

Smart Cities - Location, The Citizen and New Data

Andrew Hudson-Smith

Director of The Centre for Advanced Spatial Analysis

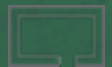
University College London

Twitter - @digitalurban

On the edge of a shift in our
understanding the Built Environment;

Combined with a need for new methods in
Visualization and Data Collection;

Moving Towards the Realtime City



Big Data

- 90 % of the data in the world created in the last two years alone;
- Data comes from 'everywhere' - sensors, mobile devices, government, the crowd to name a few;
- Increasingly geo-located;
- Smart homes, smart retail(?)



The City as a Server
(compared to early hypertext - 1994);

The City as a Laboratory;

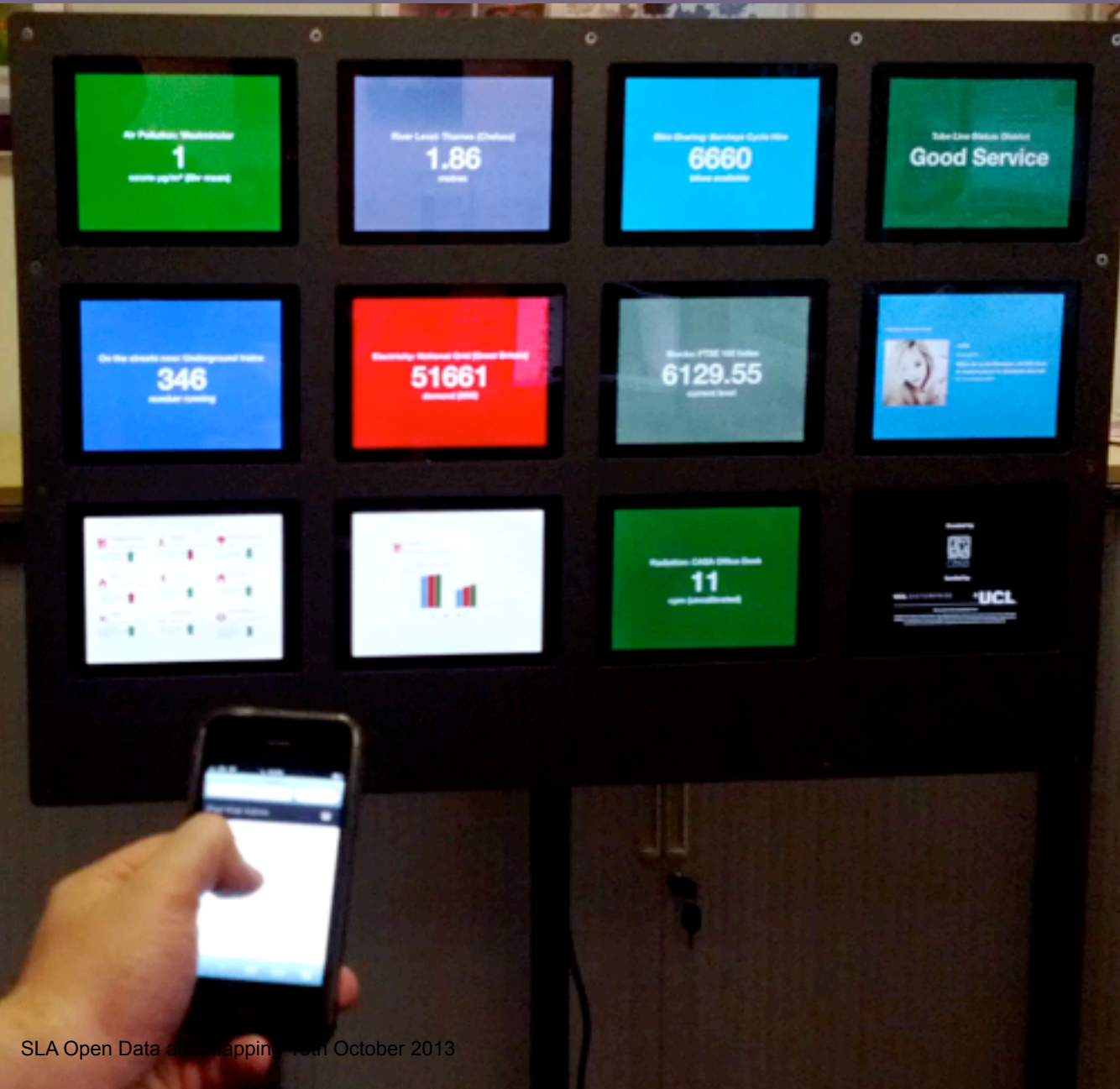
Moving Towards Live Feeds;








SLA Open Data and Mapping 18th October 2013



SLA Open Data and Mapping 10th October 2013

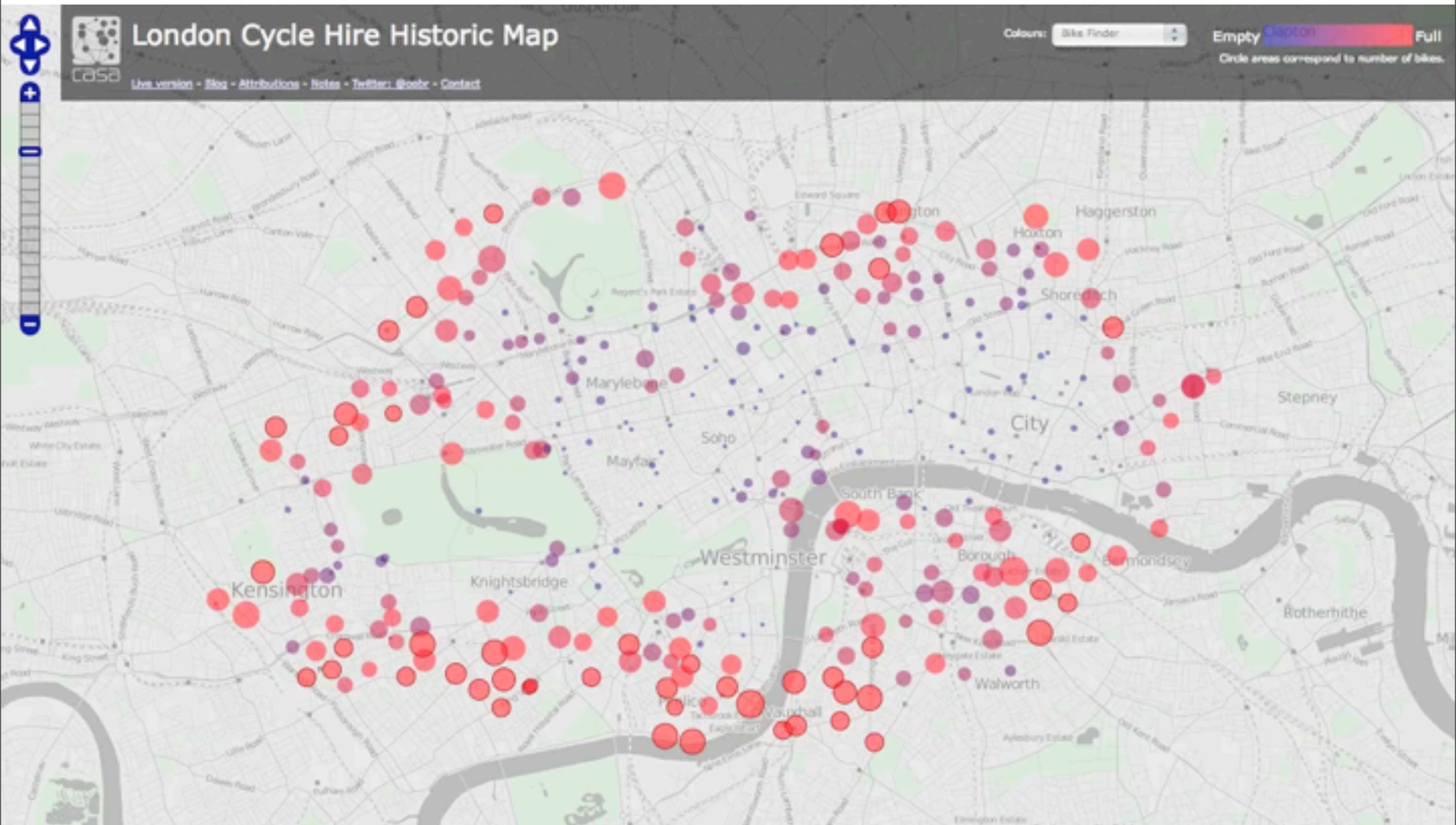


City Dashboard Now Archives -
over 1Billion Data Points;

Links into wider urban modelling;

Predicting the next 30 minutes of the city;

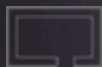
A new sciences of cities....

