

# Place and Presence:

## Theories, Concepts and Measurements

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“Man shapes buildings and buildings shape us”

W Churchill

# What?



# Overview

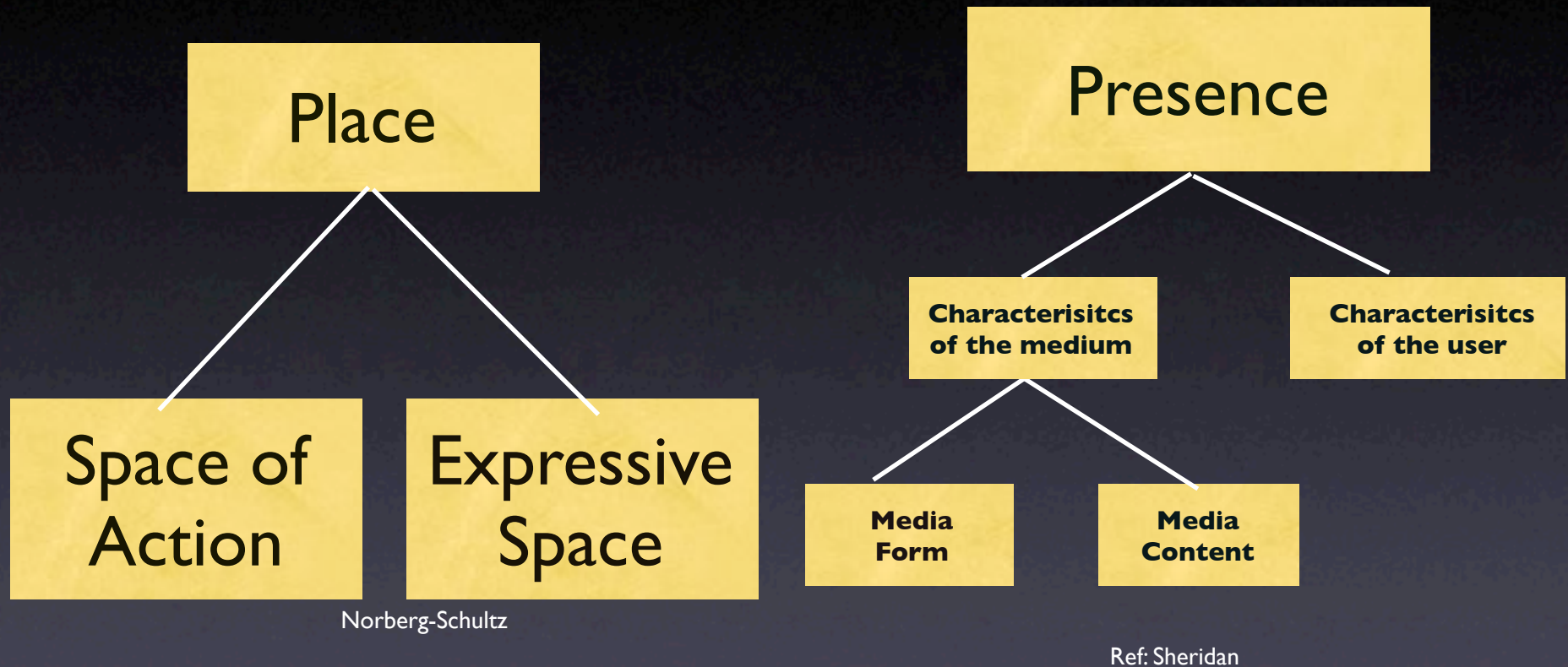
- Theories of space, place and presence
- Examples from the real to the virtual
- Designing and evaluating places
- Conclusions



