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A PLAYFUL PATH TO COMMUNITY
SEPTEMBER 23–24, 2019 OAKLAND, CA

Conversations for a healthier future.

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About the Oakland Museum of California

When the Oakland Museum of California (OMCA) first opened its doors nearly fifty years ago, it brought together three historically independent disciplines—art, history, and natural sciences—under one roof. This progressive multidisciplinary approach was to celebrate the many facets of California. Their collections—comprising more than 1.9 million objects including seminal art works, historical artifacts, ethnographic objects, natural specimens, and photographs—and their programs explore and reveal the factors that shape California character and identity, from its extraordinary natural landscapes, to successive waves of migration, to its unique culture of creativity and innovation.

OMCA has reopened its galleries after a transformation that touches almost every aspect of the 300,000 square-foot Museum and builds on the founders' original multidisciplinary and civic-minded intent by improving integration of OMCA's collections and programs, strengthening its role as a public forum, and creating new opportunities for visitor participation. The collections are animated by innovative interpretive tools and interactive features; and new gathering spaces and program areas engage visitors and encourage them to share their own perspectives, questions, and stories.

OMCA nurtures its deep ties to the community by offering many educational and outreach programs. They welcome schools, scholars, local audiences, and all visitors to participate in their events and activities and to discover one's place in California's past, present, and future.

Source: https://museumca.org/about-omca

AGENDA DAY 1

- ○ 2pm: Registration. Natural Sciences Exhibit open for exploration.

- ○ 3:00pm: **Opening Remarks & Framing the Discussion**
  - ■ **John Hanke**, CEO, Niantic
  - ■ **Sam Gill**, VP/Communities and Impact, Senior Adviser to the President

- ○ 3:50pm: **Smart Citizens and Participatory Urbanism**
  - ■ **Jen Stein**, Design/Creative Lead at Experimental Design
    - ● Over the past decade, smart cities have been envisioned as powerful sensor-rich technology platforms that promise seamless data-informed city efficiencies, specifically for mobility, energy, buildings, and infrastructure. But these visions for smart cities often fail to include the lived experiences of their residents - the messy human bits that make cities thrive. With this in mind, how might augmented reality and playfulness be meaningfully incorporated into notions of smart cities and encourage new forms of civic engagement and smart citizenship for the benefit of the whole city?

- ○ 4:15pm: **The Art of Rethinking Technology**
  - ■ **Ben Vickers**, CTO Serpentine Gallery
    - ● Contemporary experiments in art and technology are bringing unconventional and imaginative new approaches to bear on the role of emerging technologies. Transforming the gallery - as a public space found in every city in the world - into a new type of laboratory for experimentation: from breeding artificial life within the gallery walls, to immersive experiences that connect us to the most challenging societal issues of the day.

- ○ 4:35pm: **Using Technology to Engage Community in Public Spaces**
  - ■ **Rachel Berrutti,** Architect and Urban Planning researcher at UFRGS, Brazil
    - ● The walker of the metropolis, who walks and gets lost in the urban mazes, recognizing the city, creating affective bonds, discovering and wandering through unknown places in his walk; This is the essence of the classic French concept: Flâneur. Nowadays, this same concept can be re-signified, with the possibility of AR, a new type of urban experience can be observed, so the concept of Hybrid Flâneur was created. This research looked at how Pokémon GO, as well as similar technologies, can add a new form of urban experience.

- ○ 5:00pm: **Augmented Experiences & Walking Tour**
  - ■ Take a trip around beautiful Lake Merritt to experience a Niantic location-based AR game. In the gardens of the Oakland museum, you can also experience augmented city-scale projects from Hello Lamp Post and Mural Arts AR, interacting with art, music, and everyday objects that come to life.

- ○ 7:00pm: **Dinner and Reception**
  - ■ Live Music by local artists, *Tom Rhodes* and *Love in the Mix.*

- ○ 9:00pm: **End of Day 1**

AGENDA DAY 2

- ○ 8:30am: **Breakfast**
- ○ 9:30am: **Transforming Urban Environments**
  - ● We explore four different ways of transforming urban environments to increase community engagement: through storytelling, interactive play, sound, and location-based games.