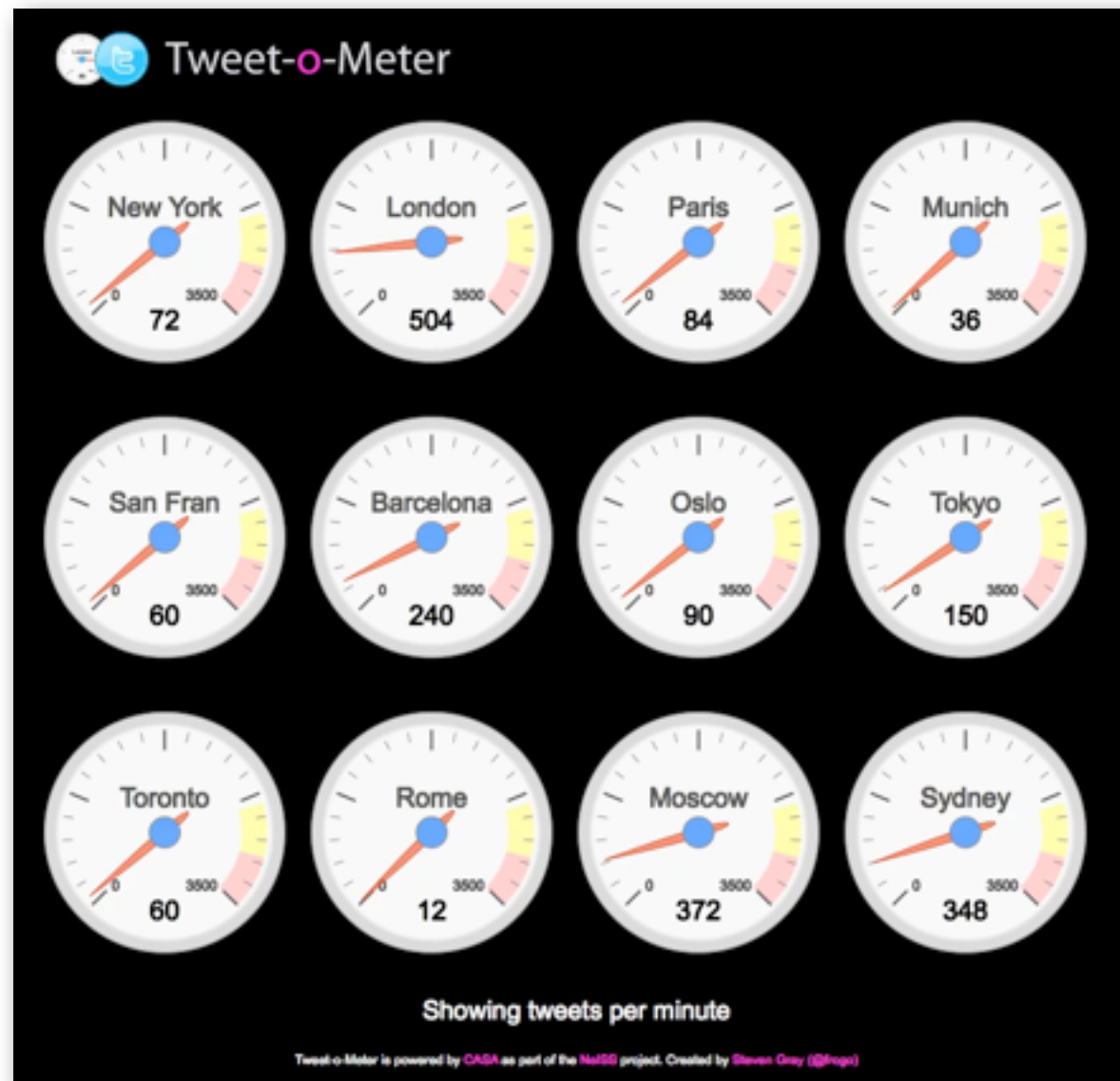


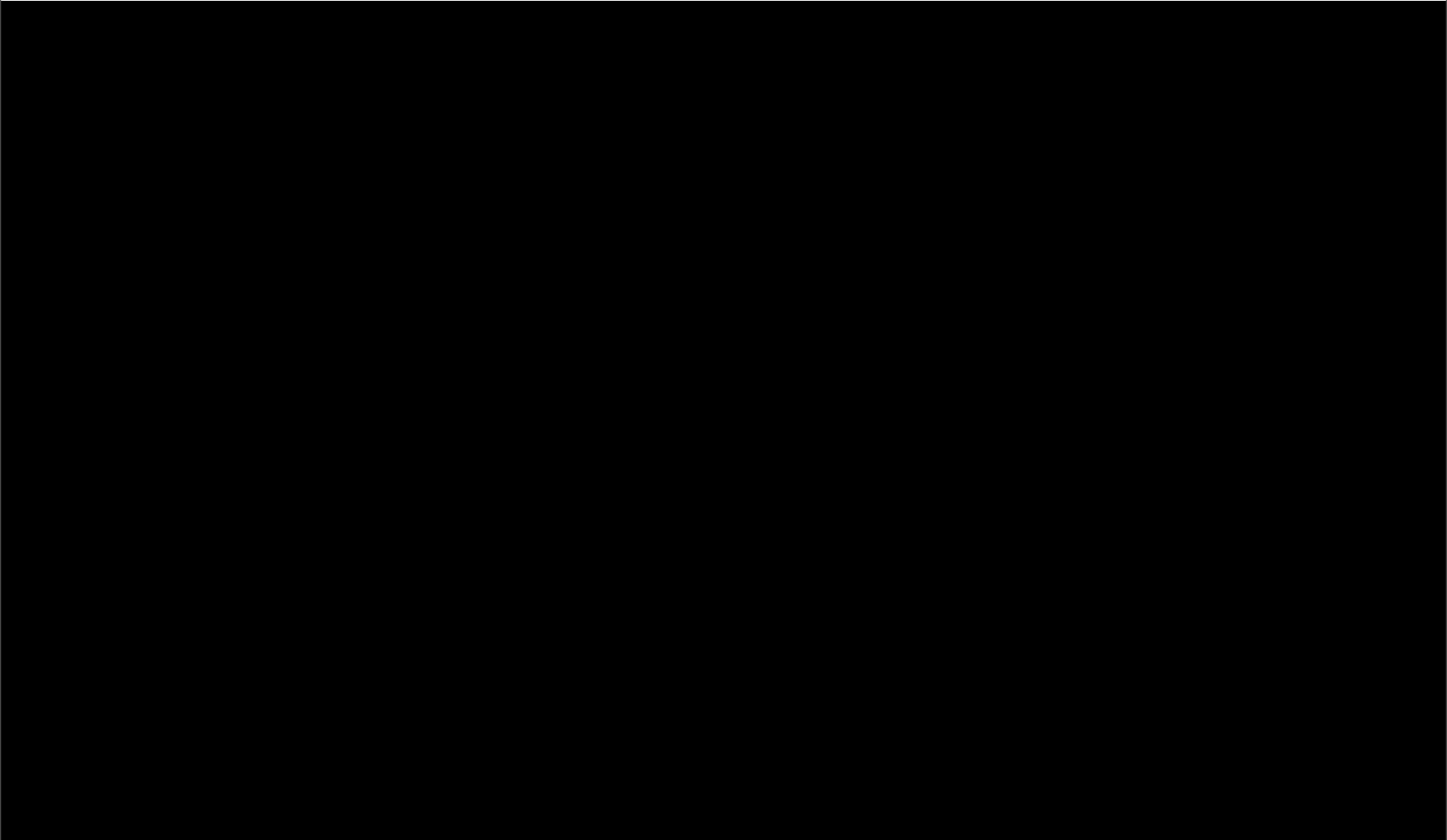
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