# Objectives

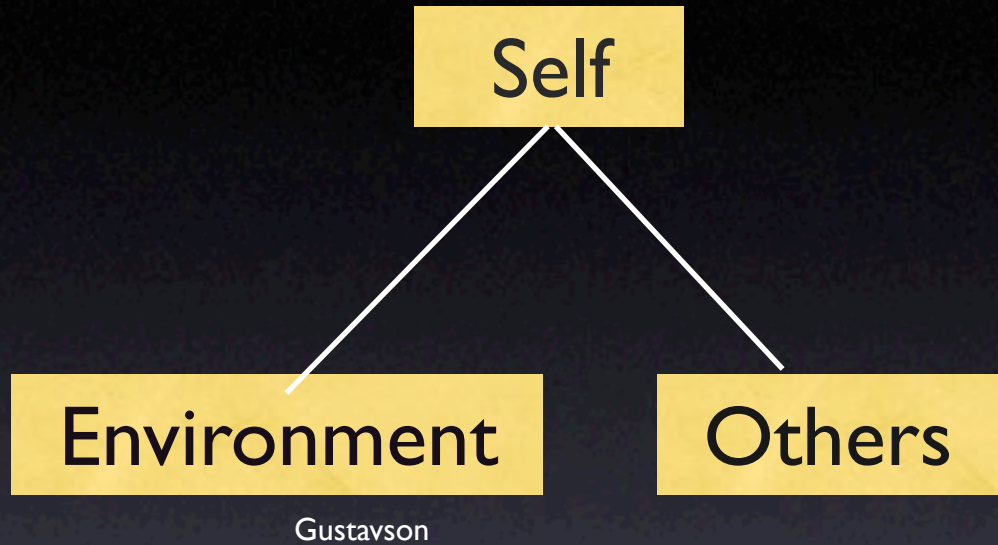
- To differentiate between space, place and presence
- To understand the potential to use ideas from space and place when considering presence
- To understand different properties of space which can impact upon place
- To learn about a specific method of evaluation

# Two 'simple' definitions

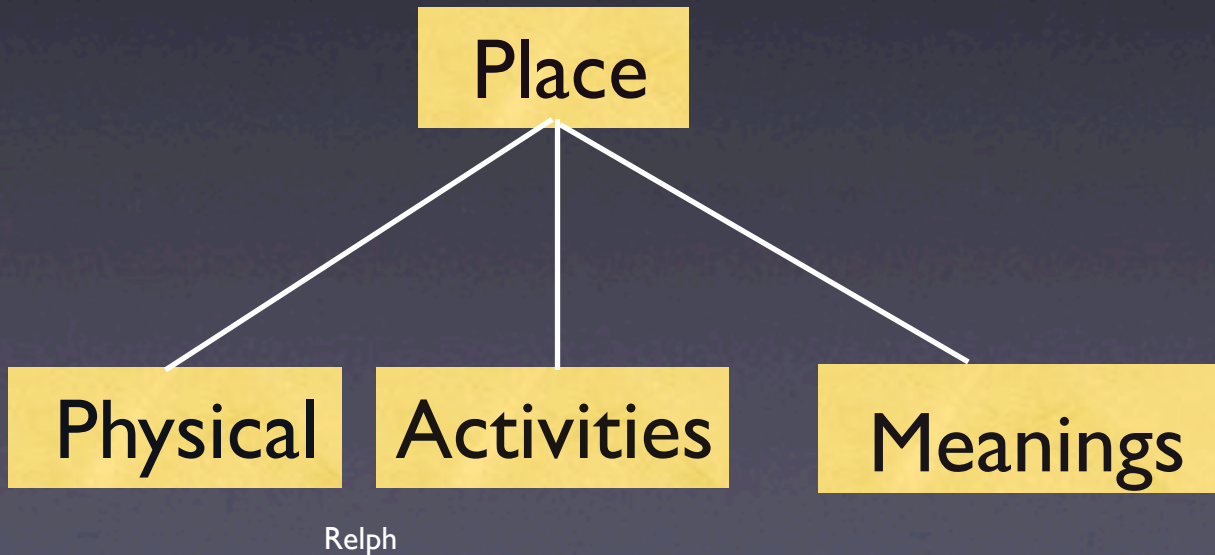


How does place relate to presence?  
Do we require place in order to feel present?

