

UNIVERSITY COLLEGE LONDON

University of London

EXAMINATION FOR INTERNAL STUDENTS

For The Following Qualification:–

M.Sc.

Digital Space and Society

COURSE CODE : BENVAC02

DATE : 02-MAY-06

TIME : 14.30

TIME ALLOWED : 2 Hours

BENVAC02 Digital Space and Society

ANSWER BOTH PARTS A AND B

You must answer question 1 in PART A and 2 questions from PART B**PART A (Compulsory)****Answer all of question 1:**

1.
 - a) Explain what both RFID technology and Bluetooth are. How do they differ from each other? (10 marks)
 - b) Describe one application of each technology in an architectural context. Identify the technical components required in each case. (10 marks)
 - c) In the two paragraphs that follow, identify as many instances of interactions that occur as possible. In each case, define the kind of interaction according the PSP framework, the sort of information, and the type of space in which it occurs.

Irini lives in London and wishes to visit the city of Bath. Irini arrives at Paddington train station in London, and observes the departure times on the big screens at the station. At the same time Irini receives a text message on her mobile phone about the weather in Bath. Once Irini is on the train, she is informed of the train's schedule via the intercom system.

Irini arrives in Bath and observes a group of tourists discussing and pointing on a map they are sharing. One of them asks Irini about the direction to the Cathedral. Her phone receives a message asking her to send an SMS to a specific number if she wishes to receive further notifications throughout the city. Irini decides to sign up. She makes her way to the main Cathedral, where she receives a short message on her phone informing her that she has reached the main Cathedral. After spending a few minutes outside the Cathedral, she is identified as a "persistent" user, and thus her phone is sent information about the Cathedral's history. Because Irini's phone has been identified as having small screen, the information contains low-resolution photographs. Users owning a PDA with larger screens are sent photographs of higher resolution.

(10 marks)

Total 30 marks for Part A

(CONTINUED)

PART B

Answer TWO and only two of the following four questions (all sections of each):

- 2.
- a) Mixed reality takes its place in a long history of technologies that have influenced conditions for social interactions as well as the environment we build around us. What is mixed reality, and what is its contribution to this historical line? (20 marks)
- b) How can we alter the narrative of space through mixed reality? (15 marks)
3. It is often argued that information technology can have a significant impact on organisational flexibility.
Discuss three different options addressing the impact of IT on how architects and designers collaborate. (35 marks)
- 4.
- a) What is the meaning of the word “interactivity” within the context of architecture and performance? What types of interactivity exist? (20 marks)
- b) We could argue that Schroeder House in Utrecht (Rietvelt, 1924) is an example of interactive architecture. What kind of interactivity, if any, does it represent? Explain the different elements of interactivity involved in the house in the context of the architectural space. (15 marks)
5. Discuss the issues raised by the following quotation within the urban context.
“The Architecture is no longer the play of masses in light. It now embraces the play of digital information in space.....we must extend the definitions of architecture and urban design to encompass virtual spaces as well as physical ones”
William J. Mitchell,1999, *E-topia: "Urban life, Jim - but not as we know it"* , MIT Press. (35 marks)

Total for Part B: 70 marks

END OF EXAM