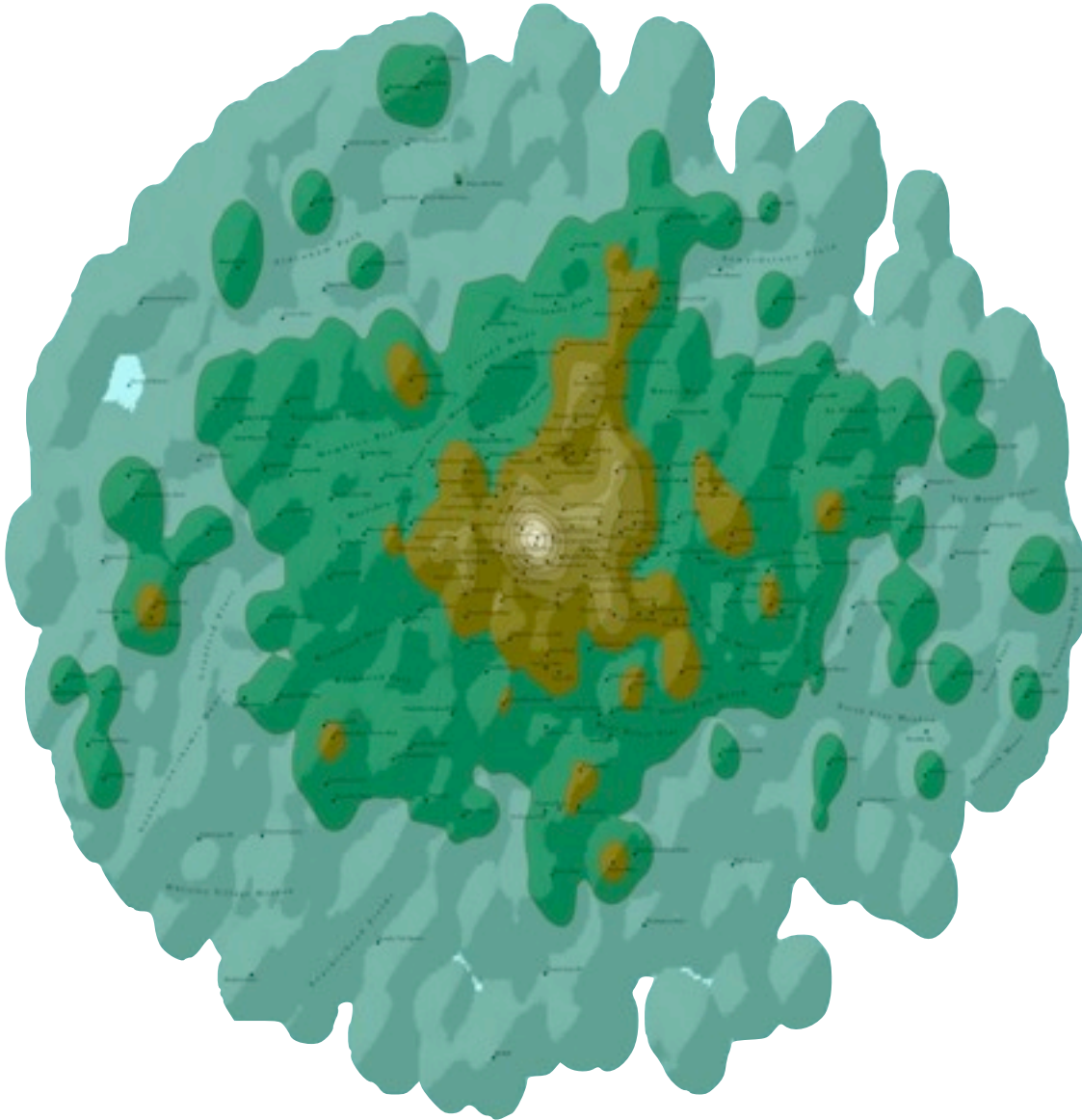
Collect Data from your own social networks

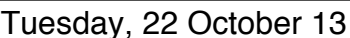
Download the beta version very soon.

