

BRIAN DIXON, CSM

From You Are Here to I Could Be There

Urban Recreational Walkers.

GPS-enabled mapping.

Situation Awareness.

METHOD.

FINDINGS.

DIRECTION.

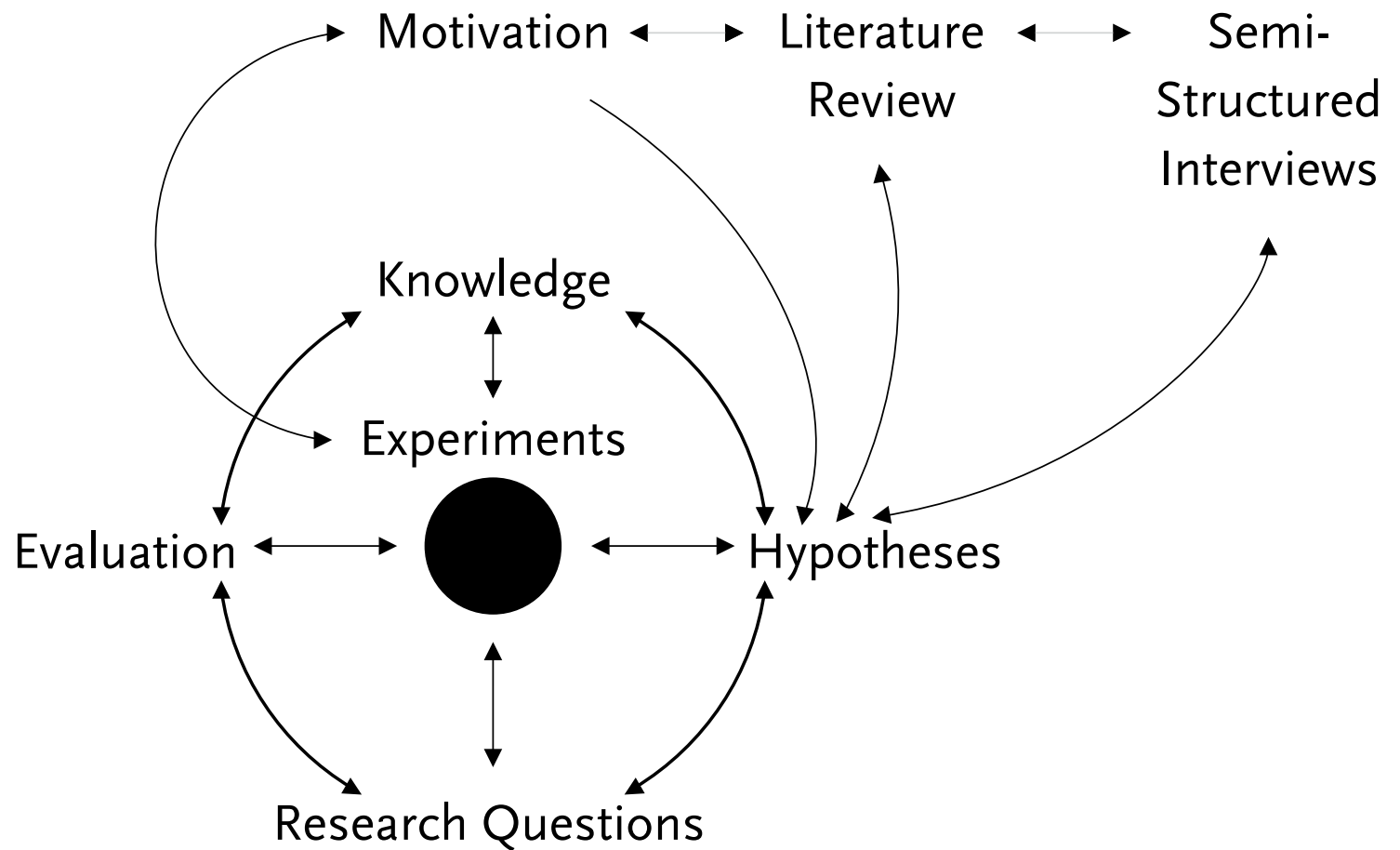
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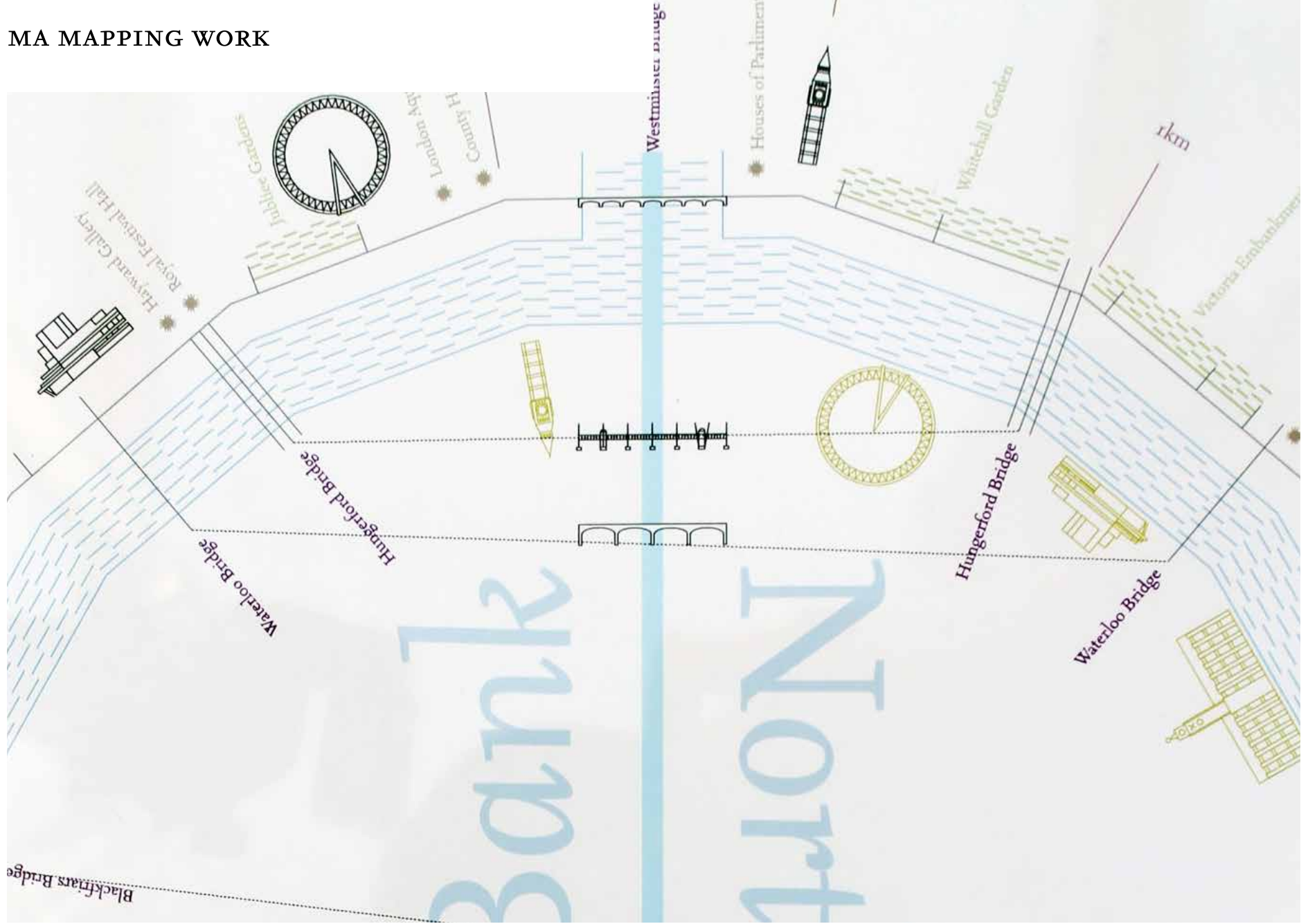
‘THE ROLE OF THE HYPOTHESIS IN
CONSTRUCTIVE DESIGN RESEARCH’

