

Conferenza GARR 2018

DATA REVOLUTION

010 Cagliari, 3-5 ottobre



UNIVERSITÀ
POLITECNICA
DELLE MARCHE



Making the museum a Senseable Space: an IOT solution to discover visitor's behavior

Roberto Pierdicca

r.pierdicca@staff.univpm.it



We coined the term **Senseable Spaces**, to define the kinds of spaces able to provide users with contextual services, to measure and analyze their dynamics and to react accordingly, in a seamless exchange of information.



Urban imagination and social innovation through design & science

The real-time city is real! As layers of networks and digital information blanket urban space, new approaches to the study of the built environment are emerging. The way we describe and understand cities is being radically transformed—as are the tools we use to design them. The mission of the Senseable City Laboratory—a research initiative at the Massachusetts Institute of Technology—is to anticipate these changes and study them from a critical point of view.

Not bound by the methodologies of a single field, the Lab is characterized by an interdisciplinary approach: it speaks the language of designers, planners, engineers, physicists, biologists and social scientists. Senseable is as fluent with industry partners as it is with metropolitan governments, individual citizens and disadvantaged communities. Through design and science, the Lab develops and deploys tools to learn about cities—so that cities can learn about us.

Projects



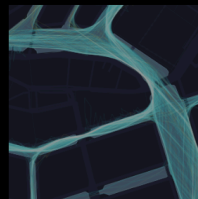
Unparking
2018



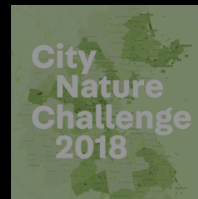
Roboat
2018



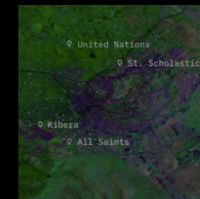
Minimum Fleet
2018



Summer Day in Amster...
2018



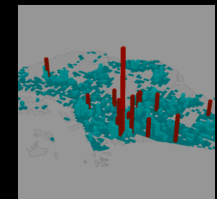
City Nature Challenge 2...
2018



Clean Air Nairobi
2018



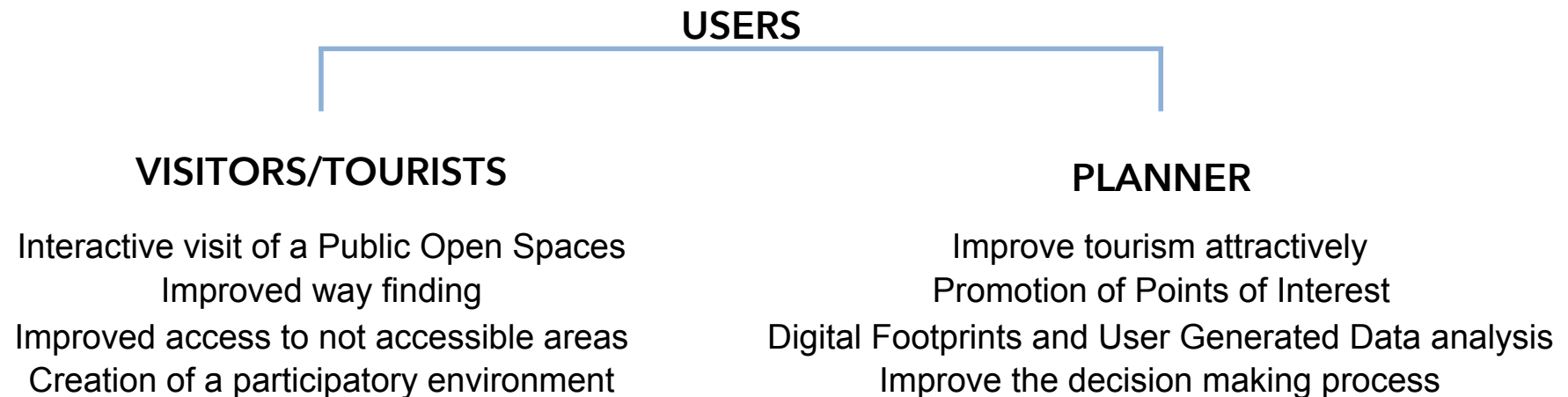
City Scanner
2018



Friendly Cities
2018

From Augmented Spaces to *Senseable Spaces*

Create research platforms on the relationship between Information and Communication Technologies (ICT) and the production of Public Spaces, and their relevance to sustainable urban development. The impacts of this relationship will be explored from social, ecological and urban design perspectives. ICT is a driving force, media and tool, which operates as a mediator between users and their virtual and real worlds.