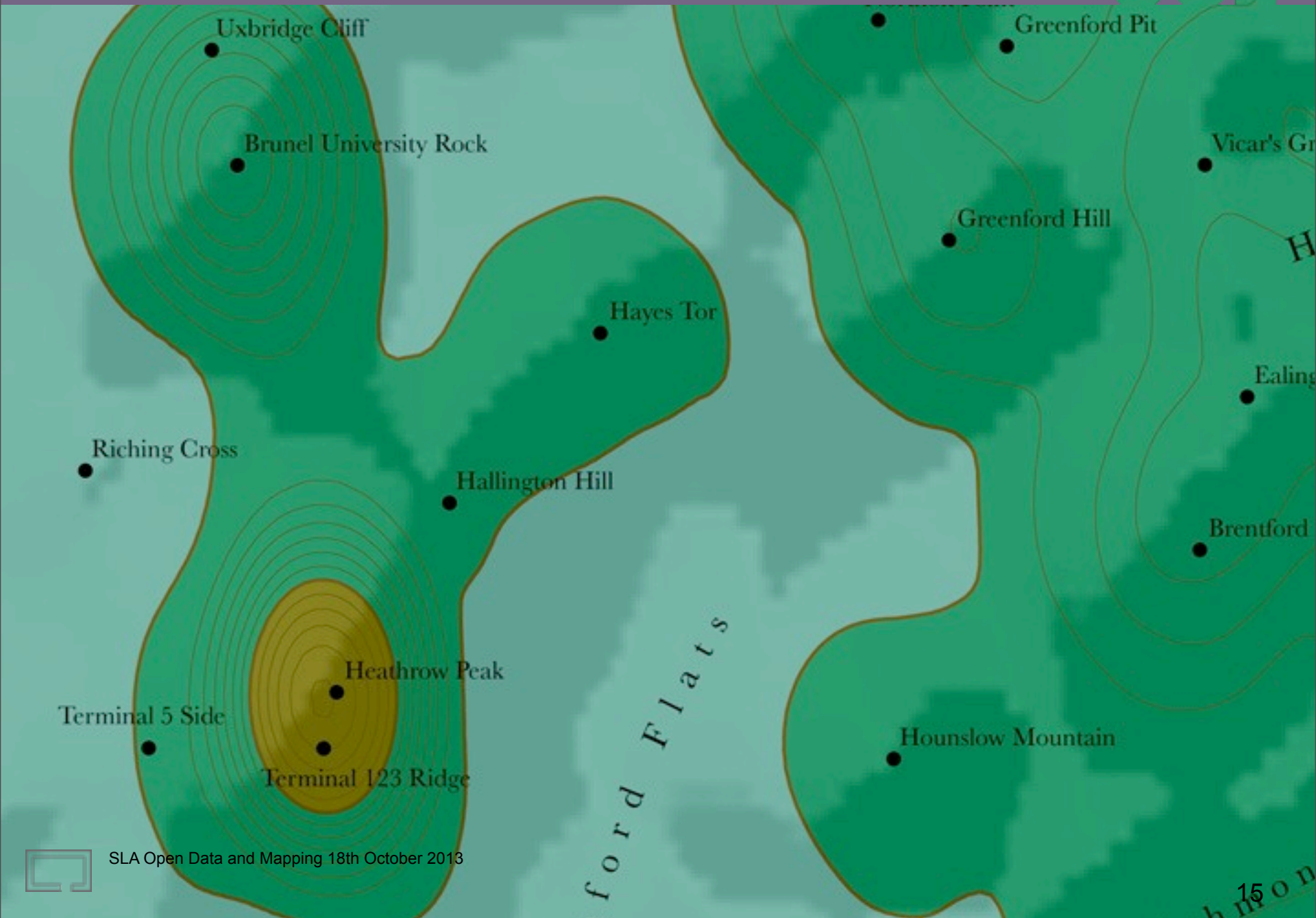


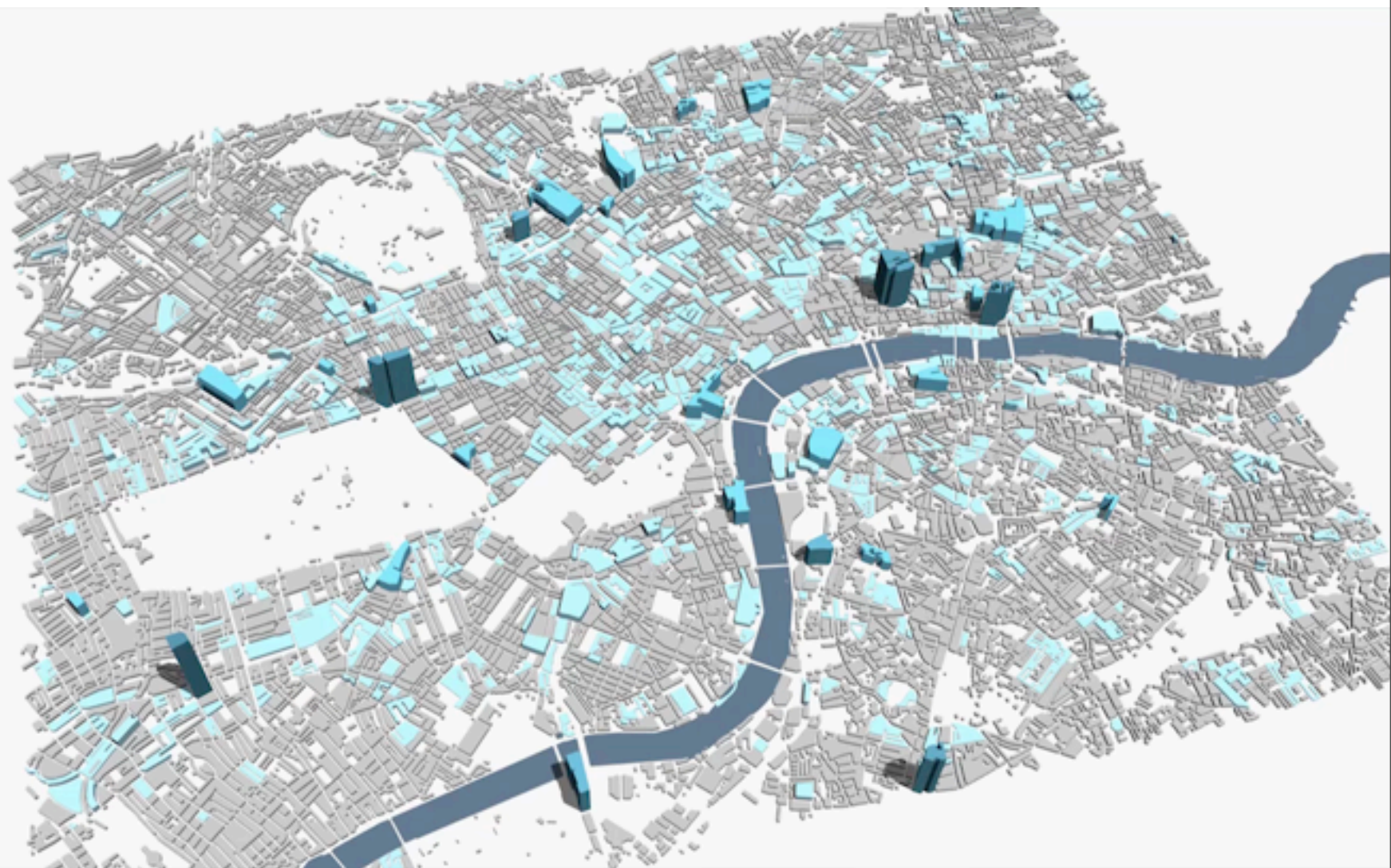












BIM

Data

Government

GIS

Software

Local
Authorities

IoT

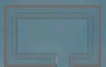
Analysis

Industry

Modelling

Design

Citizens



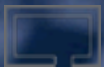
Internet of Things

In 5 Years Everything will have an IP;

Hyper-Local Data and Tagging;

Realtime, Geo located, Everywhere;

iBeacon, low powered geoaware Bluetooth arguably the next 'big thing' (as in next month)...











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[Find Items](#)
[How does it work](#)
[Get the app](#)

Get the Oxfam Shelflife app today

Discover the stories behind items in Oxfam shops, and share your own experiences of Oxfam donated items.



Start your story today...

With Oxfam's new app, Shelflife, you can discover the stories behind some of the items you find in Oxfam shops, and share your own experiences of Oxfam donated items.

- #1 Get free QR code stickers from a participating Oxfam shop
- #2 Attach a QR code to your item and scan it
- #3 Tell the story behind your item for its next owner to enjoy, and drop off your items.

Available on the
App Store

Download the iPhone app now



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Shelflife

Our websites: [Oxfam GB](#) | [Policy & Practice](#) | [Teachers](#) | [Donate](#)

Search



Find Items

How does it work

Get the app

Oxfam Shelflife...

Discover the stories behind items you find in Oxfam shops, and share your own experiences of Oxfam donated items.



Latest Items ▾

Items other people are looking at

Search for a Shelflife item:



Invitation to the waltz



Hand painted jug



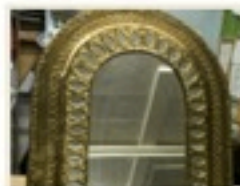
Star lantern



Black leather bag



Desert painting



Gold aztec mirror

Tell us your story...

With Shelflife you can discover the stories behind some of the items you find in Oxfam shops, and share your own experiences of Oxfam donated items.

#1

Get free QR code stickers from a participating Oxfam shop

#2

Attach a QR code to your item and scan it

#3

Tell the story behind your item for its next owner to enjoy, and drop off your items.

With the money we raise, we'll help change lives around the world.

[Download the app!](#)

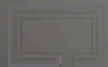
What is Oxfam Shelflife?

Ever wondered about the stories behind some of the items in Oxfam shops – before they were donated to raise money for Oxfam's poverty-busting work around the world?

