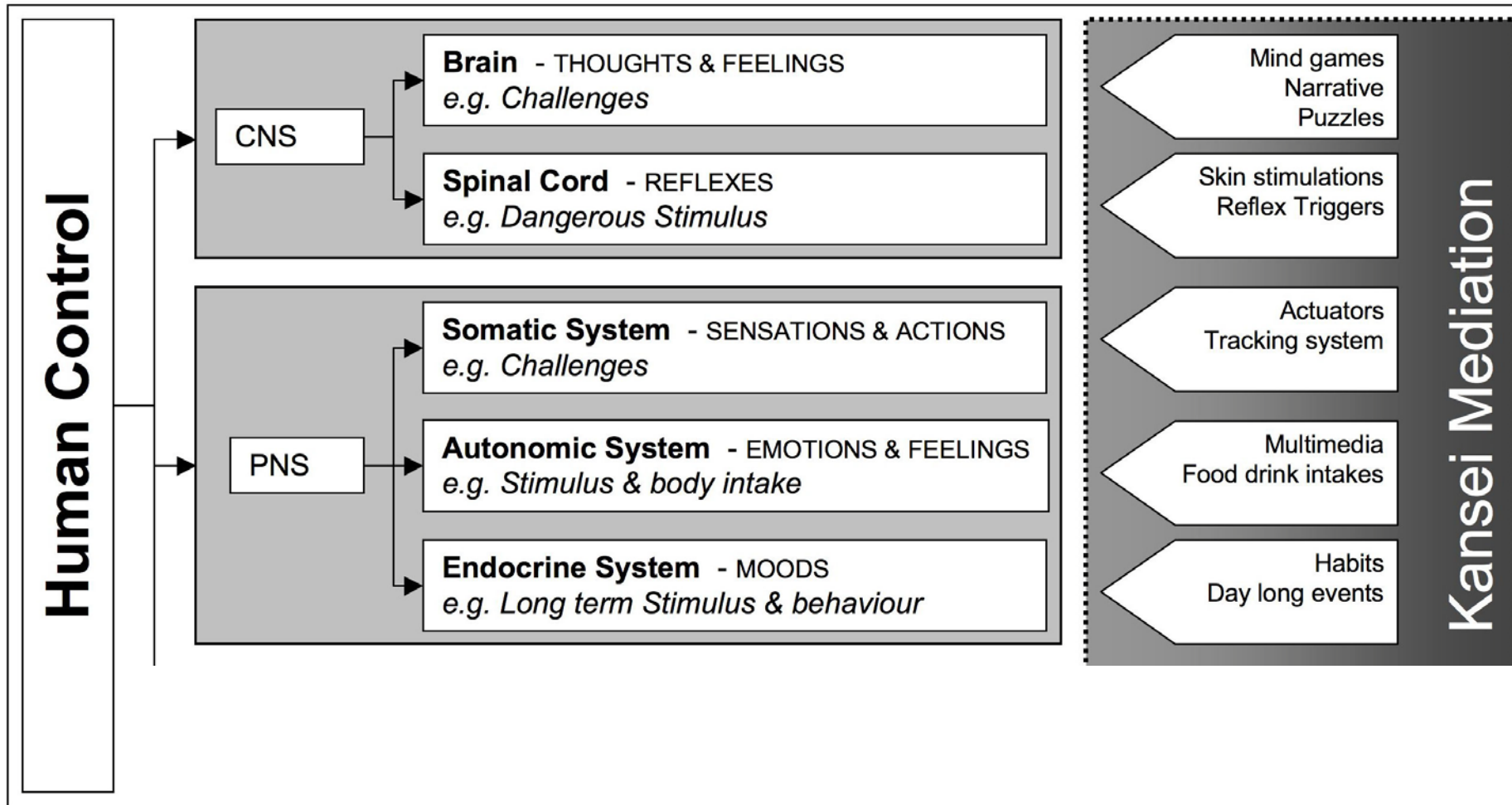
### Reference:

Sheldrake, R. (1981). *A New Science of Life: The Hypothesis of Formative Causation*.