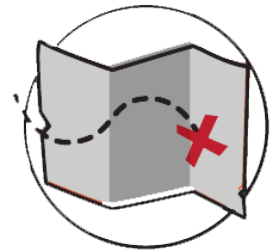


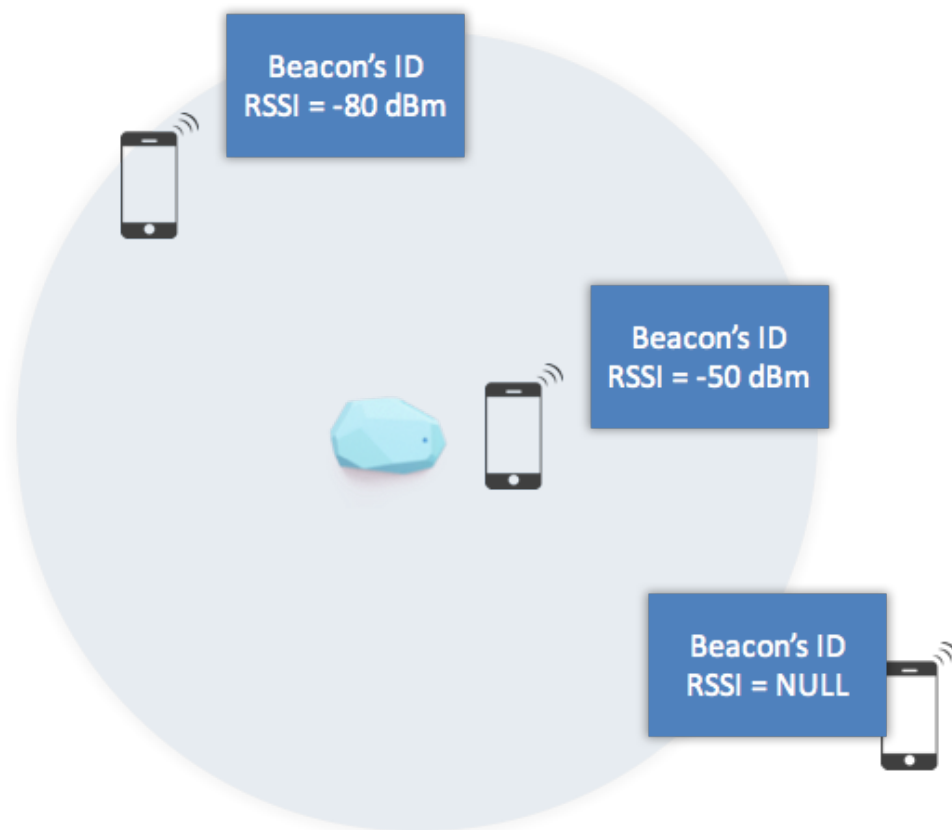
CASE STUDIES

Sharper - the european researchers night

Cyberparks - the relationship between ICT and Public Open Spaces

Rocca di Gradara - A museum as a *senseable space*

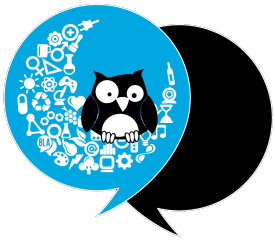




Computation of RSSI for the calculation of the distance

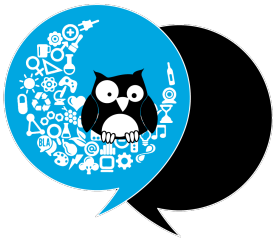


Computation of RSSI for the calculation of the distance

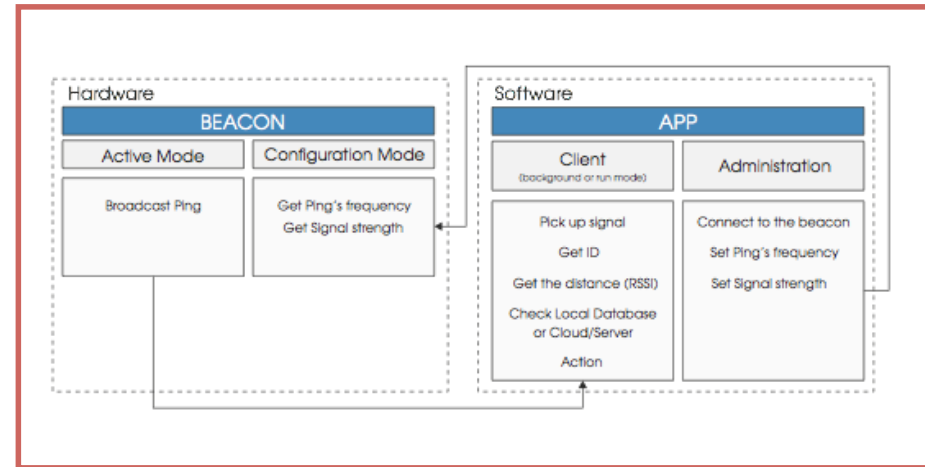
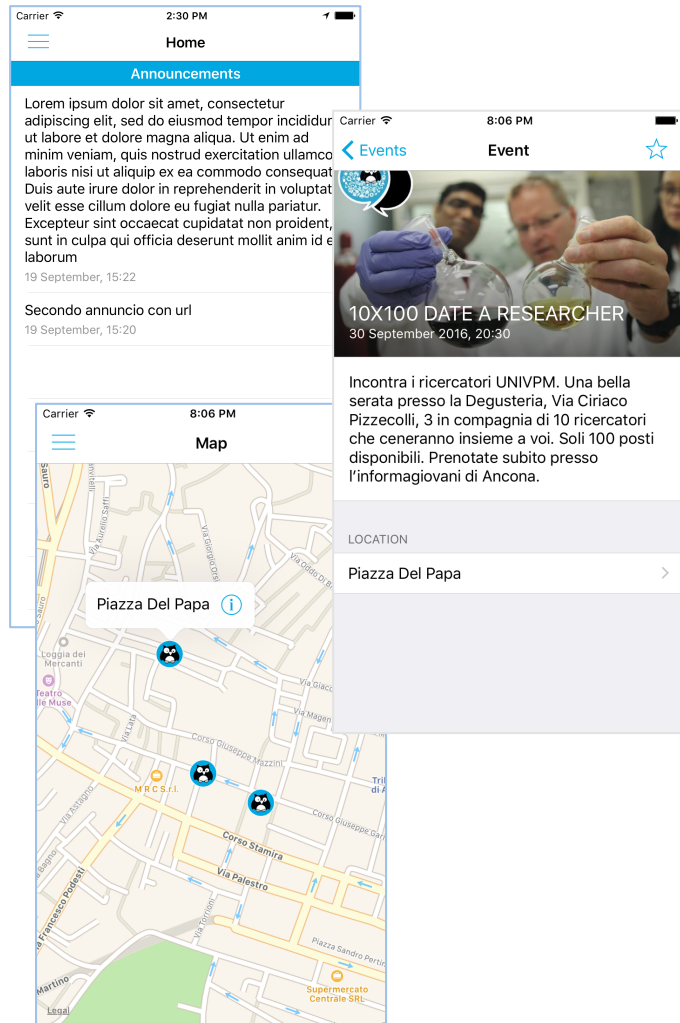


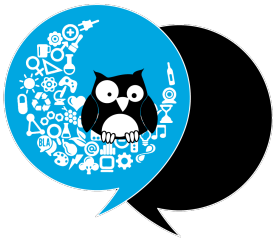
Geo-localization of human movements at mass events: SHARPER