  - ■ **Storytelling: Felix Barrett**, Founder of PunchDrunk
    - ● Founder and Artistic Director of Punchdrunk, Felix Barrett will share the company's journey to the forefront of new forms of storytelling. From early experiments to the evolution of the form, find out what direction the newest genre of theatre is travelling in.

  - ■ **Interactive Play: Katie Salen,** Professor, Informatics, UC Irvine & Co-founder and Chief Designer, Connected Camps
    - ● Designing for play in public spaces comes with its own challenges and opportunities. Katie Salen explores some of each through the lens of two projects: a big urban game involving giant inflatable game pieces and a karaoke ice cream truck driven by a squirrel. Both were designed to mobilize public awareness and engagement with their cities.

  - ■ **Audio: Duncan Speakman,** Composer & Sound Artist, Pervasive Media Studio
    - ● Composer and sound artist Duncan Speakman, will dive into how narrative sound led experiences can engage audiences in uncontrolled public and private space. Through the intersection between locative urban experiences and contemporary ecology, Speakman explores how different ways to attend to our city environments can enhance care in our local communities.

  - ■ **Location-Based Games: Konstantinos Papangelis,** Prof. at School of Interactive Games and Media, Rochester Institute of Technology, NY
    - ● In location-based games the virtual space of the game intermingles with the physical environment temporarily reconfiguring and repurposing it for playful behavior. In his talk, Konstantinos discusses how locative play can help "reprogram" urban environments by challenging preconceptions and perceptions, fostering a sense of commonality and social connectedness, shaping (and reshaping) space into place, and exposing power structures as it enables individuals to 'think' about the city instead of just 'doing' it.

- ○ 10:35am: **Designing Inclusive & Accessible Playable Cities**
  - ■ **Sarah Brin,** Strategic Partnerships at Meow Wolf
    - ● What comes to mind when we think of play? Small children? Athletes? Minecraft? This presentation unpacks some of the most commonly-held assumptions about play and contextualizes it as a powerful tool for navigating, appropriating and augmenting public space.

  - ■ **Clare Reddington,** CEO of Watershed
    - ● From 2002's Mobile Bristol and the UK's first located media trials, to 2018's Layered Realties - the UK's first Public showcase of 5G, Watershed brings together artists, technology providers and citizens to explore the creative potential of new technologies. Asking who is missing from public space and who has the permission to play, CEO and Playable City Founder Clare Reddington will share projects from the UK, Brazil, Tokyo and beyond, exploring the creative re-use of city infrastructure, the re-appropriation city technologies and the tooling up citizens, to put people and play at the heart of the future city.

AGENDA DAY 2 CONTINUED

- ○ 11:10am: <u>**How "Place" Impacts Emotions**</u>
    - ■ **Jennifer Chenoweth**, Artist at Fisterra Studio Projects
        - ● The XYZ Atlas asks why we feel a sense of belonging to a place by mapping experiences and collecting stories that document our highs and lows. Artist Jennifer Chenoweth used a colorful chart of emotions and public art to engage people about place-based experiences that create attachment and wholeness.

- ○ 11:30am: <u>**The Future Augmented City**</u>
    - ■ What technologies will enable the "Future Augmented City"? What unintended consequences may result from it? How do we shape the future we want to see? This future gazing panel will dive into the deeper social discourse of the good, the bad, and the ugly impacts of AR and what we can do to positively shape our future digital cities.
    - ■ **Moderator: Ina Fried,** Chief Technology Correspondent at Axios.
    - ■ **Panelists:**
        - ● **Gene Becker,** Senior Director AI Research, Samsung
        - ● **Jeff Watson,** Assistant Professor of Interactive Media and Games at USC and Director of Situation Lab
        - ● **Kevin Slavin,** Founding Chief Science and Technology Officer, The Shed
        - ● **Ross Finman,** AR Strategy Lead, Niantic
        - ● **Ilana Lipsett,** Senior Program Manager of Equitable Futures Lab, Institute for the Future

- ○ 12:30pm: **Outdoor Lunch**

- ○ 1:30pm: **An Urban Playshop** led by Stuart Candy (Carnegie Mellon Situation Lab), Jen Stein (Experimental Design), Ceda Verbakel (Carnegie Mellon Situation Lab) and Jeff Watson (USC Situation Lab)
    - ■ This concluding session revolves around an award-winning imagination game designed for envisioning alternative tomorrows. Customized to the themes of Augmented Cities, we will use playful and aleatory methods, first, to scaffold creativity and collaboration in generating ideas for "things" from manifold possible futures, and then, to refine and present a selection of these ideas to the conference. Together we aim to discover not only actionable, but also aspirational, hilarious, or cautionary concepts for engaging with urban space and technology, and in the process learn some new approaches to the strategic use of collective imagination.