(ADAPTED FROM ANNE LOUISE BANG ET AL. 2012)



Starting with a motivation.

MA MAPPING WORK



EXPLORATORY ACTIVITY

Interviewing 31 urban recreational walkers.

Reading design, human geography, anthropology, ecological psychology, human factors, philosophy.

METHOD.

FINDINGS.

DIRECTION.

Consulting the literature.

FINDINGS FROM PRACTICE LITERATURE

Questioning passive models of interaction.

Questioning of the classic cartographic model.

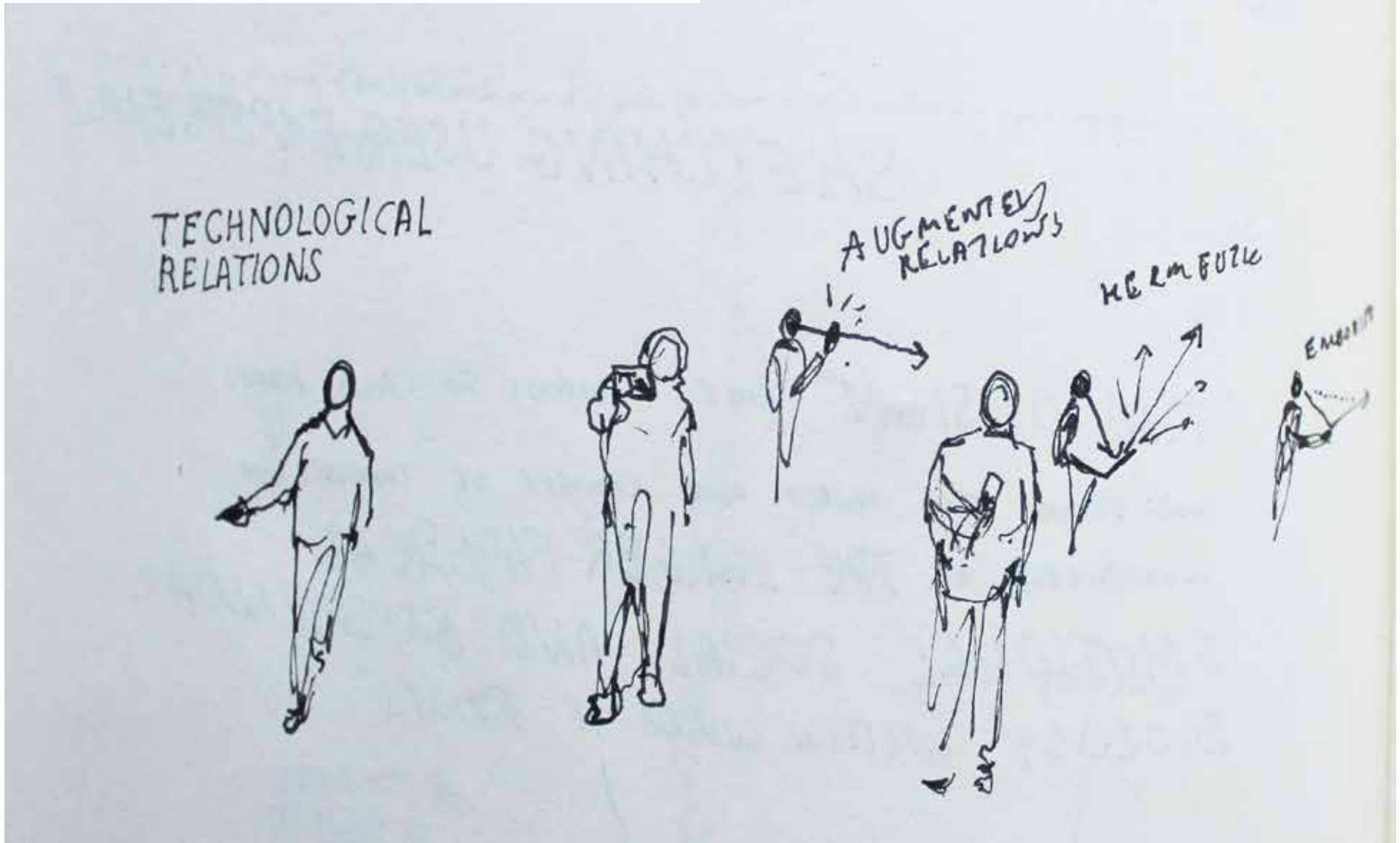
Recommending new approaches to re/presentation.

THE ECOLOGICAL APPROACH TO
VISUAL PERCEPTION
(JAMES GIBSON 1979)