Geo-localization of human movements at mass events: SHARPER



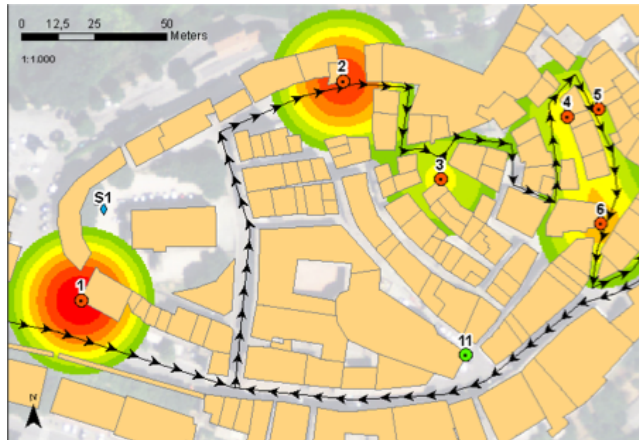


Geo-localization of human movements at mass events: SHARPER

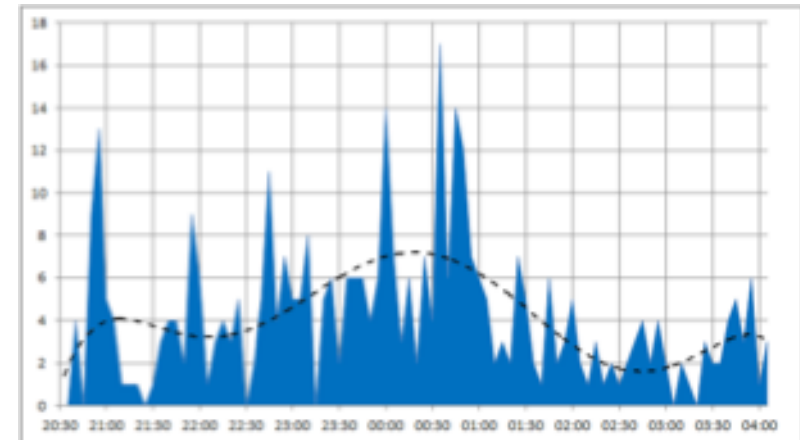
Data collection

Beacon	Number	Min	Avg	Max
1	30	00:24	09:20	57:28
2	26	00:31	03:23	33:56
3	14	00:33	01:18	02:37
4	12	00:41	02:34	16:35
5	4	00:31	01:53	04:30
6	18	00:11	10:34	45:25
Total	104	00:11	05:55	57:28

Data visualization

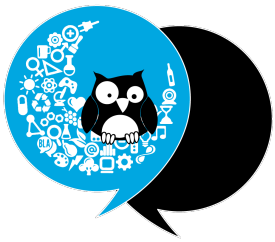


Data Analysis



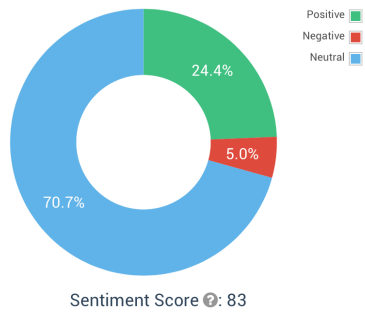
The use of BLE beacons for:

- Providing information to the users in real time
- Providing users with contextual information about the events
- Collecting digital footprints
- Gamification