# Cultural Computing: the collective unconscious



# Kansei Mediation for Interactive Systems



# Culture: the East



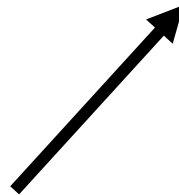
Lao-Tse  
c.604 - c.521 BC



Siddharta Gautama  
563 – c.480 BC



Enlightenment



Zen



Bodhidharma  
470-543 AC



## ZENetic computer (2003)



Naoko Tosa



松岡正剛  
Seigo Matsuoka

ACM SIGGRAPH 2004 Emerging technology 展示作品

# ZENetic Computer

コンピュータによる山水禅  
インタラクティブ・インスタレーション

## 展示日程

平成16年 5月10日(月)～6月6日(木)  
高台寺北書院 入場料 ※拝服料のみ

## 関連講座

平成16年 5月13日(木)  
18:30～20:00

松岡正剛 ソロトーク

「電子と山水」

平成16年 5月28日(金)  
18:30～20:00

対談 太田省吾×土佐尚子

「劇的なものと  
デジタルストーリー」

両日共に開場は18:00から。  
高台寺 方丈 受講料2,000円、予約制、定員200名

主催：ゼネティックコンピュータの高台寺委員会

共催：高台寺

企画・構成：土佐尚子、松岡正剛

音楽：日藤清樹

制作：エニックス・ソフト

協力：フランス・ヌーヴェル・ヌー・D、MIT Japan プログラム

制作技術支援機関として協力：T21、七和、松岡正剛事務所、suzi-yaguchi

共展：MIT Museumでの関連展示

「高台寺は、女性の方の通観を応援しています。」

主催、企画、制作

ミホプロジェクト

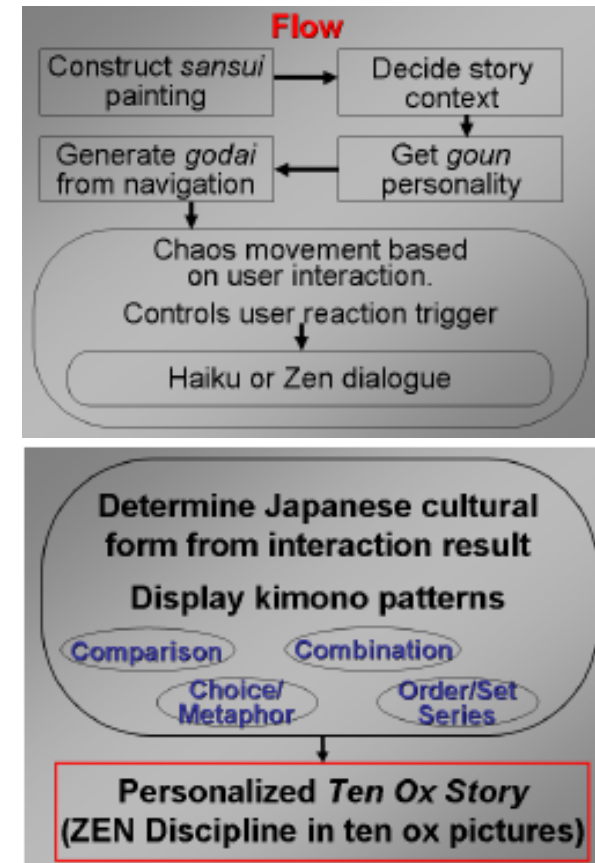
tel. 075-512-4450 fax. 075-253-2252

http://www.mihoproject.com

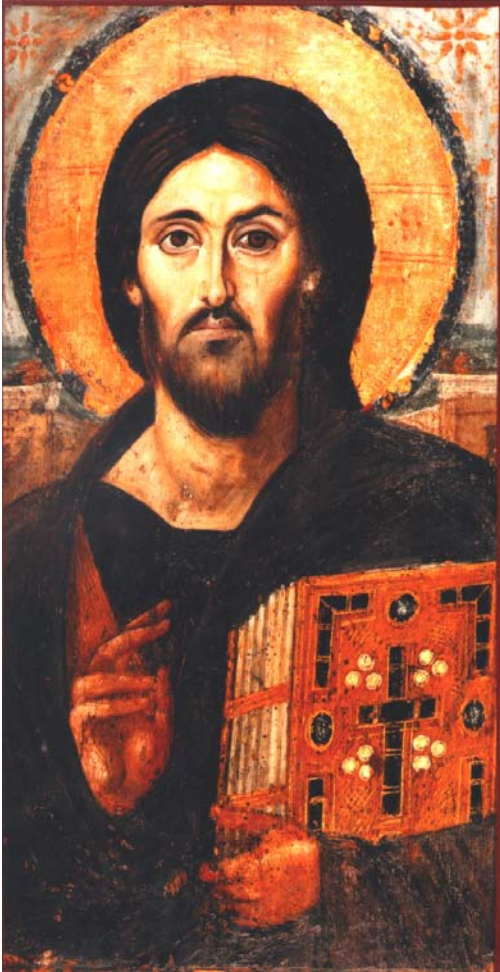


# Cultural Computing

ZENetic computer (video, 3:43)



# Culture: the West



René Descartes  
1596-1650

**res cogitans** - mind

**res extensa** - body, matter, etc



Immanuel Kant  
1724-1804

synthetic  
*a priori* knowledge:

- **time**
- **space**

both *pure forms of intuition*  
and *pure intuitions*.