- ○ 3:30pm: Closing Remarks, Networking & Cocktails

- ○ 5:00pm: Event Closes.

Augmented Experiences

NIANTIC LOCATION-BASED AR GAMES

Ingress Prime
They aren't coming. They are already here. Ingress is the game that started it all. Join millions of Agents around the world in a global struggle for the future of humanity.

Pokémon GO
Join Trainers across the globe who are discovering Pokémon as they explore the world around them. Pokémon GO has been downloaded over 1 billion times and was named "Best Mobile Game" by The Game Developers Choice Awards and "Best App of the Year" by TechCrunch.

Harry Potter: Wizards Unite
A calamity has befallen the wizarding world, causing Foundables—magical artefacts, creatures, people, and even memories—to mysteriously appear in the Muggle world. As a new recruit of the Statute of Secrecy Task Force, you'll work with witches and wizards from across the globe to solve the mystery of The Calamity and keep magic safe from Muggle eyes.

Augmented Experiences

ONLY EXPANSION, BY DUNCAN SPEAKMAN

As sea levels rise and wildfires burn, Only Expansion is an augmented audio artwork that remixes the sound of the city so you can experience sonically how your own life might change in the future. A guidebook prompts you to explore the city, choosing your own route to walk, while headphones with customised electronics capture and manipulate the sounds around you. The chatter of passers by might become a crackling fire, or a rumbling bus engine turns into a pulsating rhythm, all of these sounds slowly blend into real documentary sound recordings of desert winds and rising flood waters from distant lands, and you might hear what your own city would sound like if it were underwater. A visceral and poetic reflection on what it means to live on a planet in crisis, Only Expansion connects the here to the elsewhere, letting you experience our tangled ecology through sound.

**Only Expansion is available throughout the course of the conference via a sign-up form.**

Augmented Experiences

HELLO LAMP POST

Hello Lamp Post (HLP) is a human-centric public engagement platform. It encourages people to strike up playful, text-based conversations with street objects using their mobile phones. HLP allows people to interact with their built environment, whilst learning from people and gathering insights from these interactions. The platform helps public and private organisations better understand the needs and wants of everyday people, while also giving more citizens, more of a voice in the decisions made about their communities. HLP closes the feedback loop between public realm decision makers and the end users, with the aim of achieving true co-creation of our communities.