With Oxfam Shelflife, you can find out.



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New Forms of Data

Emotions in Buildings and Cities



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The screenshot shows the homepage of the mappiness website. At the top, there's a navigation bar with links: Home, News, Meters, Maps, and More info. The main heading is "mappiness maps happiness across space in the UK". Below this, it states "mappiness is a free app for your iPhone" and mentions it's part of a research project at the London School of Economics. A section titled "how does it work?" lists three bullet points: 1. You get mappiness from the App Store, open it, and sign up. 2. We beep you once (or more) a day to ask how you're feeling, and a few basic things to control for: who you're with, where you are, what you're doing (if you're outdoors, you can also take a photo). 3. The data gets sent back — anonymously and securely — to our data store, along with your approximate location from the iPhone's GPS, and a noise-level measure. To the right, a section titled "what's in it for you?" lists two bullet points: 1. Interesting information about your own happiness, which is charted inside the app — including when, where and with whom you're happiest. 2. The warm glow of helping increase the sum of human knowledge. Below this, a section titled "what's in it for us?" lists two bullet points: 1. We're particularly interested in how people's happiness is affected by their local environment — air pollution, noise, green spaces, and so on — which the data from mappiness will be absolutely great for investigating. 2. We hope to have results published in academic journals and elsewhere — whatever we produce will be linked from here. In the center, there's a large image of an iPhone displaying the mappiness app interface. The app screen shows a "Thank you for taking part" message, a map icon, a pie chart showing 87% response rate, and a clock icon showing immediate response time. Below these are buttons for "My happiness", "info & help", and "How do you feel?". At the bottom of the app screen, there's a "get the app" button. A vertical "feedback" button is on the left side of the app image. The website footer has a "1 2 3 4 5" navigation bar.



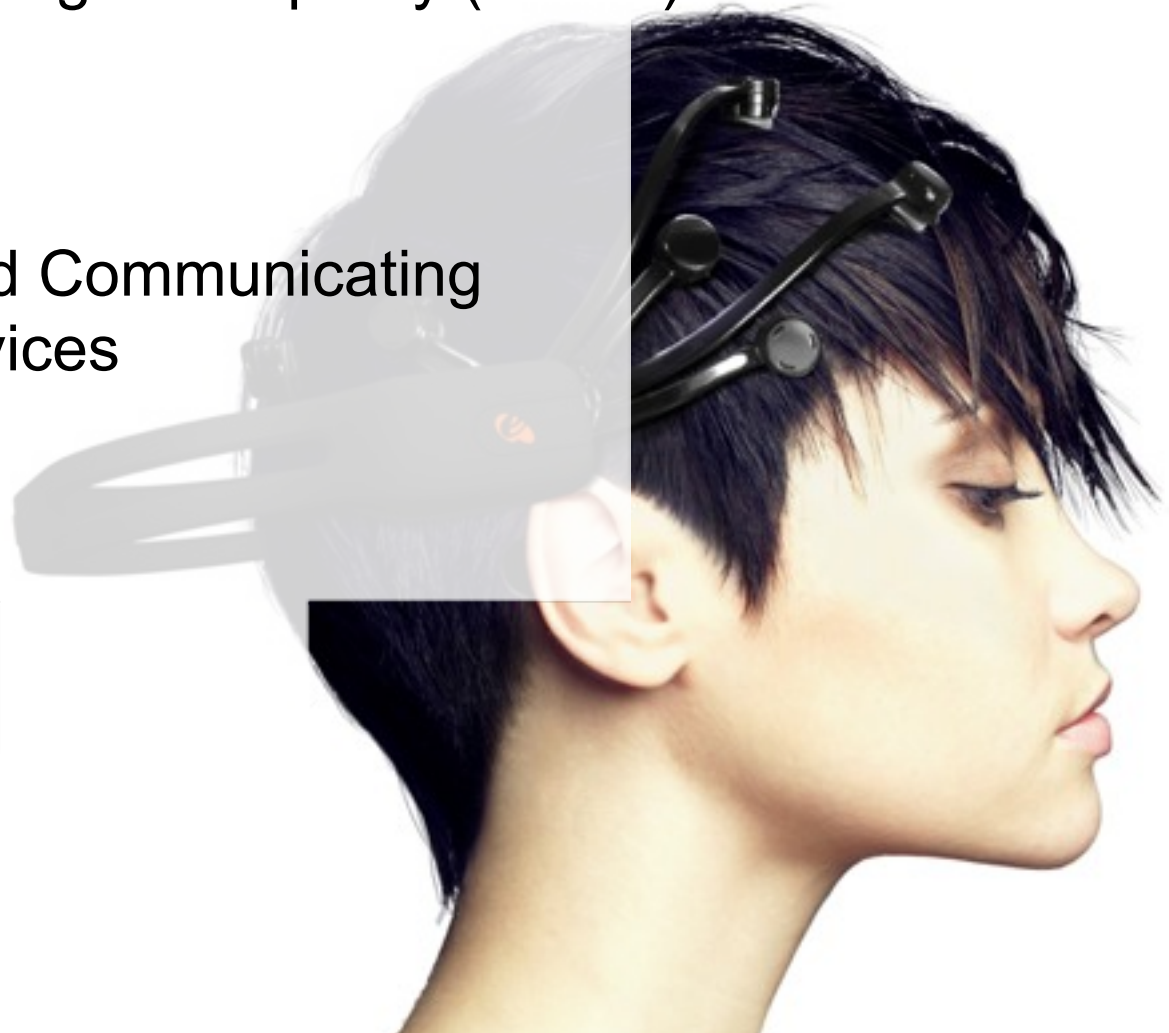




Creating and Exploring Digital Empathy (CEDE)