# Culture in East and West

Cross-cultural psychologist's juxtapose  
Eastern *holistic* and Western *analytic* reasoning.

**Eastern** reasoning embraces contradictions among objects in a yin–yang field of constant change.

**Western** reasoning tends to focus on objects and categories, and is driven by *formal logic*.

Nisbett RE., Peng K., Choi I. & Norenzayan A. (2001). Culture and Systems of Thought: Holistic versus Analytic Cognition. *Psychological Review*, 108(2), 291-310 .

# What would be a Western equivalence to ZENetic Computer?

Possible Answer:

- an interactive experience based on the story of **Alice in Wonderland**



Charles Lutwidge Dodgson  
1832-1898



# Stage-1: Down the Rabbit Hole

Microsoft  
**Research**



(video, 1:03)



**Flow  
stair  
lift**

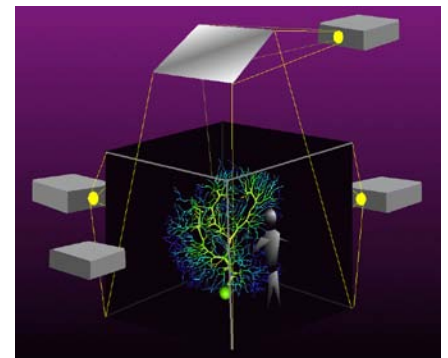
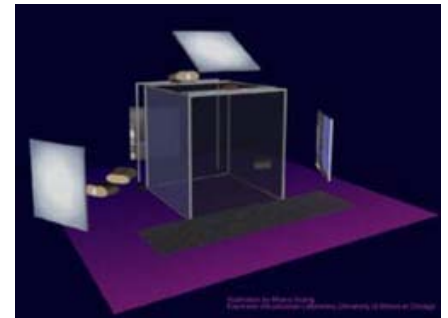
# Stage-2: Drink me – Eat me



(video, 1:25)



## Five sides Cave





# Stage-3: The Caterpillar



*'Who are YOU?' said the Caterpillar.*

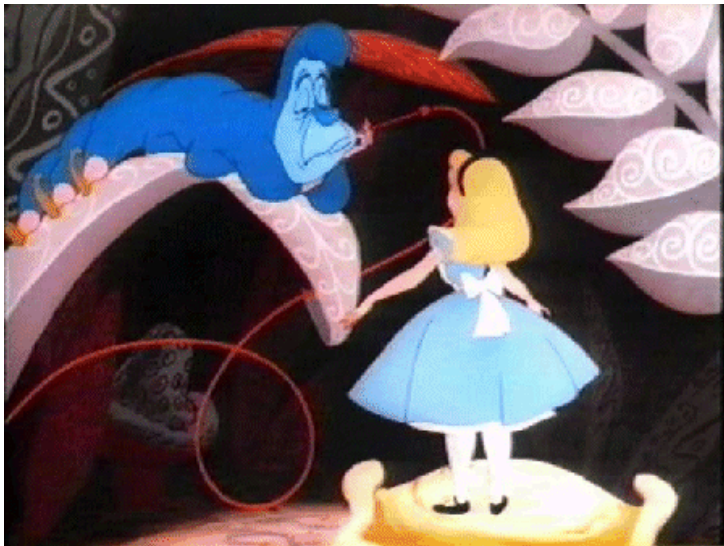
*This was not an encouraging opening for a conversation. Alice replied, rather shyly, 'I—I hardly know, sir, just at present— at least I know who I WAS when I got up this morning, but I think I must have been changed several times since then.'*

*'What do you mean by that?' said the Caterpillar sternly. 'Explain yourself!'*

*'I can't explain MYSELF, I'm afraid, sir' said Alice, 'because I'm not myself, you see.'*

*'I don't see,' said the Caterpillar.*

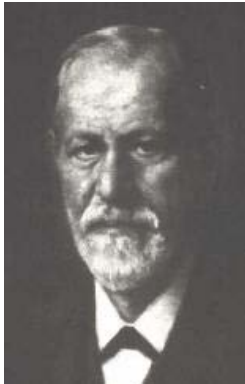
(video, 2:18)