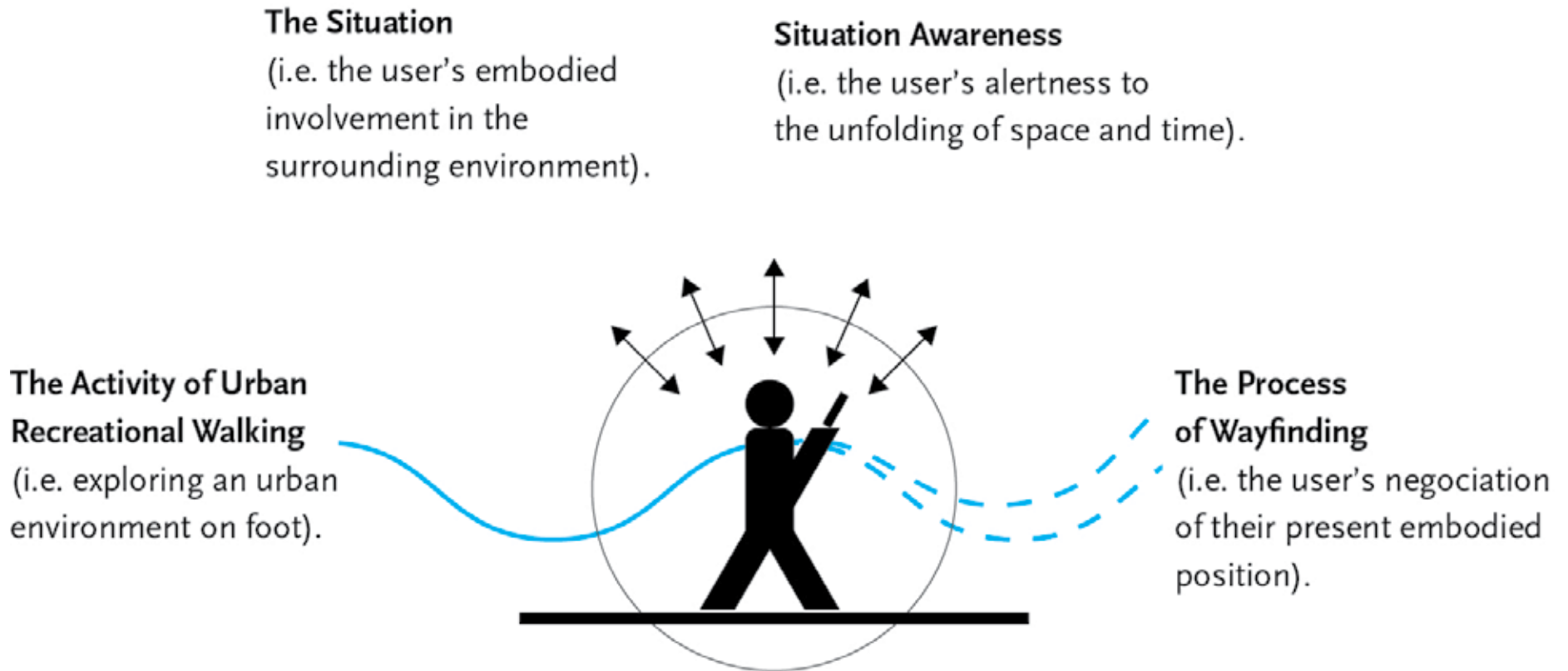


TECHNOLOGY AND THE LIFEWORLD

(DON IHDE 1990)



A BASIC CONCEPTUAL FRAMEWORK



BASIC OVERVIEW OF INTERVIEW THEMES

Motivations.

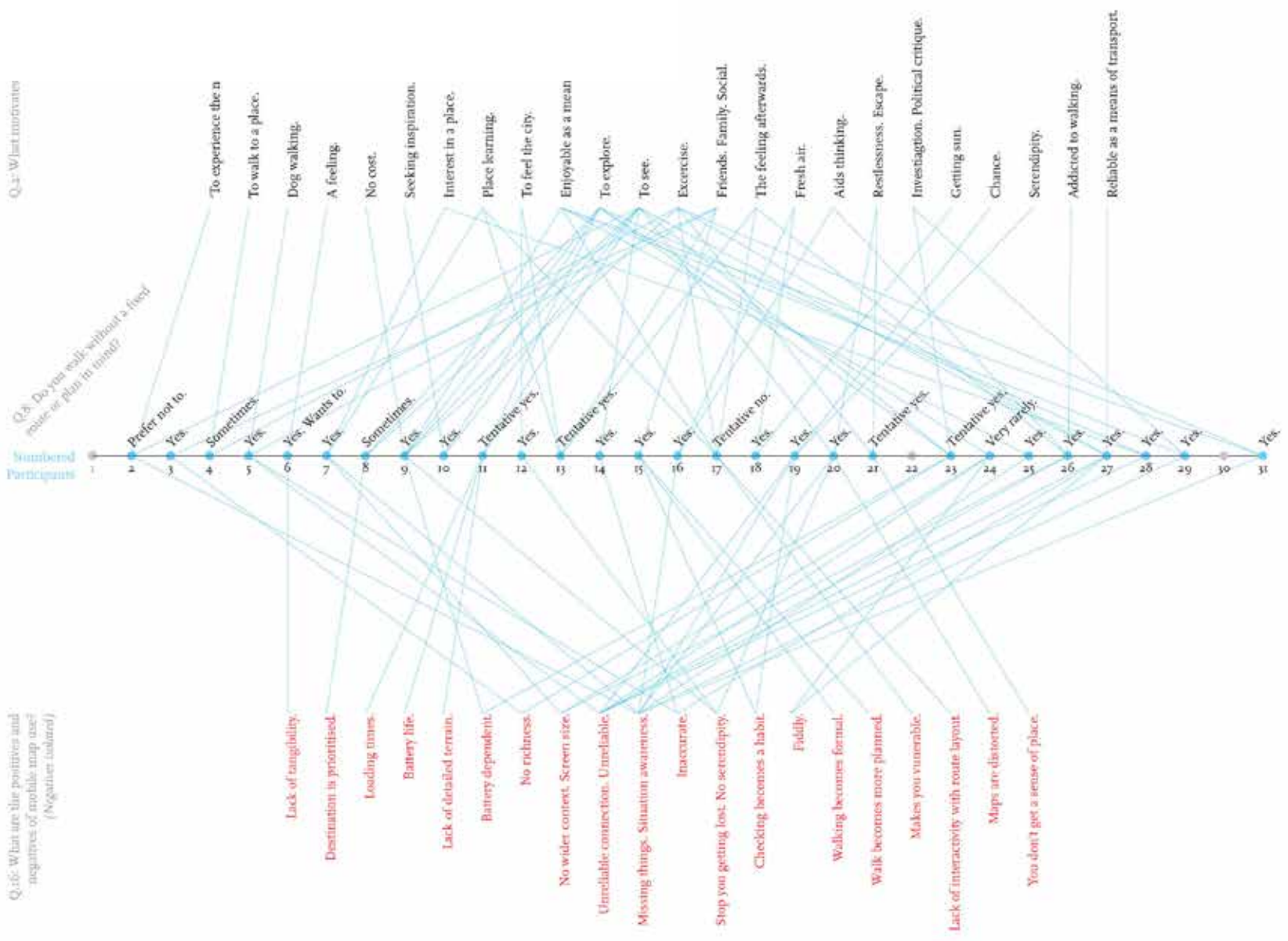
Practice.

Resources used in wayfinding.

Use of technology.

Technological Issues.

MAPPING THE DATA.



SENSE-MAKING

No cost.

Seeking inspiration.

Interest in a place.

Place learning.

To feel the city.

Enjoyability.

Curiosity. Exploration. Discovery.

To see.

Excercise.