projectcede.org

Emotions in the City and Communicating
Empathy via Digital Devices



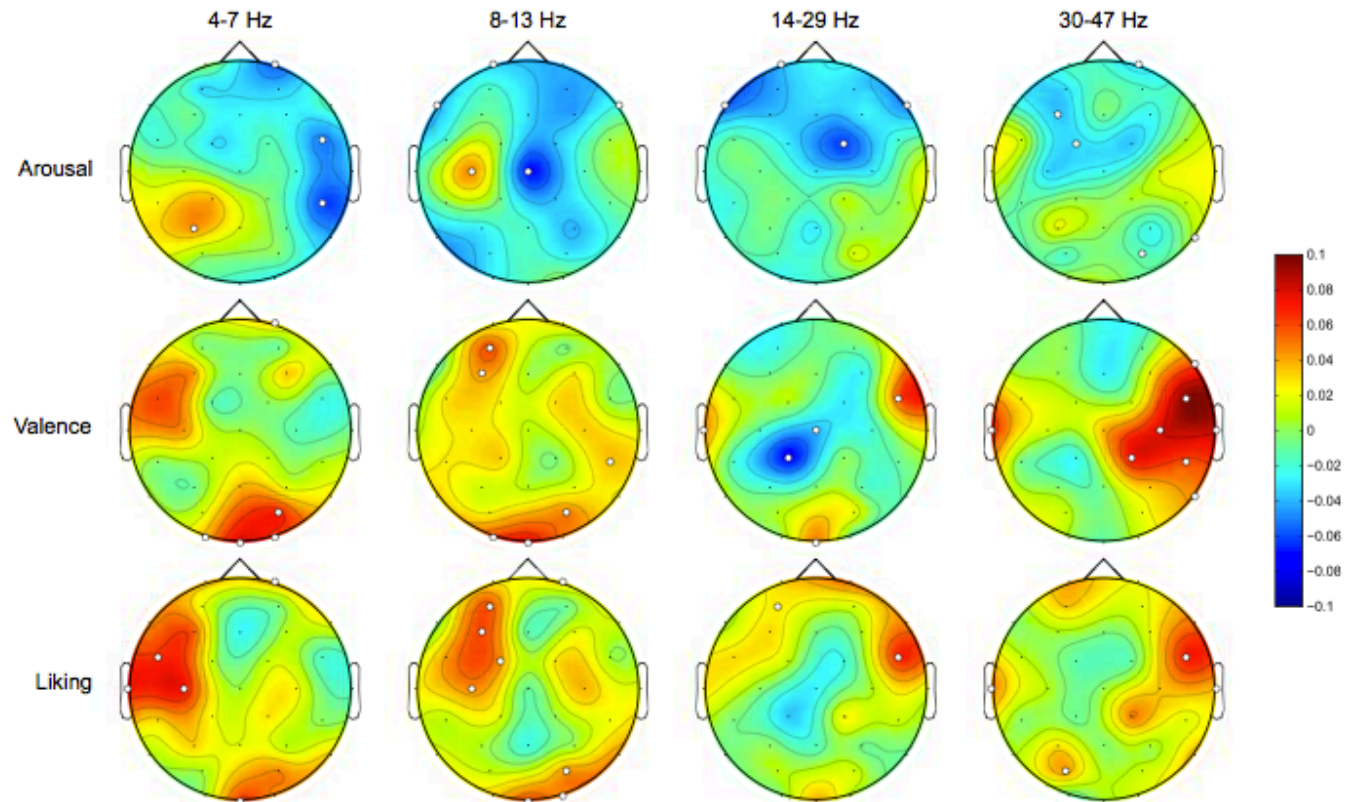
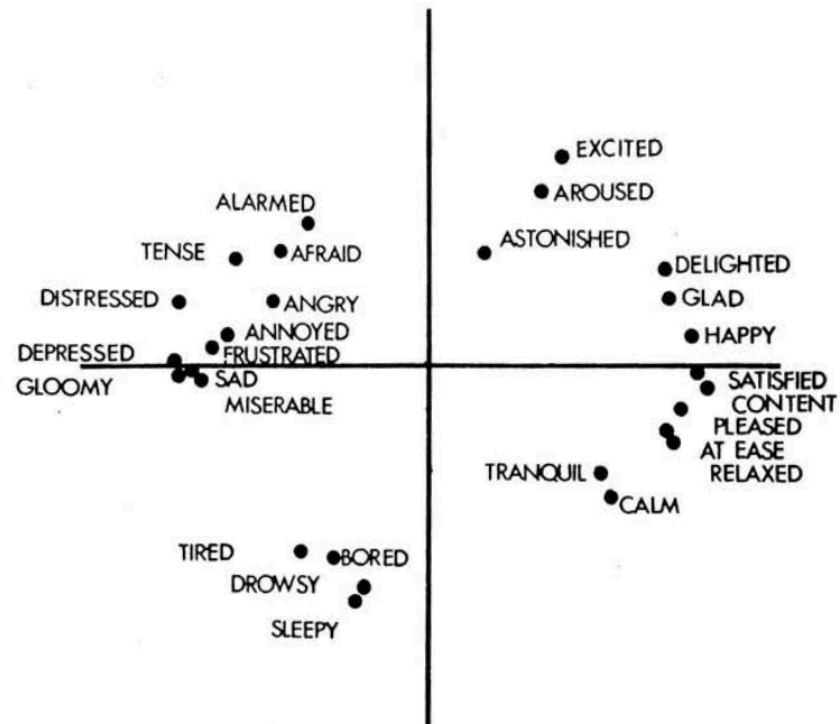
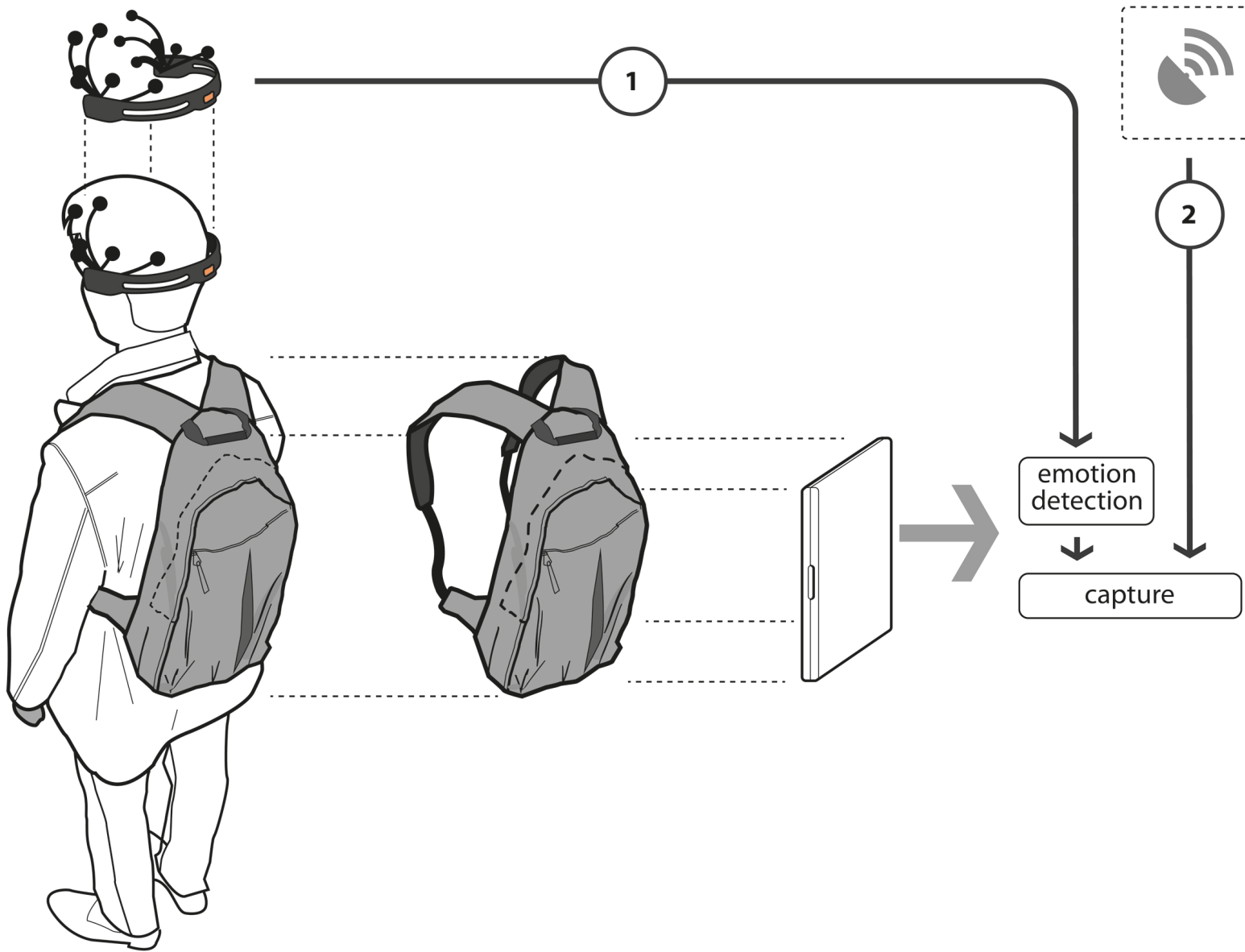


Fig. 8. The mean correlations (over all participants) of the valence, arousal, and general ratings with the power in the broad frequency bands of theta (4-7 Hz), alpha (8-13 Hz), beta (14-29 Hz) and gamma (30-47 Hz). The highlighted sensors correlate significantly ($p < .05$) with the ratings.