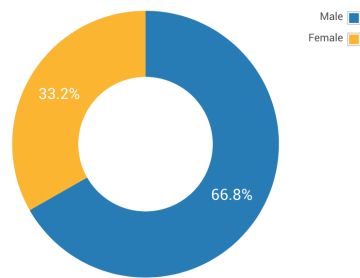


Geo-localization of human movements at mass events: SHARPER

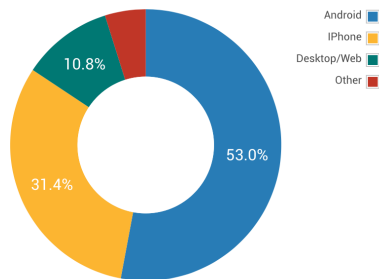
Sentiment



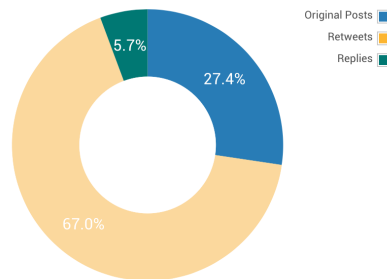
Demographics

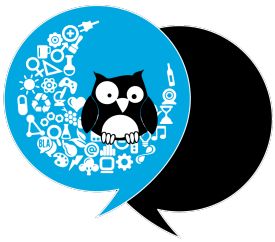


Top Sources

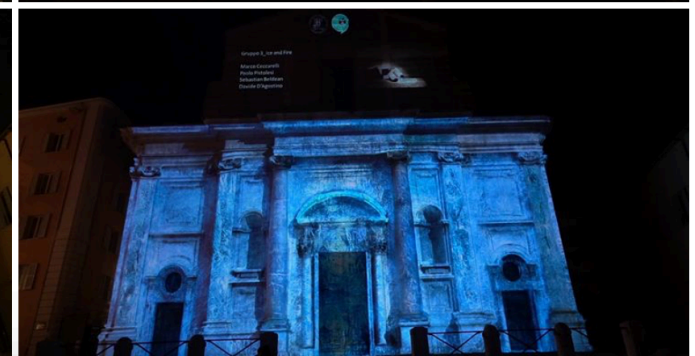
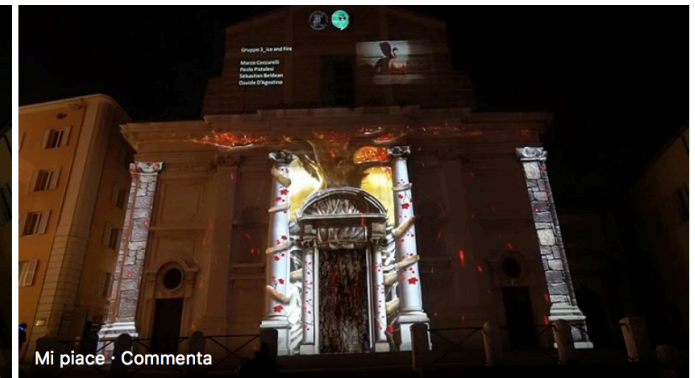
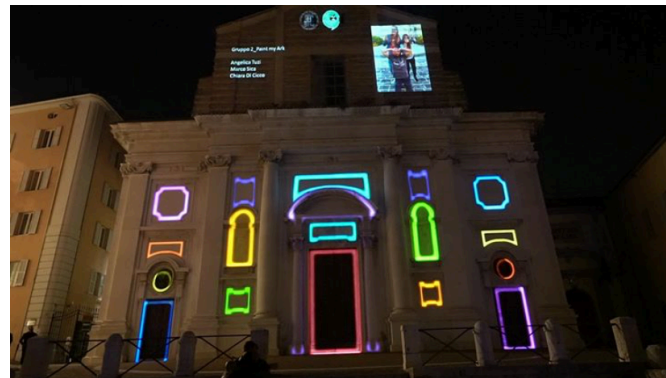
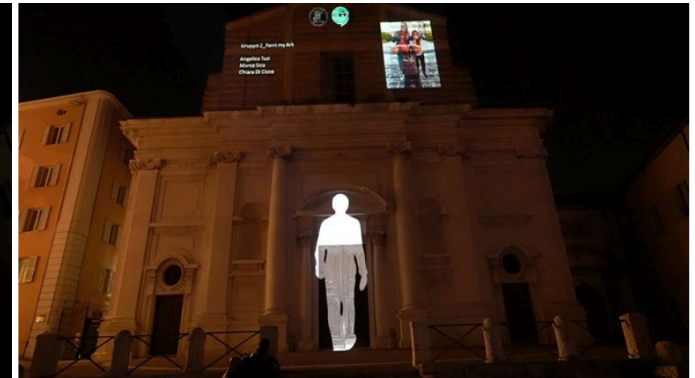
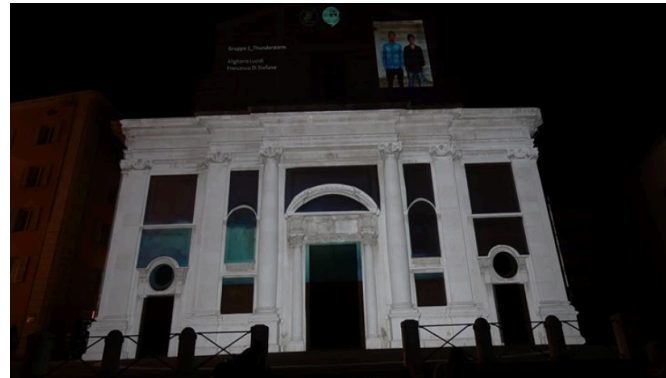
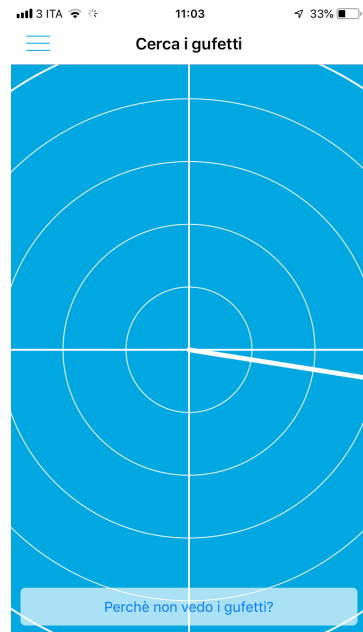