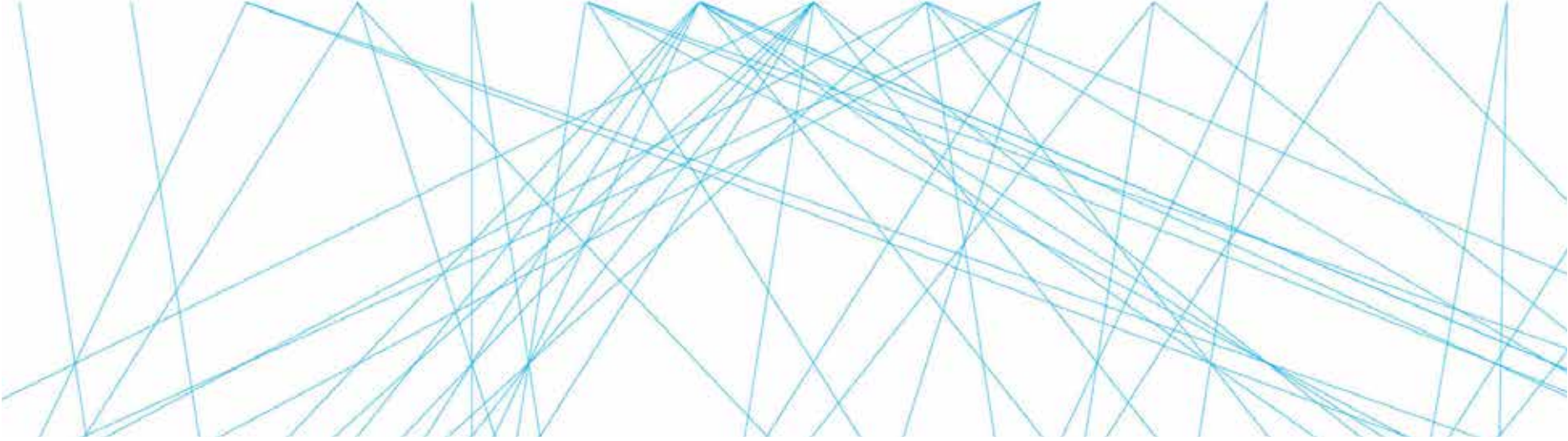
Friends. Family. Social.

The feeling afterwards.

Fresh air.

Aids thinking.

Restlessness. Escape.



SENSE-MAKING

The look of a place.

The sun.

Bus stop signage.

Street signage.

Visible landmarks.

Mobile Maps.

Other people (i.e. Asking.)

Paper maps and guides.

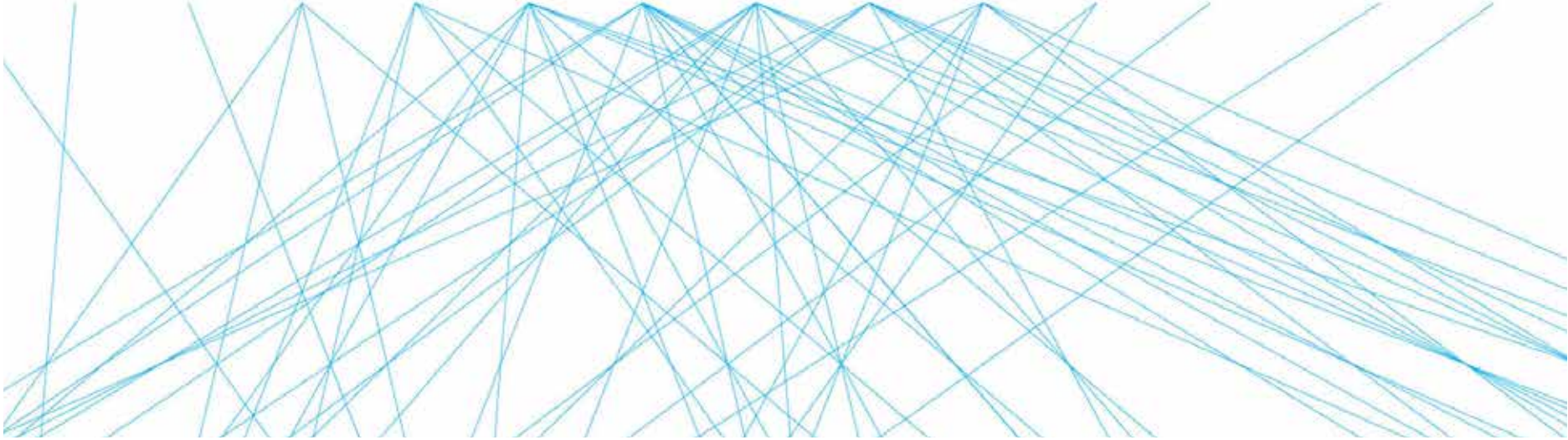
Intuition.

Main streets.

Public transportation points
(i.e. tube stops.)

YAH maps.

Shop names.



SENSE-MAKING

Planning.

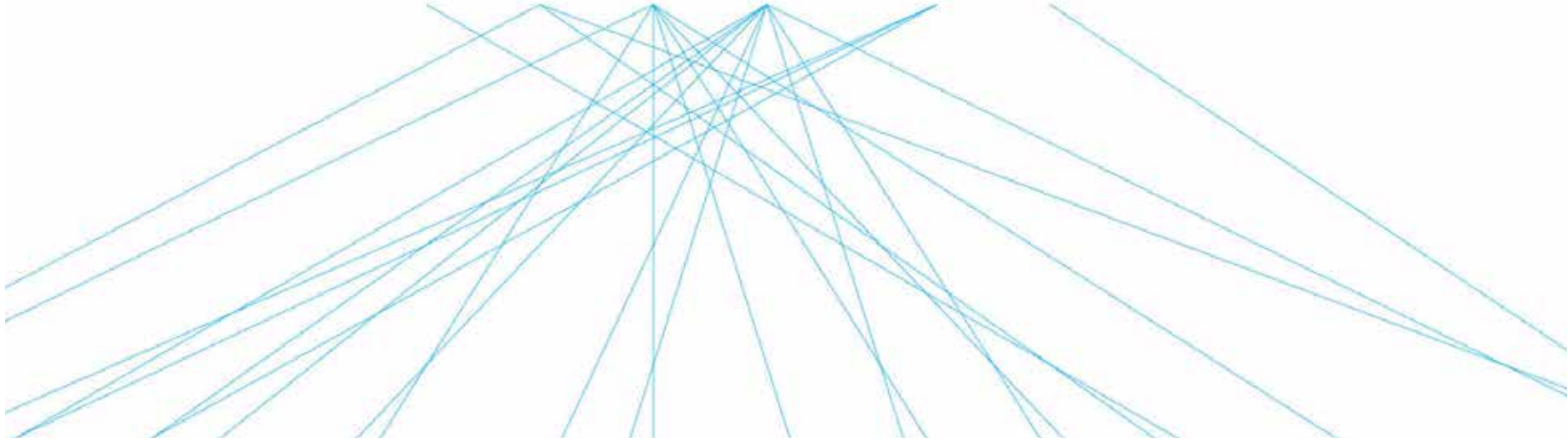
Navigating.