Koelstra *et al.*, (2012).Deap: A database for emotion analysis; using physiological signals,
Affective Computing

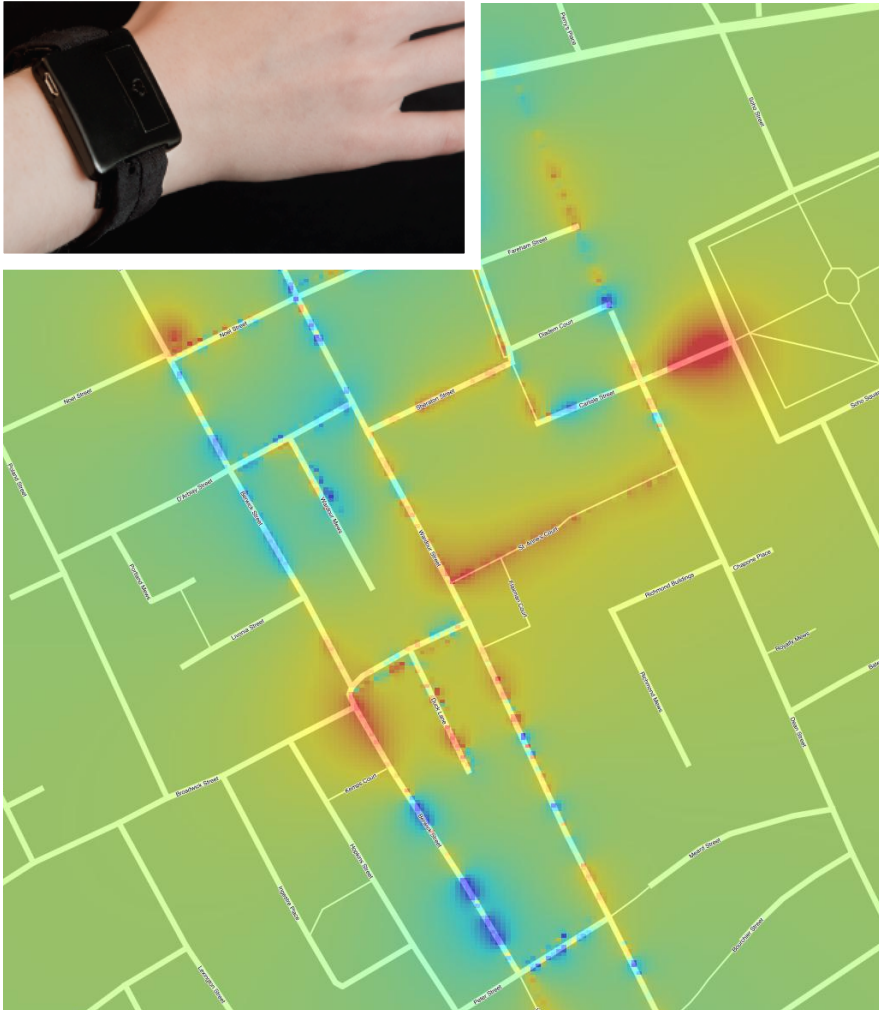


James Russell, A circumplex model of affect, 1980





Tuesday, 22 October 13



- Real-world training.
- Recording the arousal levels (GSR) to testing the interaction between emotional state (stress, arousal etc) and learning performance.
- Spatial analysis measures
- Understanding the role of emotion during
 - Learning
 - Task execution (stress, ease of recall, etc)

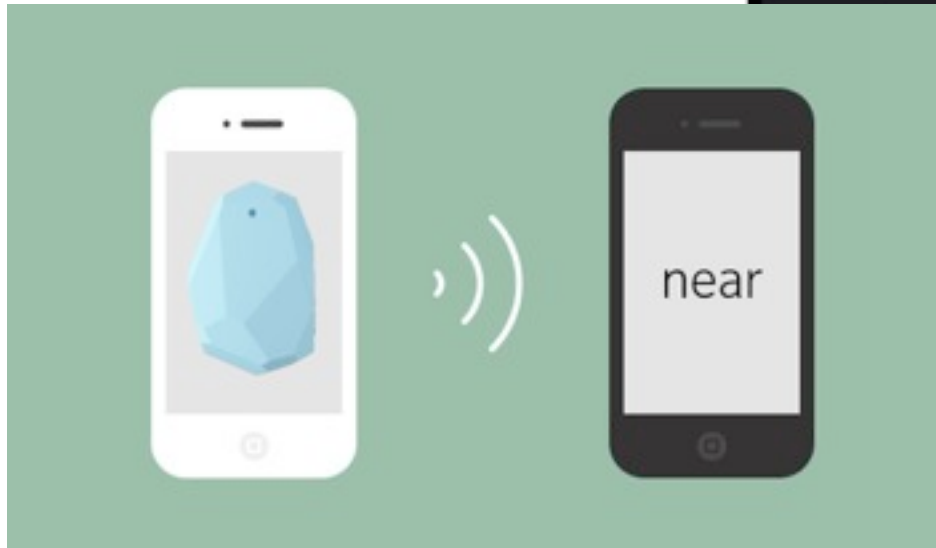
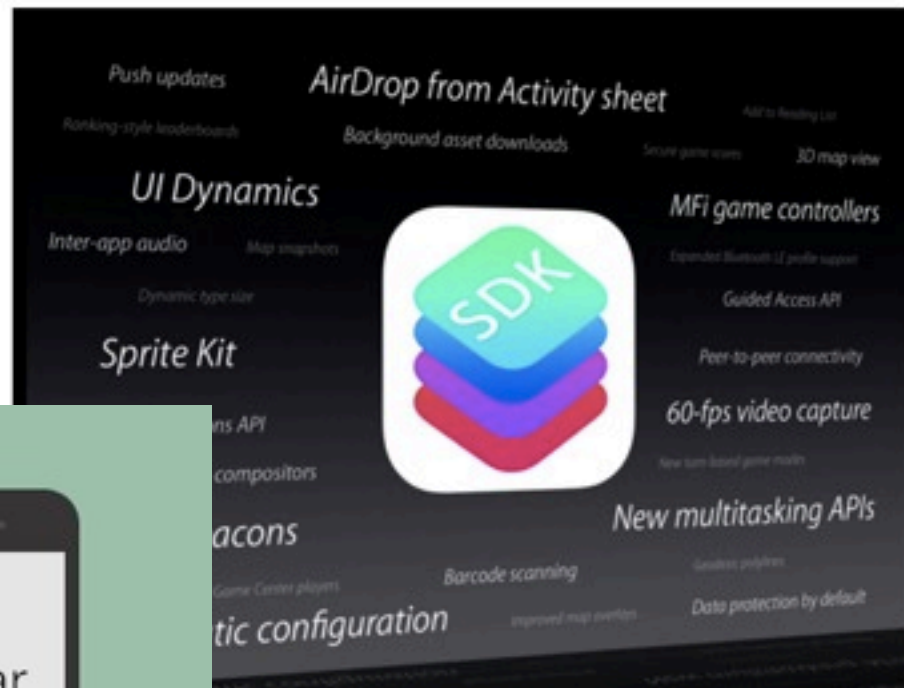


Inside iOS 7: iBeacons enhance apps' location awareness via Bluetooth LE

By Daniel Eran Dilger

Apple's new iBeacons feature for iOS 7 implements a Bluetooth Low Energy (BLE) profile for micro-location, enabling a series of new geofencing capabilities for app developers.

Future of Retail Report EPSRC/TSB







What is IFTTT?