Share of Posts





Geo-localization of human movements at mass events: SHARPER

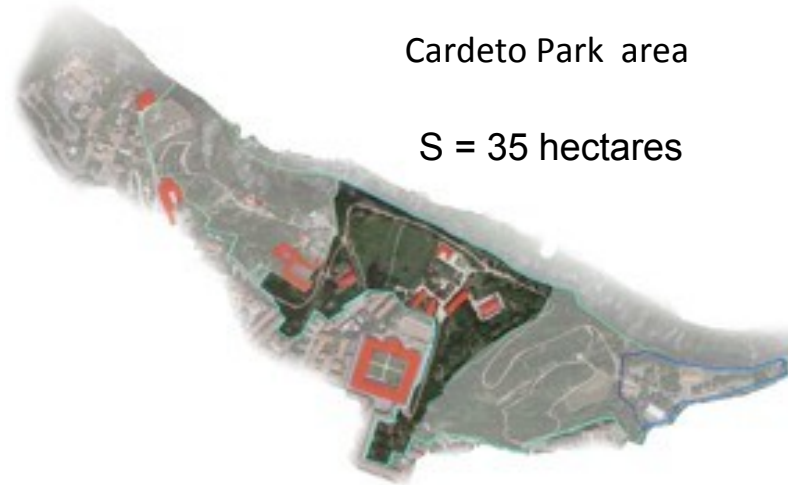




The relationship between ICT and Public Open Spaces

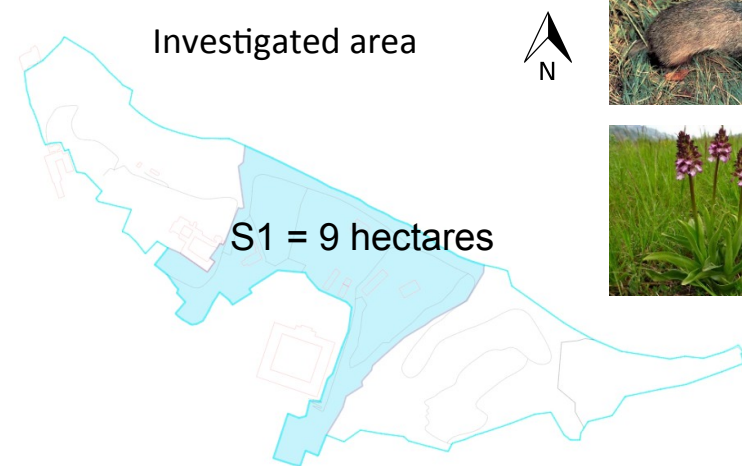


The relationship between ICT and Public Open Spaces



Cardeto Park area

S = 35 hectares



Investigated area

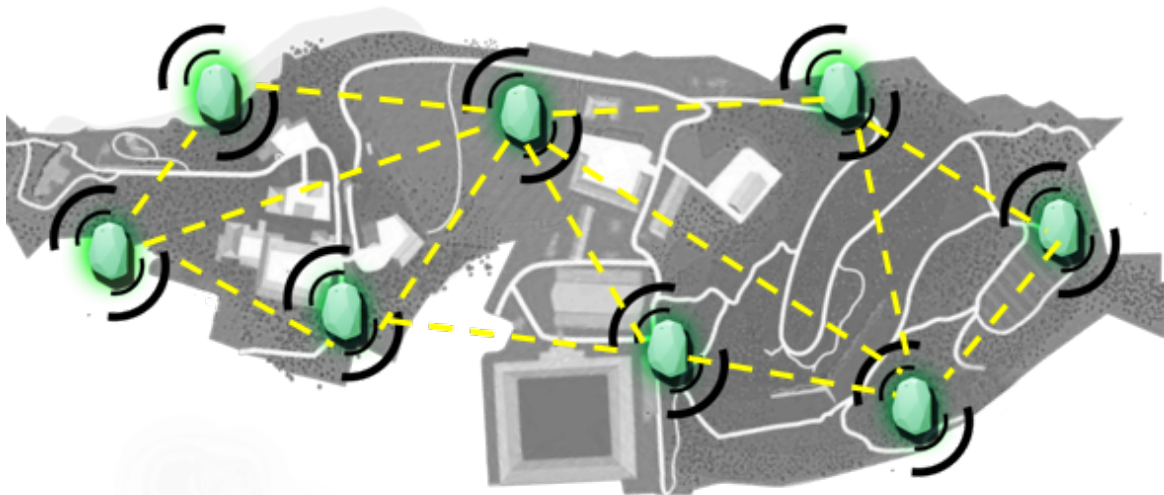
S1 = 9 hectares



The relationship between ICT and Public Open Spaces

USING BLUETOOTH LOW ENERGY (BLE) TECHNOLOGY

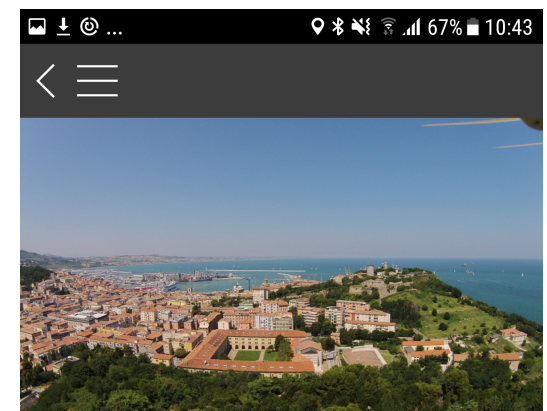
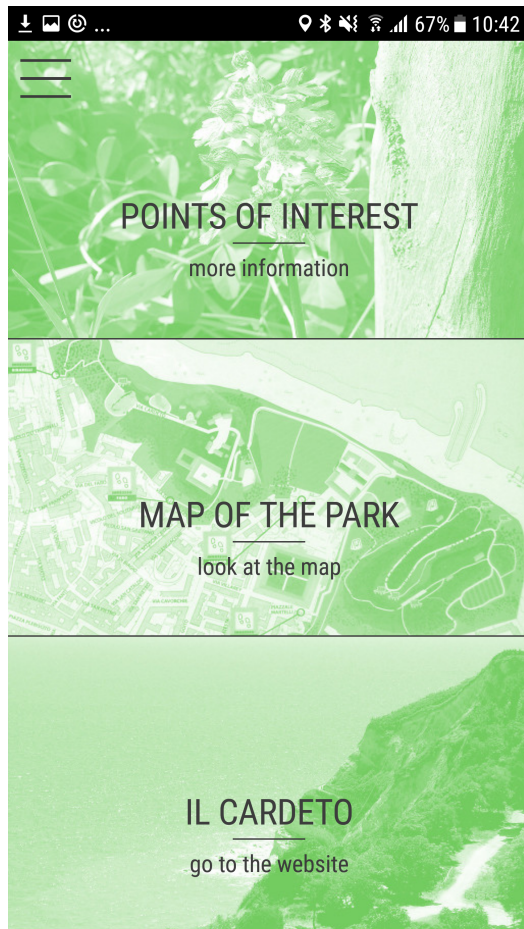
- Providing contextual information to the visitors
- Attracting the visitors to the main POIs of the park to discover them
- Get statistics from the users
- Get the feedback from the users



Beacons installed within the park



Active beacon pairing with mobile devices



Introduction

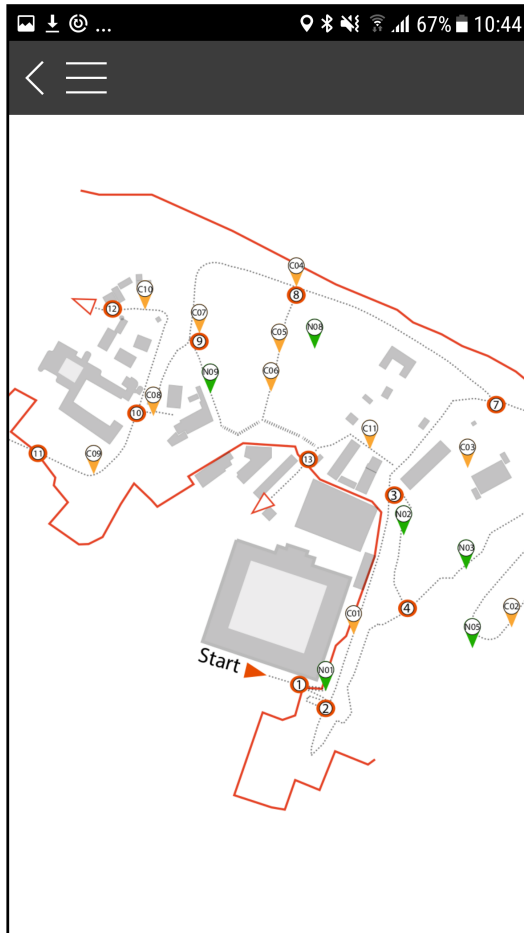
The Cardeto Park is located on the top of Capuccini and Cardeto's hills, close to the historical city centre of Ancona. It is the largest park in the city, with an area of about 35 ha. The Park was open in 2005, after after being loudly claimed by the citizens for almost 30 years; it is now a rich and complex ecosystem of environmental, natural, landscape, historical and cultural importance.