**Question:** But what is really important in life?

**Answer:**

**Love**



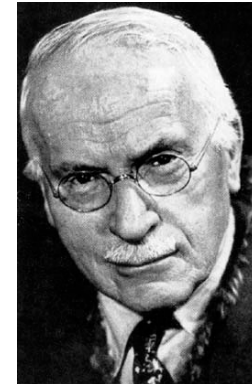
Sigmund Freud  
(1856-1939)

**Power**



Alfred Adler  
(1870-1937)

**Death**

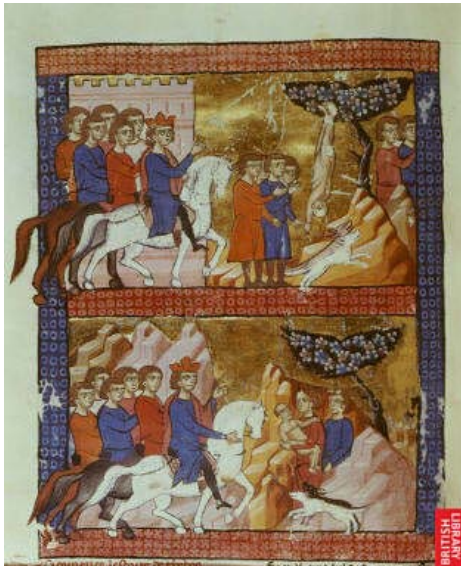


Carl Gustav Jung  
(1875-1961)

# The Oedipus Trilogy:

Childhood  
[Oedipus becomes King]

**Love**



King Polybus rescues Oedipus

Adulthood  
[Oedipus at Colonus]

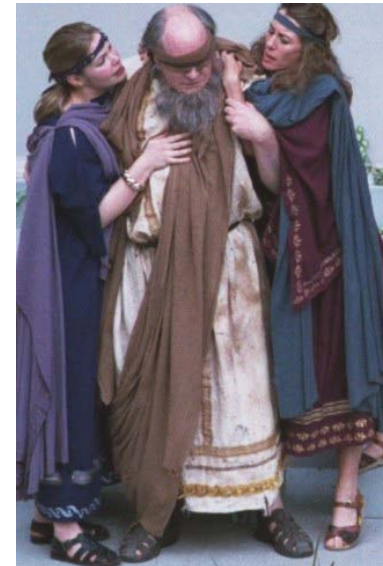
**Power**



Oedipus Rex

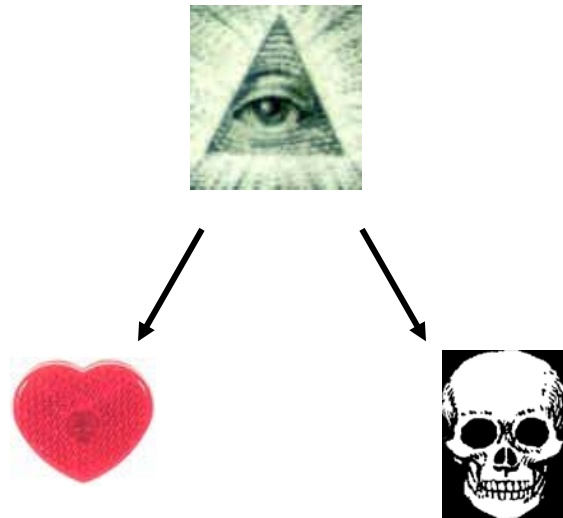
Retirement  
[Antigone]

**Death**

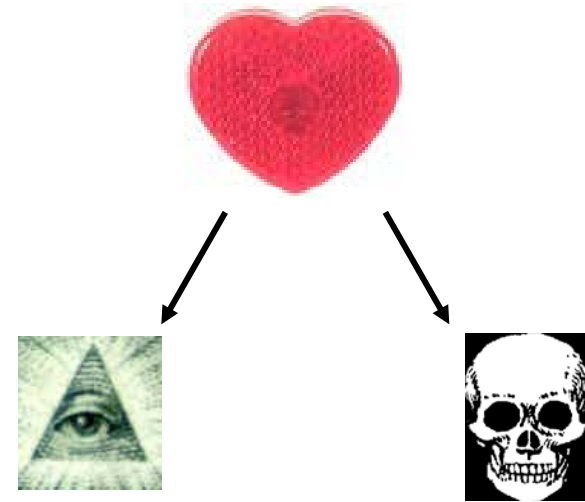


Ismene, Oedipus, and Antigone

# Relations between **Love**, **Power** and **Death**



This is what we have...



This is what we want to have...