A variety of objects at the OMCA are ready to strike up a conversation with you.
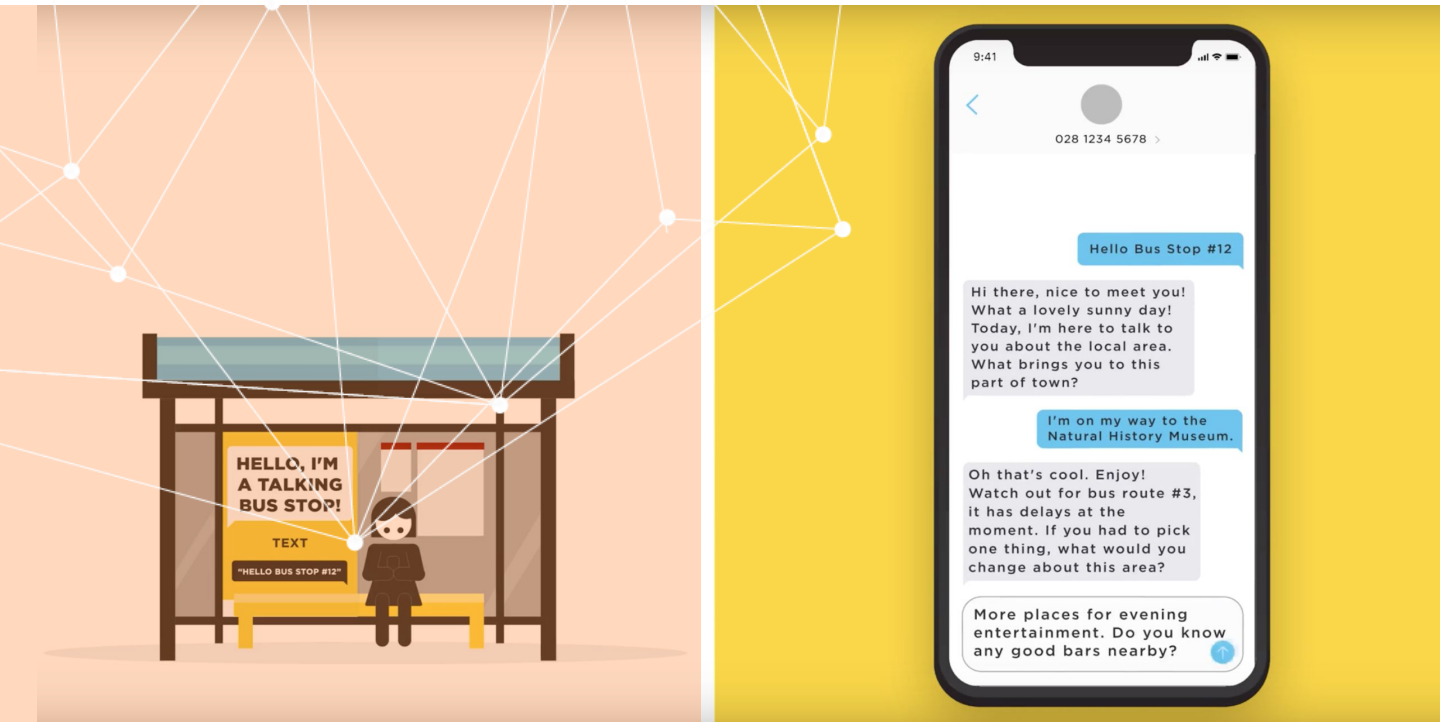
Augmented Experiences

DREAMS, DIASPORA, AND DESTINY

Dreams, Diaspora, and Destiny is an Augmented Reality Experience created by the Experiential Design studio Dream Syndicate and Mural Arts of Philadelphia. This project is a multilayered collaboration between Dream Syndicate/Blue Visual Effects (AR Designer/Developer), Joshua Mays (Muralist), King Britt (Music Producer), Phil Asbury of the Philadelphia Mural Arts Program and student artists from Mastery Charter and the Haverford Schools in Philadelphia. The culmination of this project is a 125 by 25 foot Mural and related Augmented Reality Experience located at 5300 Lansdowne Ave in Philadelphia, PA.

When not at the physical location of the mural, the app allows you to place the mural virtually in any open space in it's actual size and enjoy the same AR experience, as if you were at 5300 Lansdowne Ave.

Download the MuralArtsAR App and select *Independent Experience.* Place the interactive mural along any large wall at the OMCA. Try the chalkboard as a canvas, and experience the sights and sounds fully.

Other Experiences

LIVE PAINTING BY LOCAL ARTIST JEREMY SUTTON

Artist Jeremy Sutton, a digital art pioneer who has been using digital paint media for over 25 years, will perform live painting throughout the conference. Jeremy loves to share his creative process as a live event painter, performing all over the world at corporate events, conferences, private functions, arts festivals and museums.

In 2011 Jeremy performed live digital painting with the Cirque du Soleil Totem show in San Francisco. He was the featured iPad artist in 2013 at the opening of the "David Hockney: A Bigger Exhibition" in the de Young Museum and in 2015 at the Smithsonian American Art Museum's "America Now! Innovation in Art" event. In 2018 Jeremy painted live on stage with Tommy Igoe's Birdland All-Stars Band during their five week east coast "Art of Jazz" tour.