YOUR RATING:

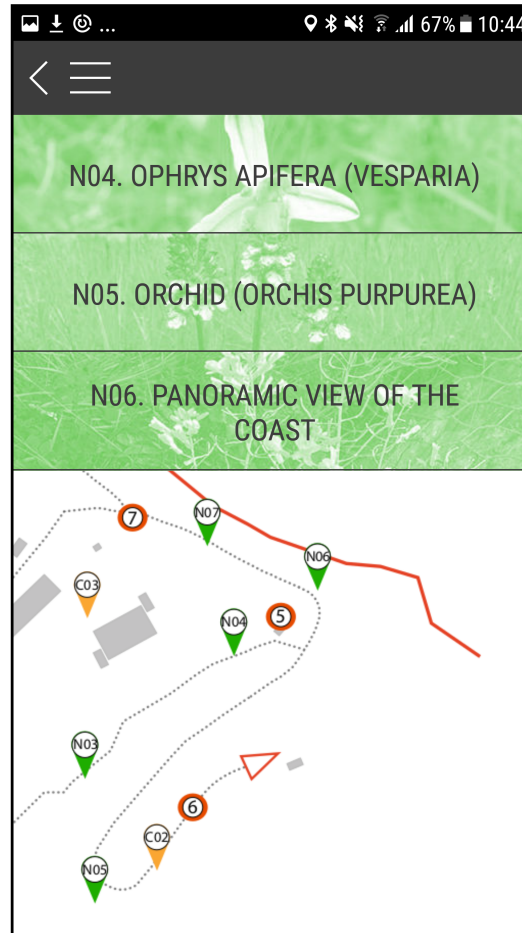


The relationship between ICT and Public Open Spaces

INTERACTIVE MAP

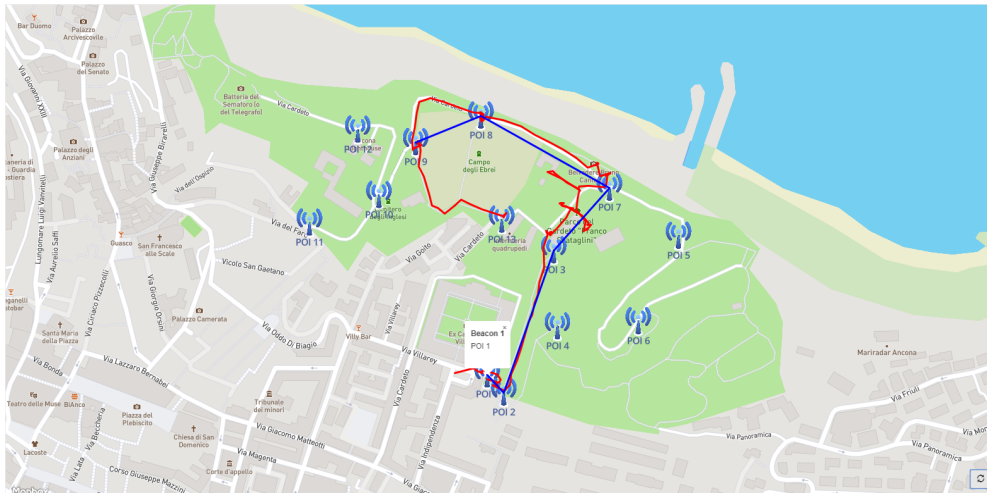


PATH SUGGESTION



- Contextual awareness for the users
- In depth analysis of specific areas
- Personalized path
- Notification
- Users Feedback

The relationship between ICT and Public Open Spaces



The purpose of the visualization tool is to create an extended application including both GPS and Bluetooth beacons data that:

- shows tracking paths (of both GPS and beacons) of various visitors and the differences between them;
- shows statistics related to a single visitor;
- shows statistics related to a single POI;
- allows to upload new datasets of multiple locations.

BEACON DATA

Device ID: 035C435D-ADAA-4ABD-8190-727238CE7DDB		
Beacon	Visit Time	Number of Vis
#1: POI 1	00:11:43.0	1
#2: POI 2	00:02:25.0	1
#3: POI 3	00:01:05.0	1
#4: POI 4	00:00:00.0	0
#5: POI 5	00:00:00.0	0
#6: POI 6	00:00:00.0	0
#7: POI 7	00:02:45.0	1
#8: POI 8	00:13:03.0	1
#9: POI 9	00:05:23.0	1
#10: POI 10	00:00:00.0	0
#11: POI 11	00:00:00.0	0
#12: POI 12	00:00:00.0	0
#13: POI 13	00:00:00.0	0

GPS DATA

Device ID: 035C435D-ADAA-4ABD-8190-727238CE7DDB		
Beacon	Visit Time	Number of Visits
#1: POI 1	00:12:01.0	2
#2: POI 2	00:00:42.0	2
#3: POI 3	00:00:00.0	1
#4: POI 4	00:00:00.0	0
#5: POI 5	00:00:00.0	0
#6: POI 6	00:00:00.0	0
#7: POI 7	00:00:44.0	1
#8: POI 8	00:12:50.0	1
#9: POI 9	00:05:16.0	1
#10: POI 10	00:00:00.0	0
#11: POI 11	00:00:00.0	0
#12: POI 12	00:00:00.0	0
#13: POI 13	00:01:04.0	1

Beacon's Statistics

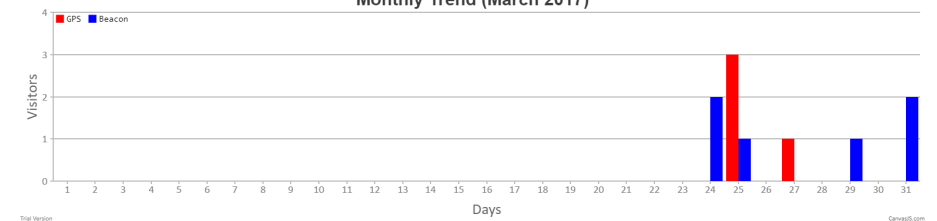
Beacon 7

POI 7

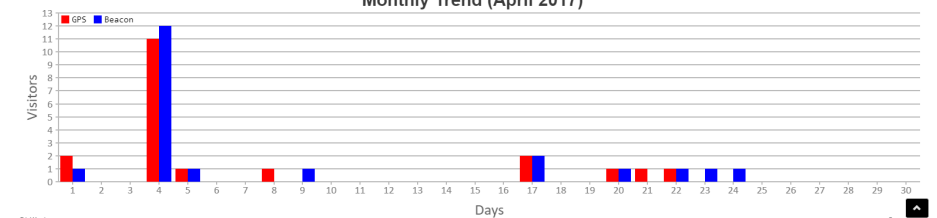
2017

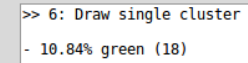
Close

Monthly Trend (March 2017)



Monthly Trend (April 2017)