IFTTT is a service that lets you create powerful connections with one simple statement:

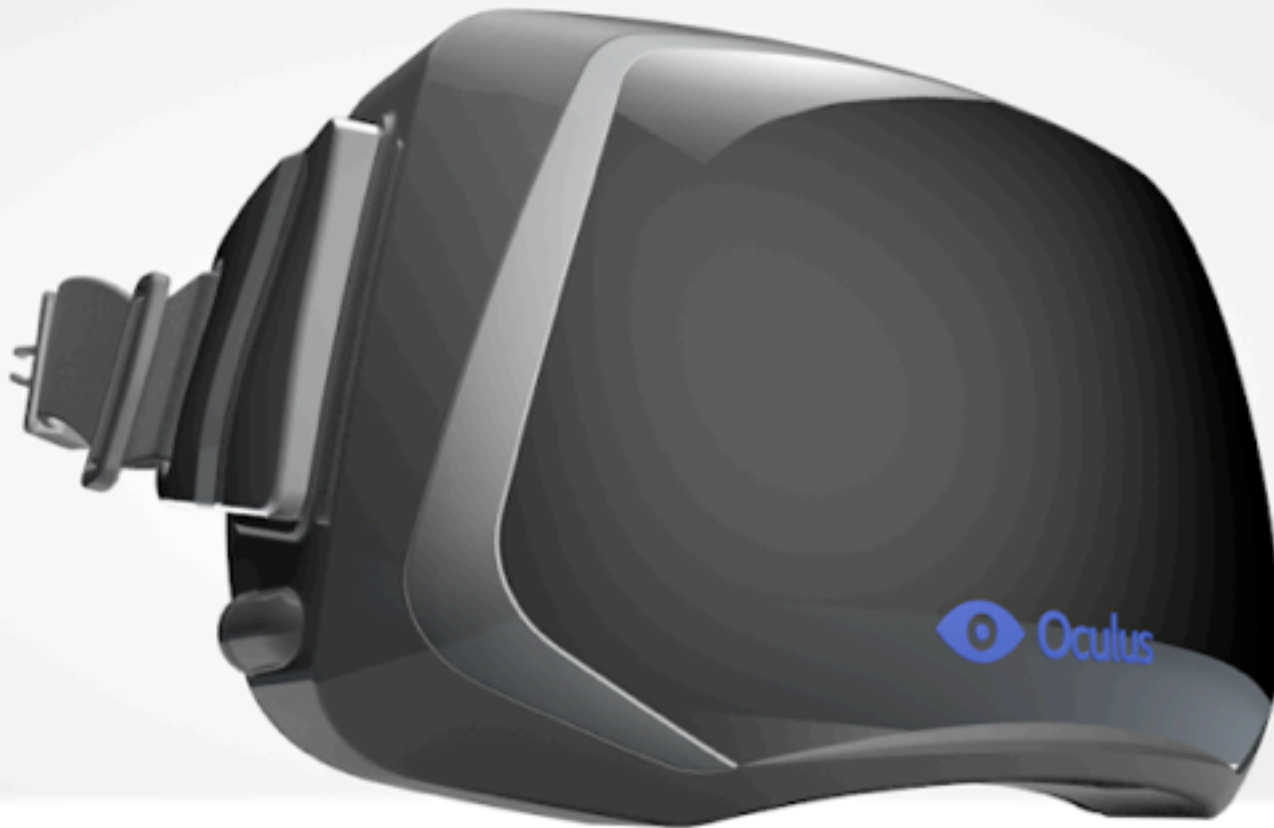
Recipe

if this then that

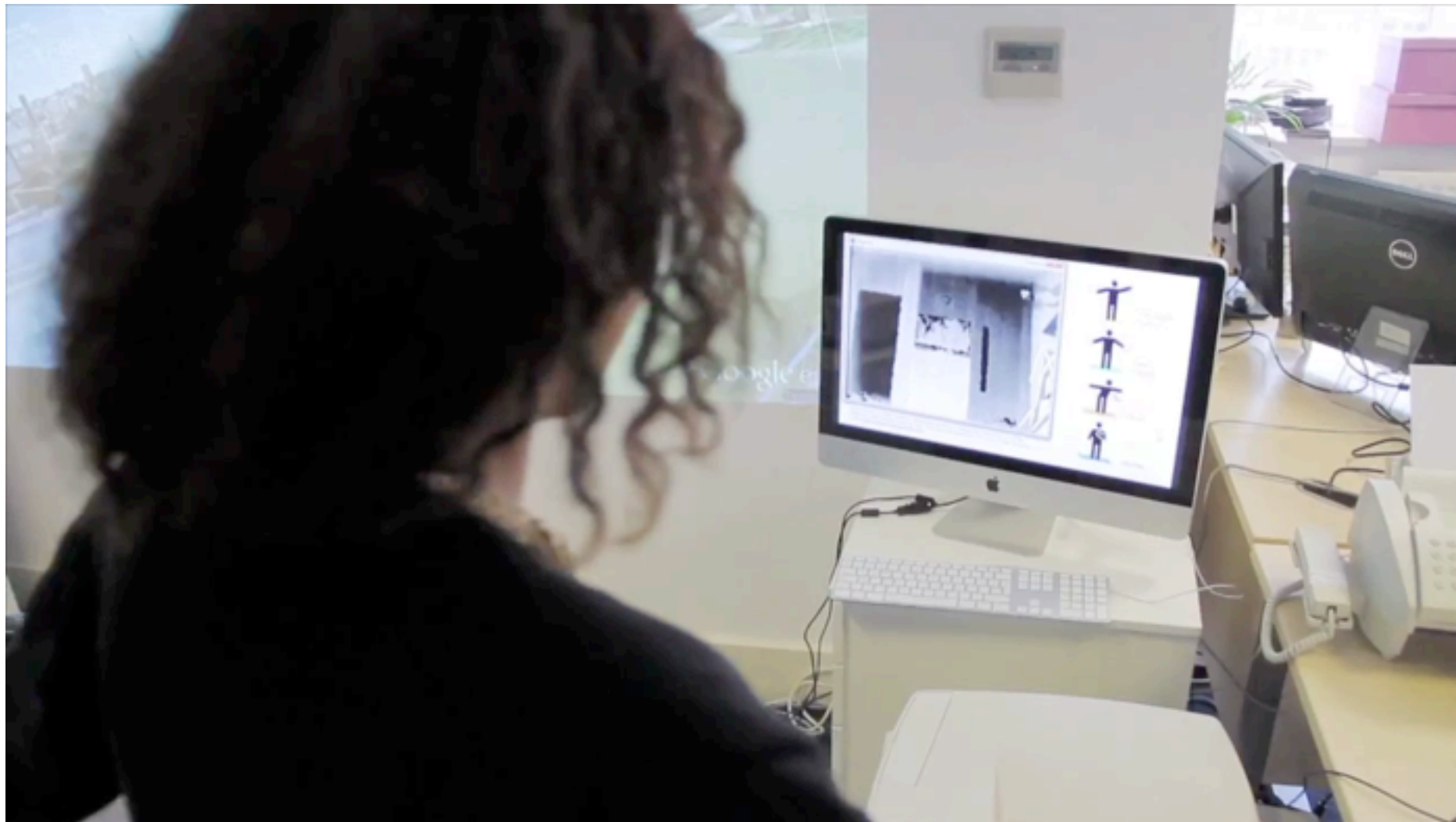
Trigger

Action

IFTTT is pronounced like “gift” without the “g.”



TSB Internet of Schools



BIM
(Level 3)

GIS

IoT

Modelling

Data

Software

Analysis

Design

Location

Analysis

Government

Local
Authorities

Industry

Citizens



Smart Cities - Location, The Citizen and Systems

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