For more information visit JeremySutton.com

LOCAL AR ARTISTS

Checkout augmented art from local artists:

- **Tiare Ribeaux**
- **Don Hanson**
- **Don Allen III**
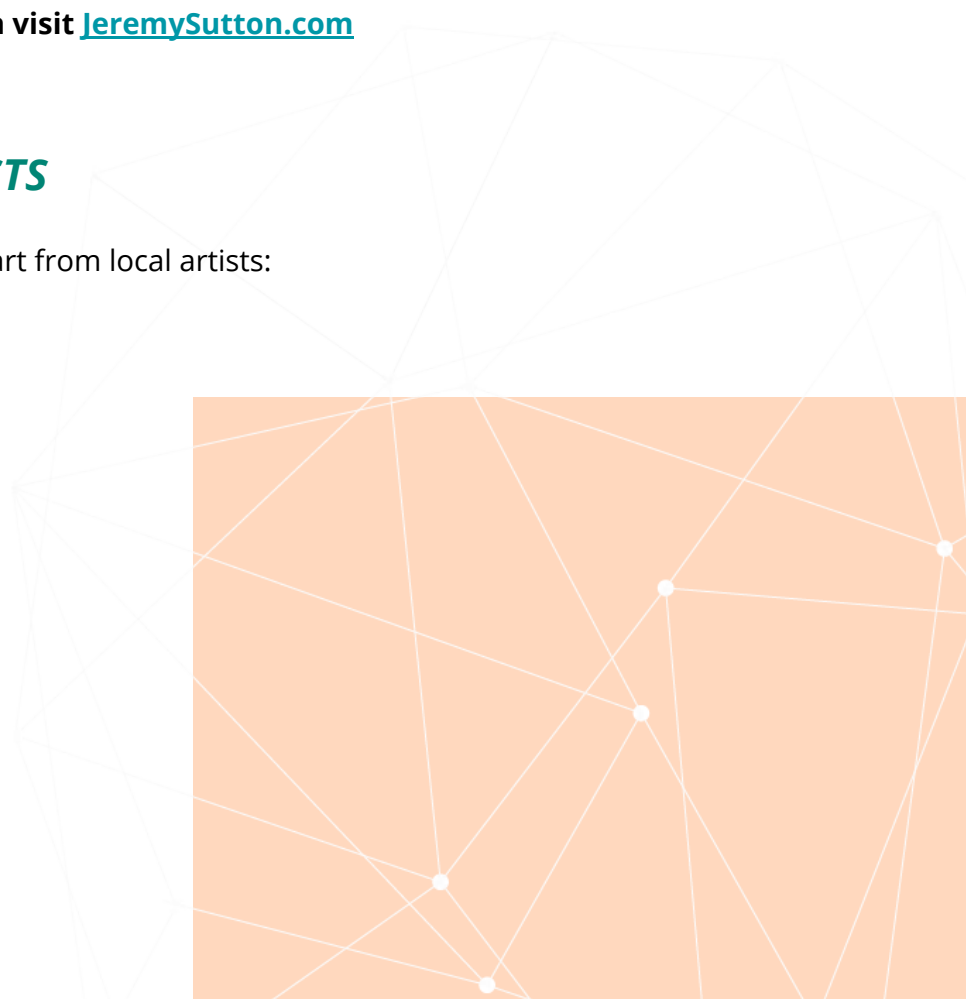
Speakers

John Hanke

As CEO, John leads Niantic, Inc. in building cutting edge planet-scale AR technology that can be leveraged to create "real world" interactive experiences that foster exploration, exercise and social interaction. Niantic has developed and released two real-world AR mobile experiences with Ingress and the global phenomenon Pokémon GO, with its third project, Harry Potter: Wizards Unite, just released. John originally founded Niantic as a startup within Google to explore the creation of new kinds of entertainment at the intersection of digital and physical worlds leveraging location, social, and emerging mobile technology.

Earlier in his career, John was a founder of Archetype Interactive, creators of one of the very first online massively multiplayer games, Meridian59. He went on to co-found Keyhole, which was acquired by Google for the technology that lead to the creation of Google Earth. John was Vice President of Google's Geo division for seven years before founding Niantic.