Locating.

Not really used on the basis
of a conviction.

Not really used (e.g. No smartphone).

Checking.



SENSE-MAKING

Lack of detailed terrain.

Battery dependent.

No richness.

No wider context. Screen size.

Unreliable connection. Unreliable.

Missing things. Situation awareness.

Inaccurate.

Stop you getting lost. No serendipity.

Checking becomes a habit.

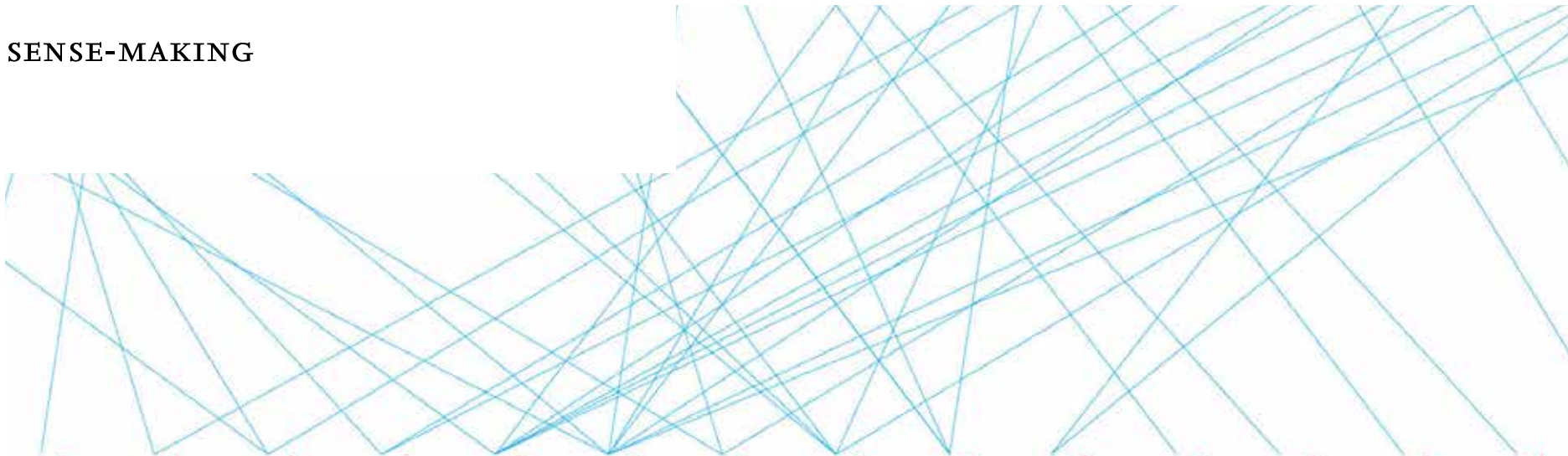
Fiddly.

Walking becomes formal.

Walk becomes more planned.

Makes you vulnerable.

Lack of interactivity with route layout.