# Love and Mobile Devices



## Love-Gety

- There's a Lovegety for men (blue underside), and a Lovegety for women (pink underside).
- They notify each other when a Lovegety of the opposite sex is in range.
- The lovegety operates on 300Mhz frequency and uses 2 AAA batteries.

# Power and Mobile Devices



**The first ever vote by mobile phone has passed off without any major hitches in the Swiss town of Bülach.**

More than 11 per cent of the electorate used the Short Messaging System (SMS) to cast their vote in a local poll on Sunday October 2005.

The ballot is part of a series of trials in several regions of the country to introduce e-voting nationwide. Officials said 445 citizens of Bülach - or 11.6 per cent - used the text messaging system, while another 25.7 per cent voted over the internet. The majority of 62.7 per cent sent their ballot sheets by mail or went to the polling booths.



Political organizations across the world use text messaging to register voters, mobilize constituents, and to win elections.

From the Philippines to Spain to South Korea, text messaging has played an instrumental role in organizing "TxtPower" movements. South African officials have used it to assist more than 180,000 voters to retrieve registration and polling location information; Kenya to coordinate election monitors; India to communicate directly with constituents.

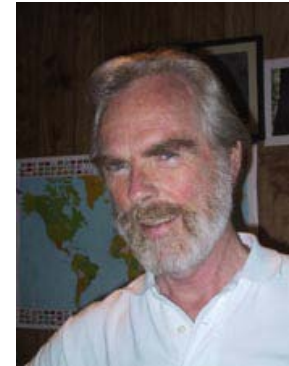
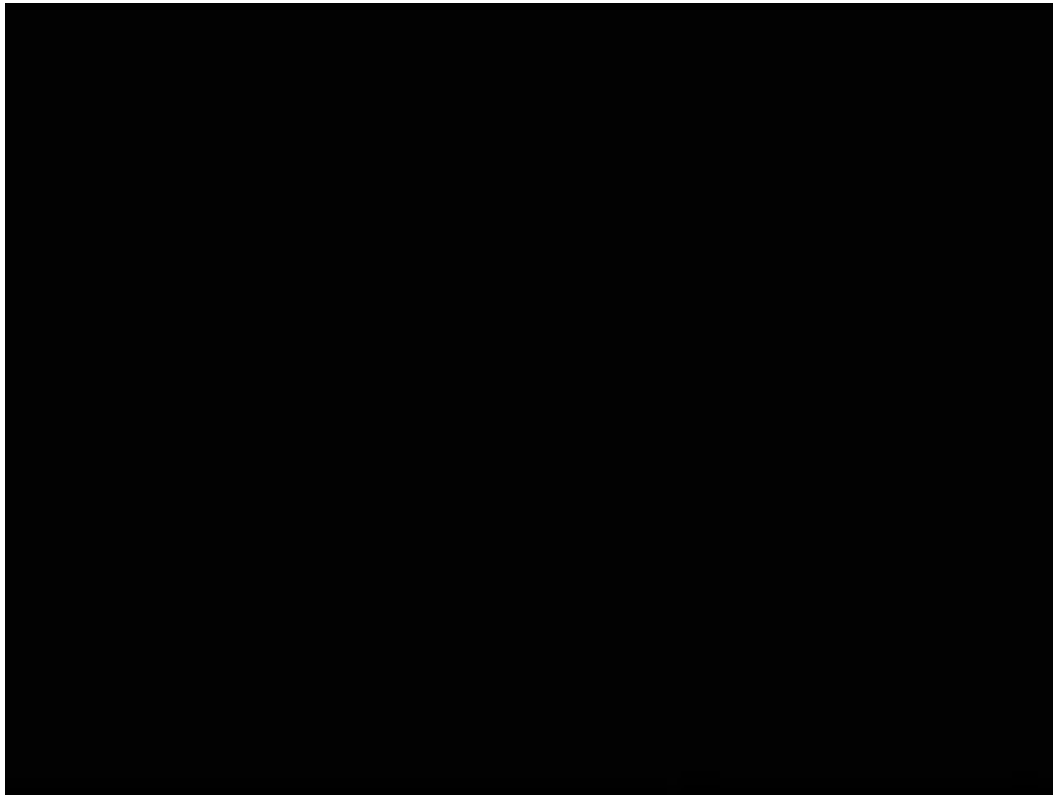
Thus far, American political organizations have made only rudimentary use of the mobile technology.

# Death and Mobile Devices

Global Consciousness Project

Princeton, New Jersey, USA

(video, 2:30)



**Roger Nelson**



**Mindsong MicroREG**

Let's get aware about our  
connections to the collective unconscious...

*Thank you for your attention.*