SPENCER PLATT/GETTY IMAGES



A museum as a senseable space

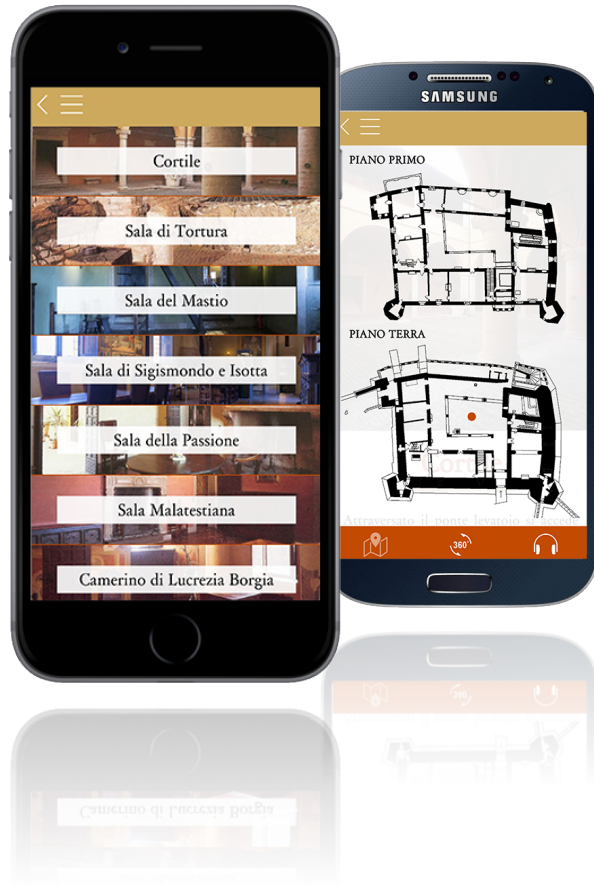




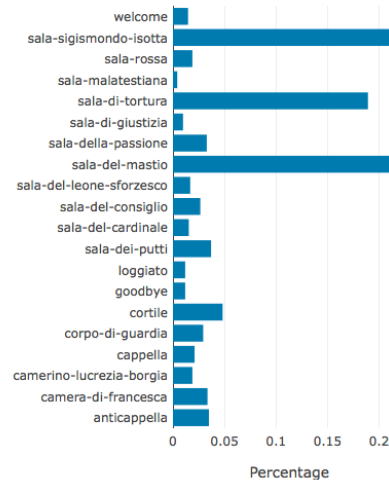
A museum as a senseable space



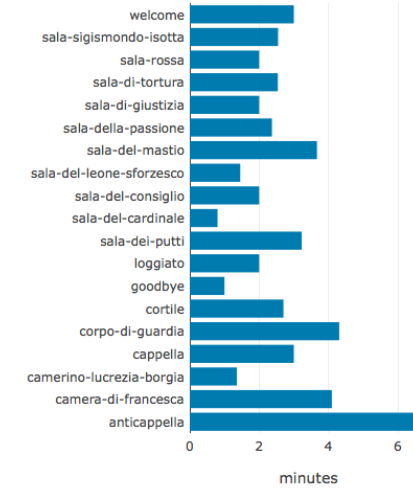
A museum as a senseable space



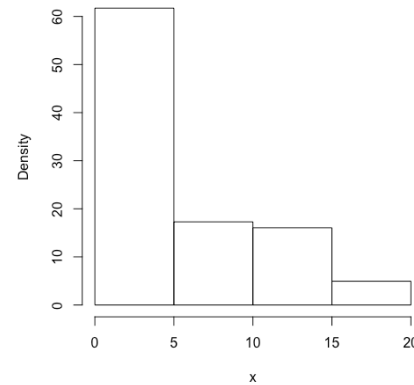
Visitor distribution



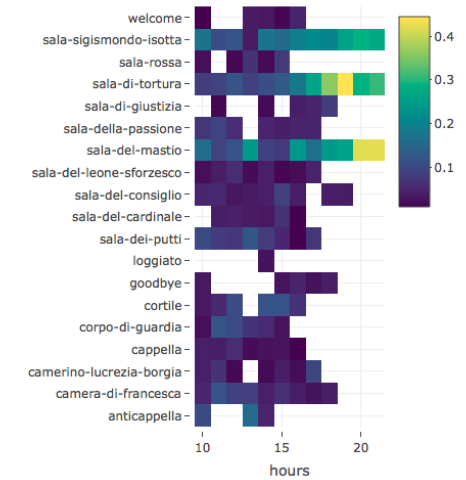
Average time spent per room

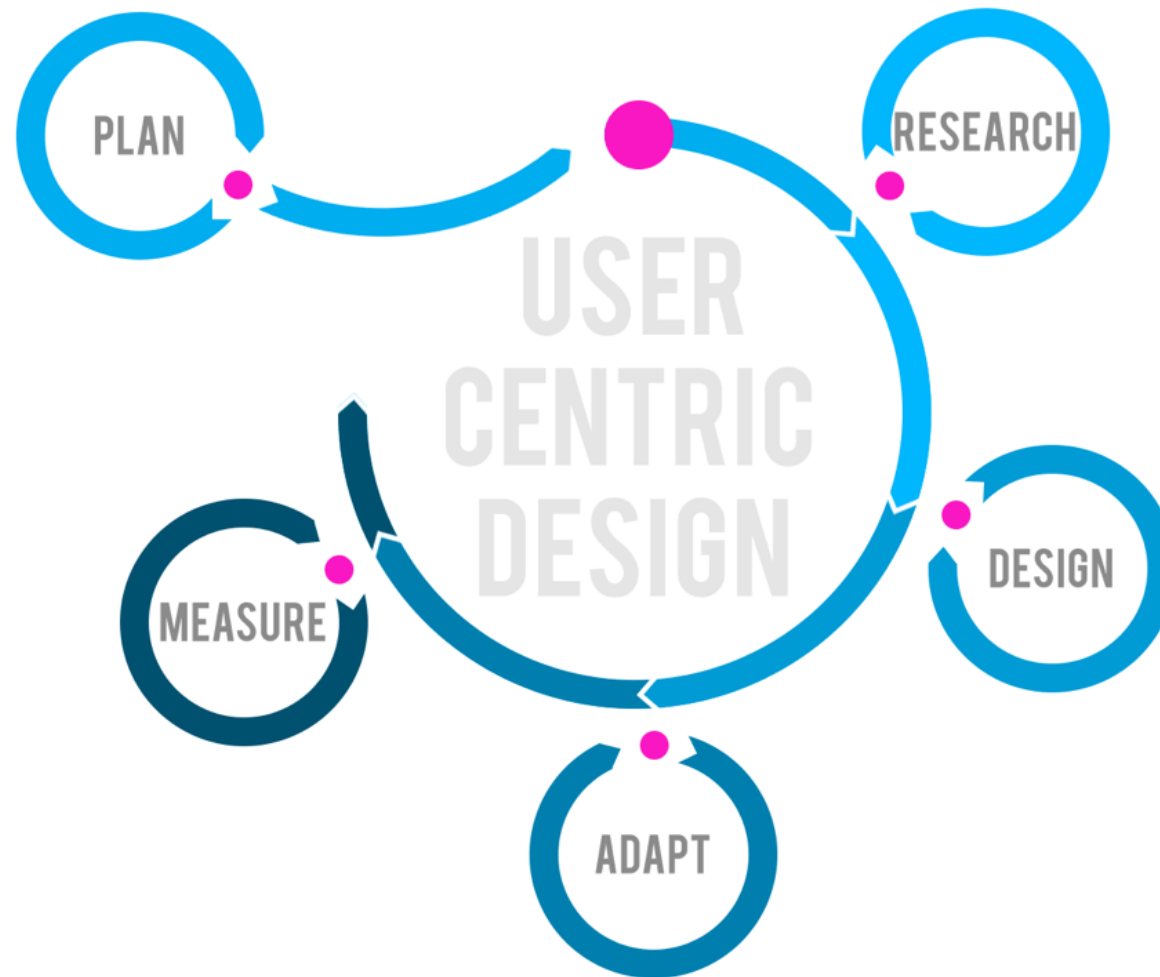


Relative frequency distribution of time spent per visit



Hourly visitor distribution per room

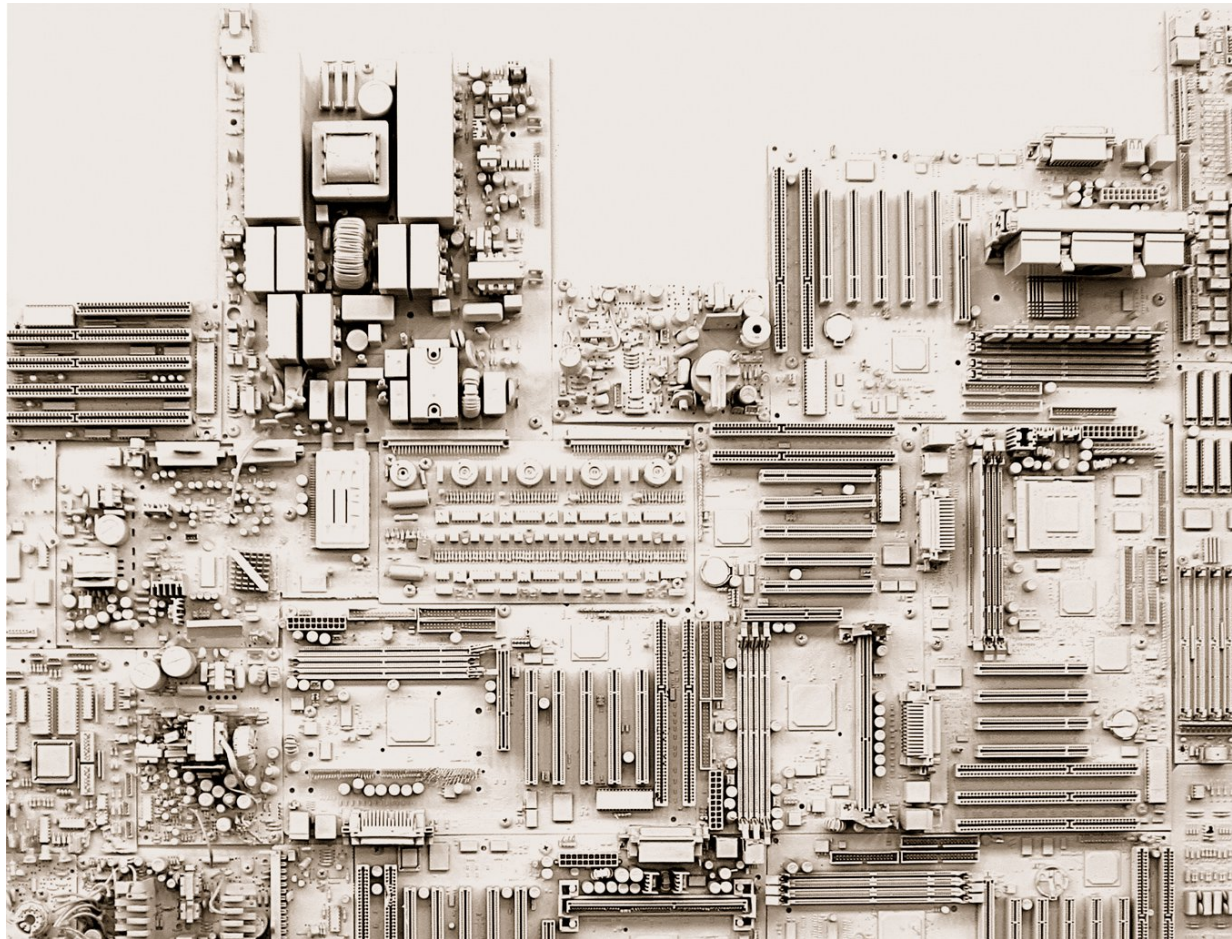




USER CENTERED DESIGN + DATA DRIVEN DESIGN

A CITY IS NOT A COMPUTER

City-making is always, simultaneously, an enactment of city-knowing – which cannot be reduced to computation.



<https://goo.gl/52duRS>

TECHNOLOGY IS THE ANSWER BUT, WHAT WAS THE QUESTION ?



Study Tracking Individual Ants Reveals They Change Jobs with Age

Conferenza GARR 2018

DATA REVOLUTION

010 Cagliari, 3-5 ottobre



UNIVERSITÀ
POLITECNICA
DELLE MARCHE



Grazie

Roberto Pierdicca, Eva Savina Malinverni, Paolo Clini, Emanuele Frontoni, Ramona Quattrini

r.pierdicca@staff.univpm.it