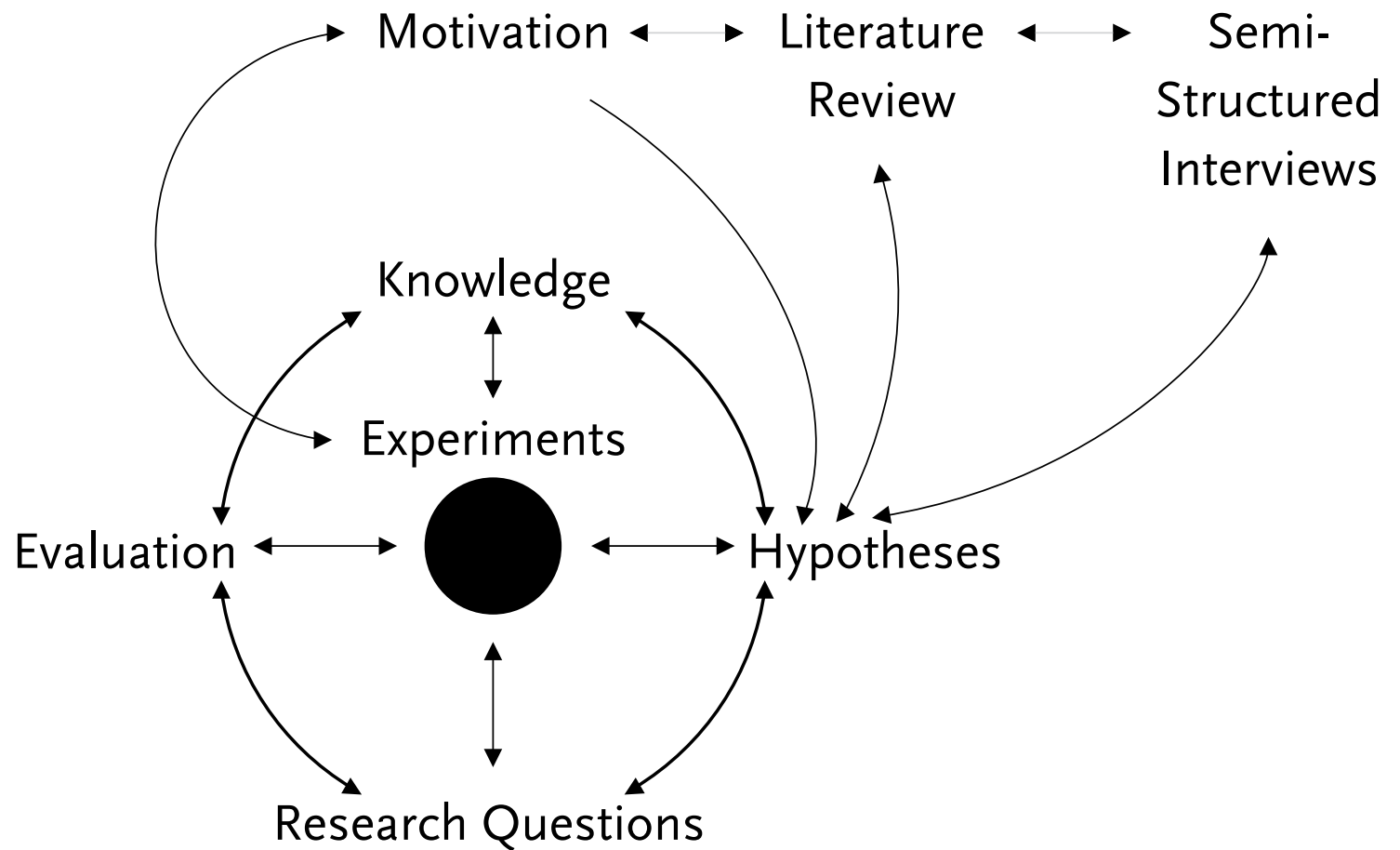
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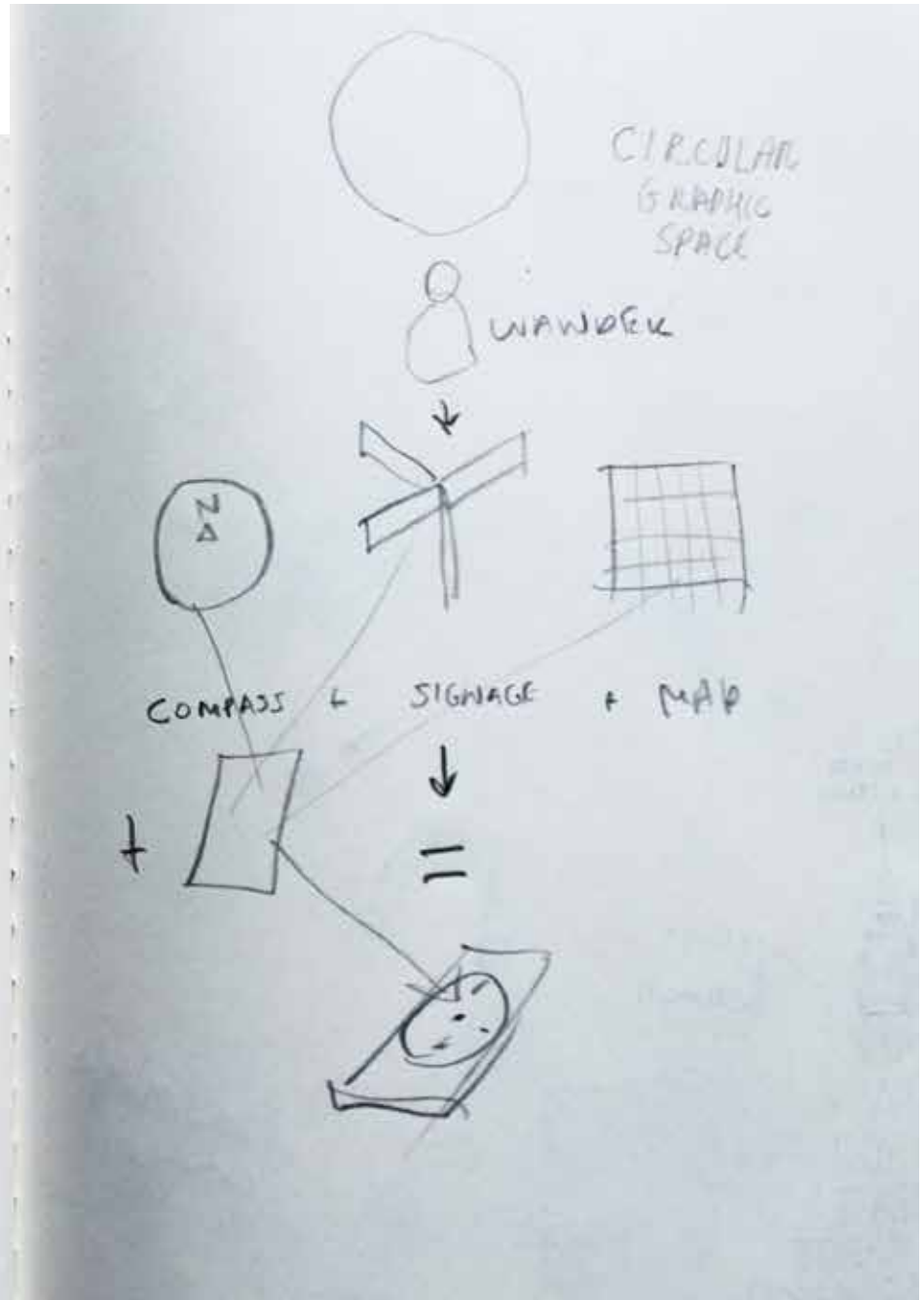
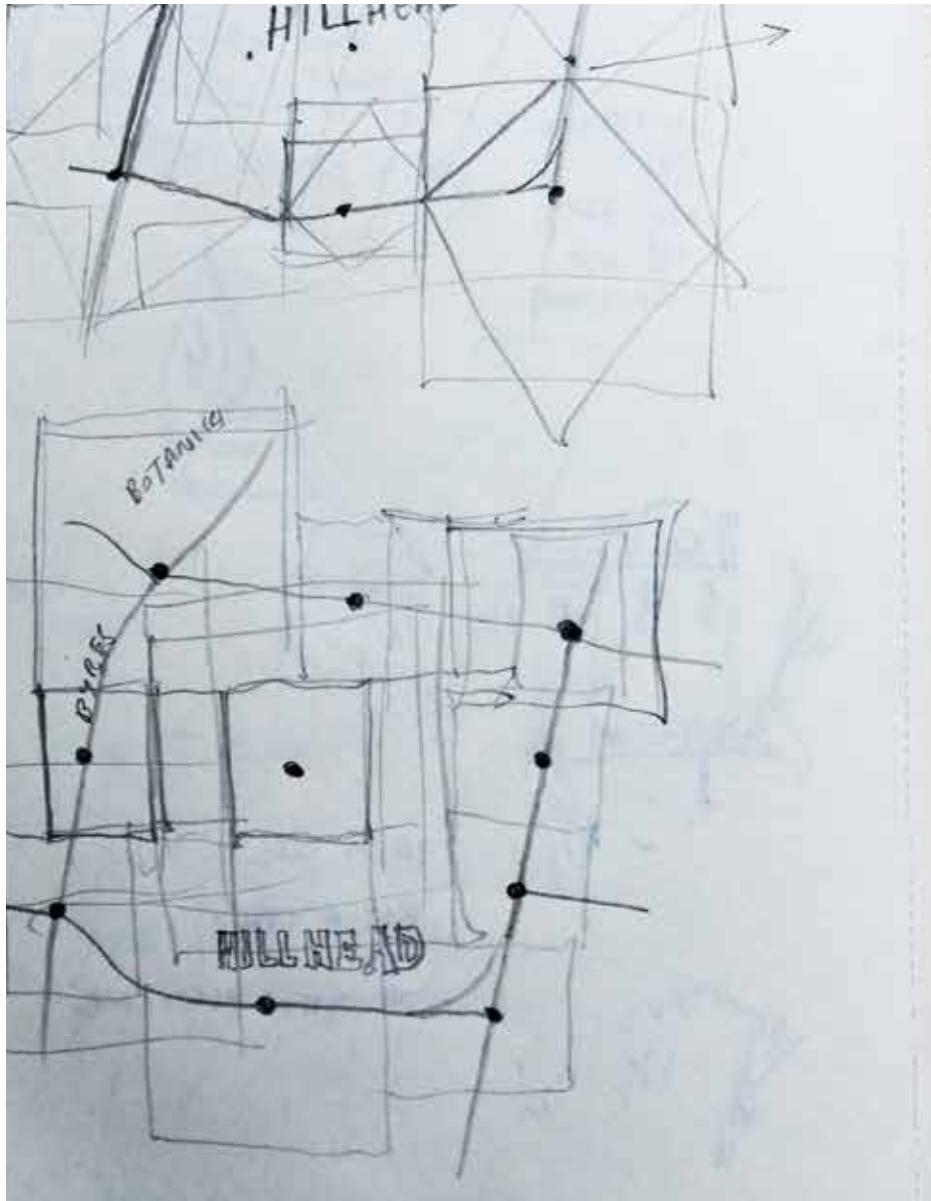