Sam Gill

Sam Gill joined Knight Foundation in June 2015. He oversees the Community and National Initiatives program, which works to attract and nurture talent, promote economic opportunity and foster civic engagement in 26 communities across the United States. He also oversees the Learning and Impact program, which pursues research on the broader context of Knight's work and the impact of Knight-supported programs.

Previously, he served as vice president of Freedman Consulting, where he provided leadership for many of the firm's projects, including strategic planning and evaluation, as well as campaign and initiative management. He has led or participated in projects for elected officials and candidates for office, Fortune 500 companies and many of America's leading foundations.

Gill earned a Bachelor of Arts with honors from the University of Chicago and a Master of Philosophy in politics from the University of Oxford, England, where he was a Rhodes Scholar.
He serves on the boards of the Phillip and Patricia Frost Museum of Science in Miami and the Miami-Dade Urban Debate League.

Michael Jones

Michael is a senior executive at Niantic and a venture investor at Seraphim Capital. He's an inventor, engineer, and leader in multiple billion-user products (Google Earth & Maps, SGI OpenGL). He innovates in the technology of AR & VR, previously Google's Chief Technology Advocate, where he was charged with advancing the technology to organize the world's information and make it universally accessible and useful. As well as, formerly CTO of Google Maps, Earth, and Local Search—the teams providing location intelligence and information in global context to a billion users worldwide.

Duncan Speakman

Duncan has been augmenting the world with sound and mobile technology since 2004, creating poetic narrative experiences that engage audiences emotionally and physically in unexpected locations. From intimate in-ear stories to large scale performance, his award winning projects have been exhibited around the world. An audio installation on the Guangzhou tram network let passengers hear a soundtrack of the city passing by the carriage windows, while a symphony for multiple portable speakers in Christchurch allowed a walking audience to become a mobile orchestra. His 'subtle mob' headphone performances, allowing thousands of participants to experience an interactive cinematic story in the streets, have taken place in Sao Paulo, LA, Seoul, Tokyo and more. In Eindhoven and Bristol his augmented reality tours allowed audiences to explore the future of their environment. Alongside his own work he has composed scores for virtual reality films, BBC radio documentaries and theatre performances.

Kevin   Slavin

Kevin Slavin is a serial entrepreneur, designer, and researcher, at the intersections between science, technology and culture. He was most recently the Chief Science and Technology Officer for The Shed, leading the visitor experience, science curation, and technology platforms for New York City's first major cultural institution since 1955.

Slavin founded and led the Playful Systems group at the MIT Media Lab, where he was Principal Investigator and faculty, as well as a founding editor of the MIT Press Journal of Design and Science. Between 2004 and 2011, Slavin co-founded and managed Area/Code Entertainment, which pioneered some of the earliest work in games that use locative, pervasive, and mobile technologies. Area/Code was acquired to become the NY office of Zynga in 2011.

Slavin's popular TED talk on algorithms has been featured in many forms of popular media, and Slavin executive produced a TV game show premiering on network TV in 2020. He also worked as a strategist and creative director in advertising and PR firms for 10 years. He is a trustee and former Vice Chair for the Cooper Union in New York City.

Jennifer   Stein

Jen Stein is a Lead Designer at Experimental Design. Her research and design work explores the implications of near-future technologies and experiences through speculative design and world building.

Before joining Experimental Design, Jen held academic positions as Watershed Professor of Design Futures at UWE Bristol (UK), Research Faculty in Media Arts + Practice at USC, and as Co-Director of the Mobile and Environmental Media Lab at USC's School of Cinematic Arts. She has worked on interactive design research projects for Steelcase, BMW, Intel, Microsoft, and the 2011 Shenzhen and Hong Kong Architectural and Urban Design Biennale.

Jen completed her PhD in Media Arts and Practice at the School of Cinematic Arts, University of Southern California, where she focused her research and design practice on Interactive Architecture experiences. (She holds an MA in Media and Communication from Goldsmiths College, University of London.)

Sarah Brin

Sarah Brin is an art historian and creative producer who specializes in playful public art experiences. She's created programs, exhibitions, and publications for organizations like Autodesk, SFMOMA, British Council, MOCA Los Angeles, the European Union and elsewhere. She cares about building just, sustainable and inviting things.

