Environment 2.0 Introduction
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The stuff I do

Locative Media
Social Media
Urban Media

My focus is on creative practices which engage in network technologies in lived, city spaces, and how they suggest alternative possibilities or critical perspectives.

Manchester Ponto de Cultura
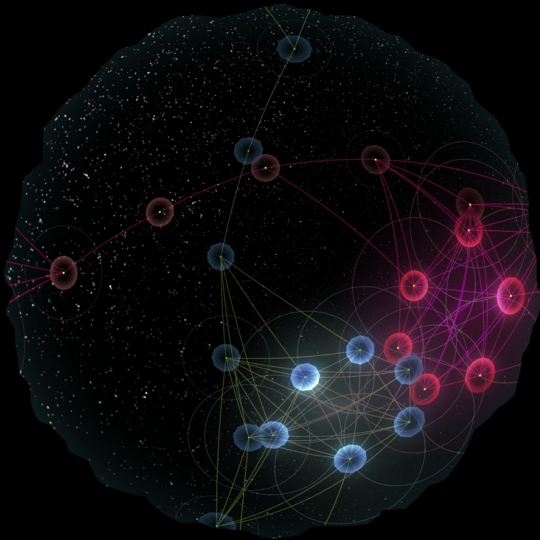## Grass-roots FOSS and recycled computing

The bigger picture

In industrial societies have viewed the environment as a resource to be exploited and tamed.

In the digital era a new relationship to environment is beginning to emerge. When the world is mapped, tagged and digitised it ceases to be inert raw material and becomes instead navigable, computable and manipulable.

What are the implications (both positive and negative) for our 'custodianship' of the environment?

Footprints in a navigable world - we routinely leave digital traces of where we have been in online and offline spaces.

How do these relate to other kinds of imprint, to the resources we use, to the damage we do?

How can there be greater track-back in our everyday usage of the world - what new kinds of transparency and accountability emerge?

I am not interested in sticking microphones in glaciers.

Environment 2.0
Mission Statement

Create precedents for social change through creative, participatory projects involving artists, technologists and environmental advocates.

Seed change in many places while trying to connect and scale up.

Environment 2.0
Phase 1

A collaboration between Imagination at Lancaster, Tyndall Centre Manchester, Creative Concern and Futuresonic.

Environment 2.0
Phase 1
Futuresonic, May 2007

NEAR=FAR, LoVid
An art project in which the artists sent cardboard cut out avatars of themselves instead of flying from New York.

Conference

Pilot Carbon Audit

Futuresonic Pilot Carbon Audit
Findings

The sum of surface transport and non-uplifted aircraft emissions is 91 times the sum of the non-transport emissions.

For an international festival on an island nation, air transport is almost unavoidable, and so change is unlikely to be easy.

As the study produces more results, information on the carbon footprint of cultural activities - attending a festival or going to the cinema - will enable people to make informed decisions about the things they do.

Environment 2.0
Urban Climate Hack

Focus on travel:

Will video conferencing save us?

History shows travel increases in step with telecommunications. These technologies might just unleash a whole new generation of business travel.

Sangho Choo, Uni of California at Davis
Quoted by Anthony Townsend, Dott07

What Can We Do?
Anthony Townsend

1. Use the virtual for long distance stuff, while allowing/ budgeting for some travel and face-to-face. Need to mix telepresence and physical travel

2. Satisfy the need for mobility by making local mobility better

3. Focus on "lead users" - how are they transforming their presence through travel?

Carbon Hero (TM)
Andreas Zachariah

"It essentially identifies and evaluates the different forms of transport used as one goes about ones business getting from A to B, and then outputs this to the user. The accompanying software has been written in Java to run on pretty much every mobile."

"If you know the difference your contribution makes, you are more likely to be motivated to keep making that positive impression."

http://carbonhero.net/Intro.html

Lets do some cool stuff for bikes or trains!
Can we incentivise use of
non-polluting transport alternatives?

Think local
How can local media change people's relation to
their local environment?
Can we provide alternatives to travel?

"Bin Tags"
An absurd idea to get us thinking

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