Hypothesis: An ideal GPS-enabled map for urban recreational walkers would present their 'location', offer minimal content and interactivity, and relate to the immediate environment.

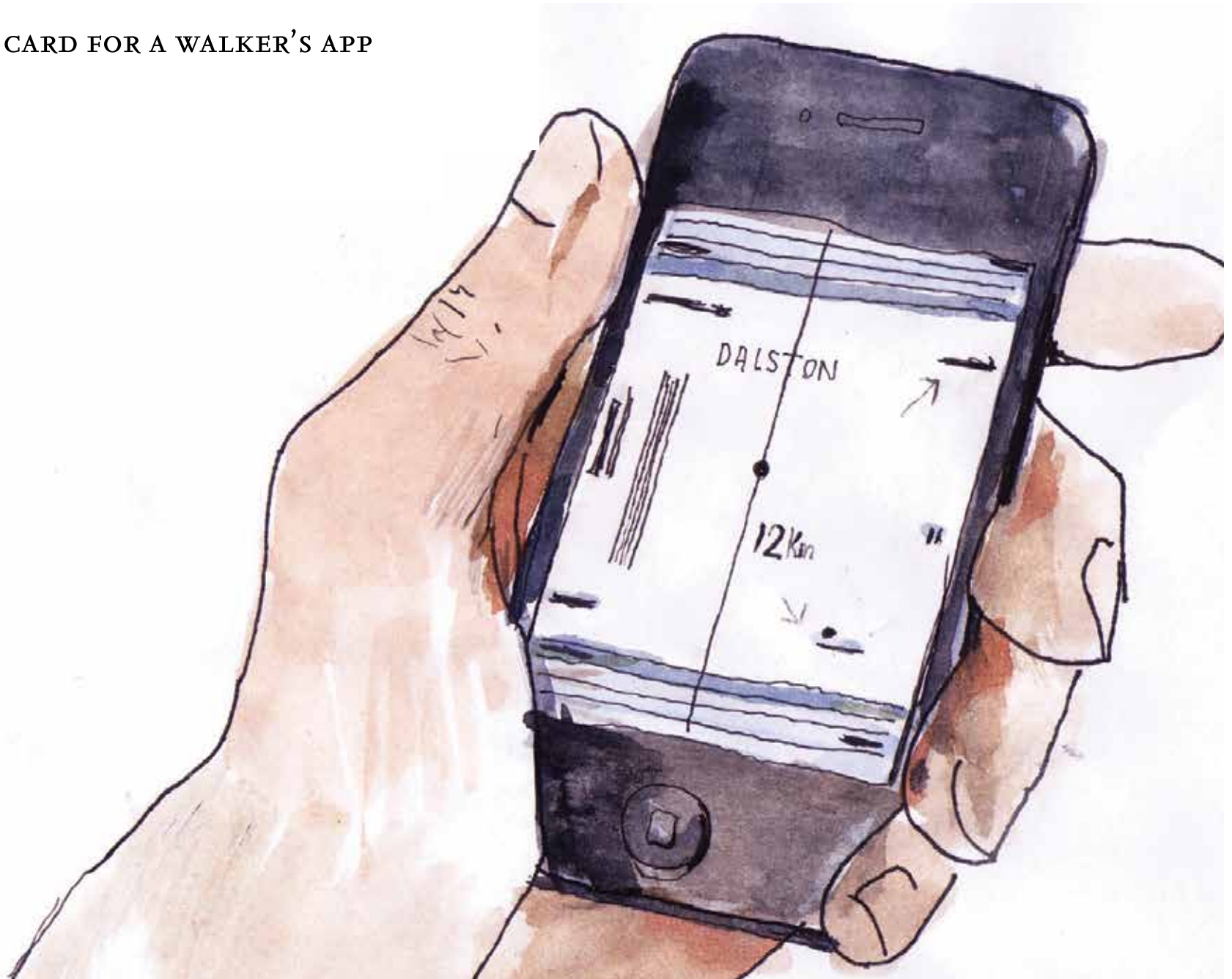
CROWSFLIGHT BY CW&T



MODEL OF THE PH.D.'S PRACTICAL ENQUIRY



SCENARIO CARD FOR A WALKER'S APP

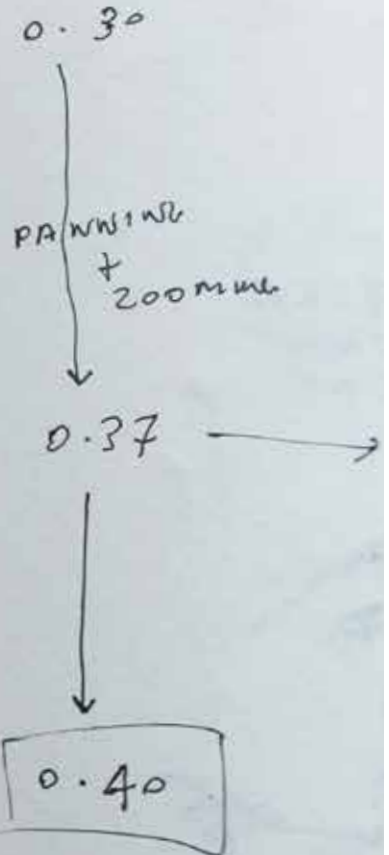


OBSERVATION OF MOBILE MAP USE SKETCH

BODY TURNS
+
PHONE TURNS
IN THE
DIRECTION
INDICATED

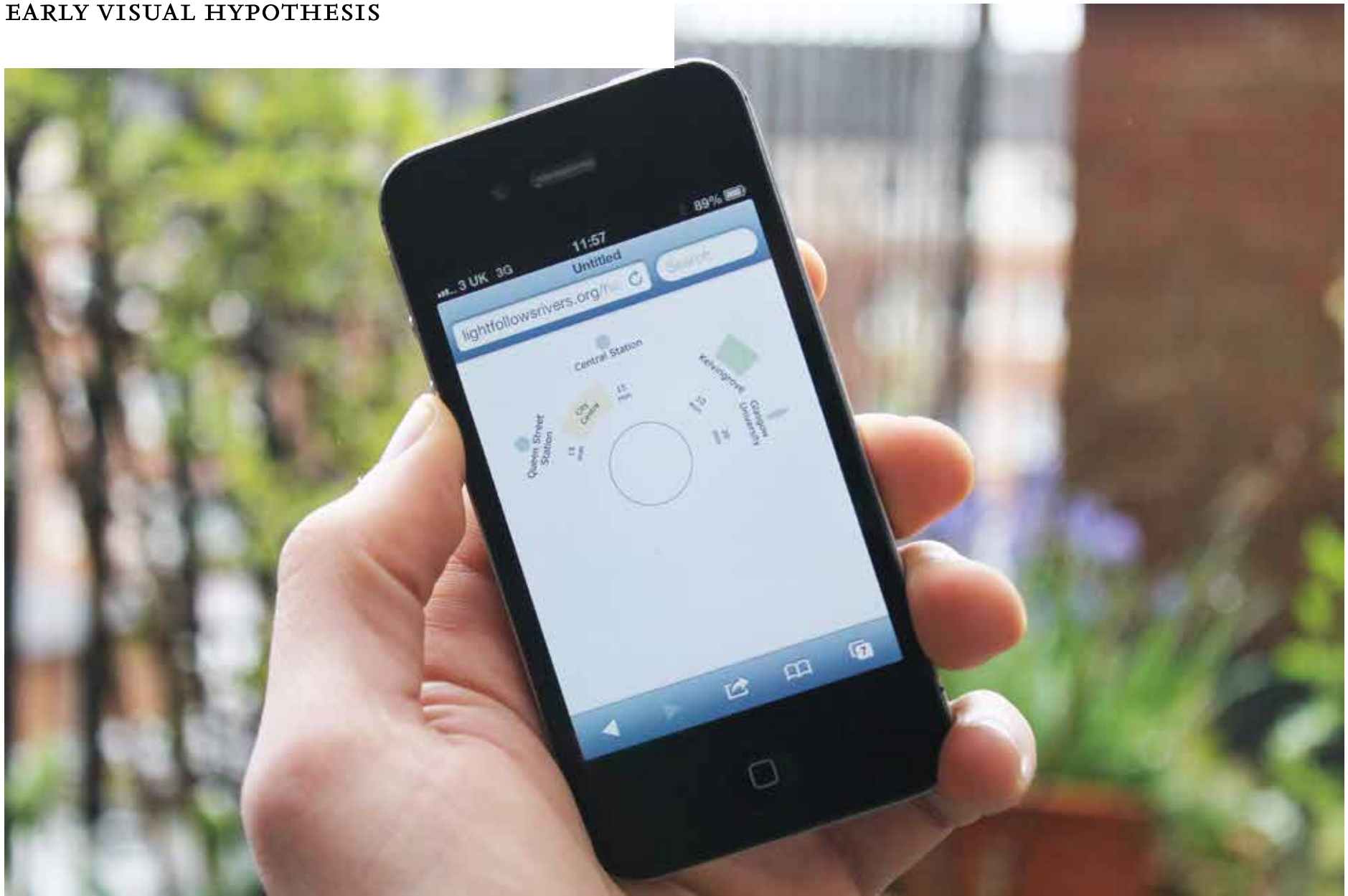
0.27

HIS BODY
IS NOW
ENTIRELY
ORIENTATED
TOWARDS
THE INDICATED