Sarah is a recipient of the Creative Producers International fellowship, supported by Playable City, and she currently works as Strategic Partnerships Manager for Meow Wolf in Santa Fe, New Mexico. She has degrees from Brandeis University and the University of Southern California. You can learn more about her and her work at sarahbrin.com.

Rachel   Berrutti

Rachel Berrutti, Urban Architect graduated from PUCRS, Master in Urban Planning from UFRGS - research line City Culture and Politics; speaker at ENEIMAGEM International Congress, Londrina - Brazil; and at the 7th Encuentro de Diseño Urbano in Valdivia - Chile. Member of the research group GEDURB - Urban Studies and Documentation Office (PROPUR / UFRGS). She is currently an architect at Habitasul Real Estate Developments, working in the area of Urban Feasibility Studies, Land Regularization and construction of Urban Public Policies.

Clare   Reddington

Clare joined Watershed in 2004, establishing its creative technology programmes including Pervasive Media Studio and Playable City. She became CEO in 2018. Clare works with industry, academic and creative partners from around the world to champion inclusion, support talent and develop new ideas. Clare is a Visiting Professor at University of the West of England. She is chair of Emma Rice's Wise Children, and on the boards of RSC and British Council.

Ben Vickers

Ben Vickers is a curator, writer, explorer, publisher, technologist and luddite. He is CTO at the Serpentine Galleries in London, co-founder of Ignota Books and an initiator of the open-source monastic order unMonastery.

Ina Fried

Ina Fried is the chief technology correspondent at Axios. Before joining Axios, Fried was a senior editor at Recode, where she covered mobile and served as producer of the Code/Mobile series of conferences. Prior to Recode, Ina covered mobile for All Things Digital where she also co-produced the D: Dive Into Mobile conference. She spent a decade at CNET where she covered, among other things, Microsoft and Apple. Prior to joining CNET in May 2000, she covered chips for Bridge News and was a writer at the Orange County Business Journal and Orange County Register. She graduated from Miami University in Ohio. Ina is a past vice president and national board member of NLGJA: The LGBT Journalists Association and in 2016 was inducted into the LGBT Journalists Hall of Fame.

Katie Salen

Katie Salen is a Professor in the Department of Informatics at the University of California at Irvine, a member of the Connected Learning Lab, and Chief Designer and co-founder of Connected Camps. Her work focuses on meeting kids where they are at in order to design engaging, play-based experiences that transform youth futures. She has a particular interest in mobilizing learning technology in equitable, innovative, and learner centered ways. Her current research focuses on the integration of social emotional learning into online learning experiences for youth as a way to build social competence and diversify participation.

Felix   Barrett

Felix Barrett is founder and Artistic Director of Punchdrunk, a world-renowned company whose work is recognised internationally as pioneering game-changing ways for audiences to experience culture. Felix conceived and is co-director of the company's award-winning production *Sleep No More,* which has been running in New York since 2011. In 2016 Punchdrunk International collaborated with SMG Live to re-imagine *Sleep No More* in Shanghai where it has become the fastest-selling theatrical production in the city, and continues to run.

Punchdrunk has also created experiences in digital environments with collaborators including: Sony Playstation, Xbox, Virgin Media, Louis Vuitton and Media Molecule. Through an exclusive relationship with Samsung North America the company has created VR experiences including *#believeyoureyes,* winner of a Silver Lion in the entertainment category at Cannes 2017 and *ANTIdiaRy*, a cross-platform collaboration with Roc Nation for Rihanna's eighth album.

Felix is a graduate and Honorary Fellow in Drama of the University of Exeter and was one of the first recipients of a Paul Hamlyn Foundation Breakthrough Fund
Award. He was appointed an MBE in the 2016 Queen's Birthday Honours for services to theatre.

Punchdrunk.com

Jennifer Chenoweth

Artist Jennifer Chenoweth of Fisterra Studio Projects makes contemporary art in any material that fits the idea, from drawings to large sculpture to interactive diga. Her recent collaborative project the XYZ Atlas reached a wide audience and culminated in a TEDMED talk released in 2018. She now curates the Oakwood Cemetery Chapel in Austin, Texas to consider the purpose of our lives in the context of a historic cemetery.