# Place and Presence II



Presence  
Physical  
Social  
(Co-presence)





# From Space to Place

- Place = space + meaning
- Place vs placelessness (Turner & Turner)
- Responsive environments (Bentley et. al)
  - Permeability (- usability)
  - Variety (of actions)
  - Robustness (multiple uses)
  - Visual appropriateness
  - Richness
  - legibility
  - Personalisation

# Place vs Placelessness





# Place vs Placelessness



# Place vs Placelessness

Movie clip

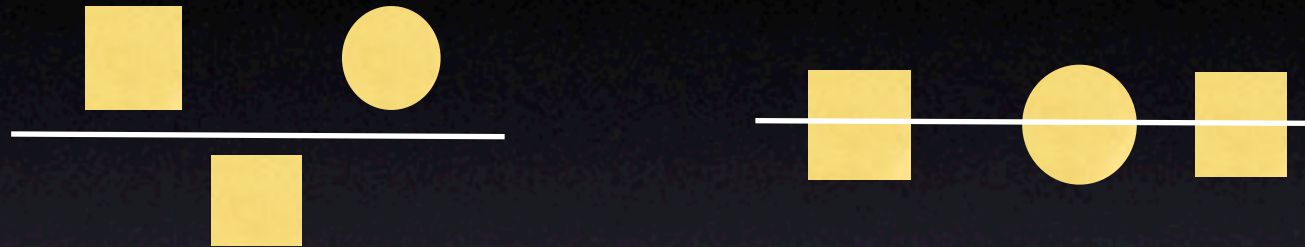
# Place vs Placelessness

Another Movie/Picture

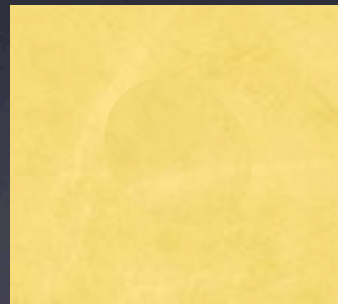


# Physical Space

Paths



Districts



Edges



Landmarks



Nodes

# Physical Space: Alexander

- 250+ architectural patterns
- Common patterns which appear in buildings and towns
- Describe what they are, rationale and link to other patterns
- Examples include : seating pattern, alcove, cafe

# From Real to Virtual

- Real, augmented (mixed) and virtual realities
- Creation of new places or copies, place vs placelessness
- Mixed and hybrid experiences (challenges)



# Place Probe

- Developed as part of EU BENOGO project
- Is a qualitative method designed to capture elements of real and virtual places
- Can be used in the design and evaluation process, to compare and inform
- A study questionnaire approach where many people take part

# Analysis

- Corroborating information across each source
- Analysis workshop, rater reliability
- Base results in context of a selected model (Relph: physical, activities, meanings)

# Place Probe: I

- Map (to assess recall and level of detail)
- Three Features (ranked)
- Select one picture which captures scene
- Describe sounds
- Pick six words
- Key features (based on semantic differentials)



# Place Probe 2

	Very	Quiet	Neither	Quite	Very	
Grainy						Realistic
Distorted						Believable
Passive						Active
Inside						Outside
Exciting						Boring
Memorable						Forgettable

# Sort of Results

Real	Benogo
Statue	Statue
benches,paths	benches, paths
birds, hillside	grainy, blurry
Exploring	movement restricted
moving	looking causes blurry images
Enjoyment/ contentment	interesting/exciting/fun
peaceful/relaxing	peaceful/relaxing

# Place Patterns

For technical reasons this image has to be displayed with another application



# Summary

- The relationship to presence
- Aspects of place (physical, activities, meanings), highly personal
- Properties of place - some common elements
- A method for measuring place