DIRECTION



TALKING
ABOUT WHAT
IS SEEN

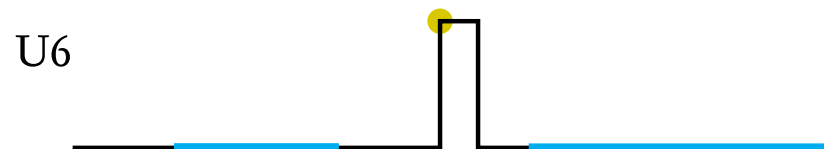
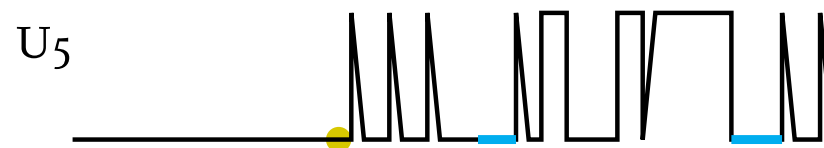
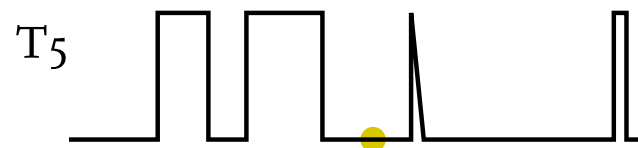
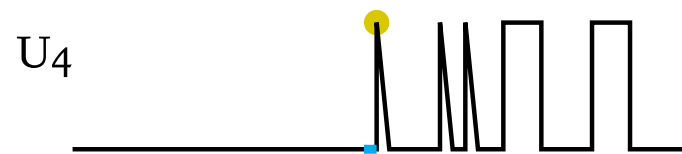
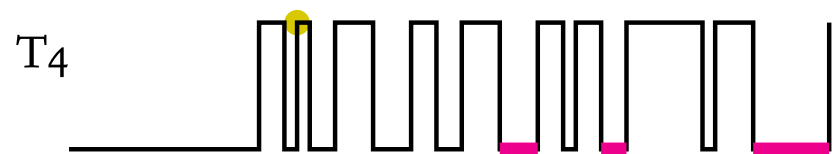
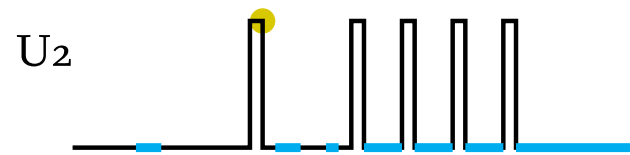
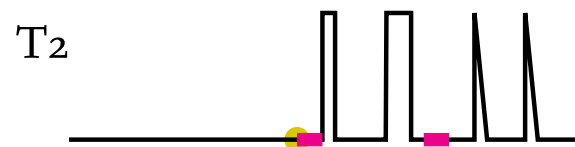
EARLY VISUAL HYPOTHESIS



FIRST ROUND TESTING



RESULTS FROM EARLY TESTS



ANTICIPATED OUTCOME

A theory outlining how GPS-enabled wayfinding interfaces can be designed to support a walker's situation awareness.

There we are.

Thanks.