Ross Finman

Ross Finman was previously Co-founder and CEO of Escher Reality, acquired by Niantic Labs early 2018. He is a current Forbes 30 under 30 and previously spent a decade working in computer vision at MIT and CMU. He has worked at NASA and SpaceX, after growing up on a llama farm.

Ilana Lipsett

IIlana Lipsett is the Senior Program Manager of Equitable Futures Lab at the Institute for the Future. As a community design strategist, she works at the intersection of policy, community engagement, and development. Ilana works with cities, real estate developers, international aid organizations, and creative communities around the globe to harness our collective capacity to address the world's biggest challenges. She creates and activates spaces to catalyze community development through art, culture, dialog, public input, and economic opportunity. Using culture as a means for bridging divides, and human-centered design as a guiding principle for economic development and urban planning, she was recognized by the Obama White House as a "Champion of Change in Civic Innovation" for her work co-founding freespace, an initiative to temporarily transform vacant spaces into community, cultural and arts hubs. She holds an MBA in sustainable management from the Presidio Graduate School, and is an active member of the Urban Land Institute, where she works with developers and cities to improve their public processes and public engagement campaigns.

Gene Becker

Gene Becker is an itinerant laborer in the field of dreams that is physical+digital computing, with notable forays into technology and experience design for ubiquitous computing at HP Labs, augmented reality at Layar, and contextual mobility and intelligent environments at Samsung.

Gene currently leads the AI Experience research group at Samsung's AI Research Center, a multi-disciplinary lab developing new user experiences enabled by natural language, computer vision, knowledge representation and reasoning.

Gene studied engineering and computer science at MIT and Stanford, in the days when you had to go to a special room to use the computers, and adventure was played on DECwriter terminals with fanfold displays.

Jeff Watson

Jeff Watson, Ph.D. (@remotedevice) is an Assistant Professor of Interactive Media and Games at the University of Southern California School of Cinematic Arts, and a director of the Situation Lab (@sitlab). An interdisciplinary scholar-designer, Watson uses a range of methods to investigate the relationships among play, technology, creativity, and politics. His written works have appeared in journals such as *The Journal of Transformative Works and Cultures*, the *International Journal of Learning and Media*, and *Well Played*; and in books such as Bauhaus Futures (MIT Press 2019), *Alternate Reality Gaming and the Cusp of Digital Gameplay* (Bloomsbury 2018), and *Game Design Workshop* (CRC Press 2014).

His artistic and design efforts have reached international audiences, receiving coverage from publications such as *Wired* and *Fast Company*, and winning awards including the 2012 Impact Award at the IndieCade International Festival of Independent Games, and the 2015 Most Significant Futures Award from the Association of Professional Futurists. Watson is currently completing a book about play, technology, and power after the Internet.

Konstantinos Papangelis

Prof. Konstantinos Papangelis is an Assistant Professor at the Rochester Institute of Technology in NY. Prof. Papangelis did his M.Sc, in Human-Computer Interaction at Lancaster University (UK), and his Ph.D. in Computer Science at the University of Aberdeen (UK). He is a fellow of The Royal Society for the Encouragement of Arts (RSA), and is heavily involved with the Special Interest Group on Human-Computer Interaction (SIGCHI) of the Association for Computing Machinery (ACM). Currently, his research focuses on, location-based games and social networks, the physical web, location-based and in-situ crowdsourcing, proximity technologies, extended reality, and multi-sensory entertainment technologies.

He has published his work in multiple high-level journals and conferences, such as ACM Transactions on Computer-Human Interaction (TOCHI), Interactive Mobile Wearable and Ubiquitous Technologies (IMWUT), Computer-Supported Cooperative Work and Social Computing (CSCW), and Human Factors in Computing Systems (CHI). He is co-editor and author of two books – 'Smart Cities at Play: Technology and Emerging Forms of Playfulness' (Smart City Series of Elsevier; forthcoming) and 'Macro-Task Crowdsourcing: Engaging the Crowds to Address Complex Problems' (Human-Computer Interaction Series of Springer; ISBN: 978-3-030-12334-5). His work has so far been supported by multiple funding bodies including the European Union, The Engineering and Physical Sciences Research Council (EPSRC UK), and the ACM.

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