

Index

Symbols

.walk 161

A

aberrant behaviour in a space 23
 acousmètre in spatial design 102–112
 antonymy 219
 augmented reality (AR) 29
 autobiographical memory 186

B

baroque 147
 being-in concept 187
 being-with concept 188
 boundedness 94

C

change process motivations 47
 CityNova 160
 co-hyponymy 221
 collaborative virtual environments (CVEs) 174
 communication concepts 196–213
 community of interest (CoI) 91
 computer-mediated communication (CMC) 175
 computer mediated communication, spatial language
 168–182
 configurational mode 130
 configurational mode, merits 132
 configurational television 135
 conversation analysis (CA) 173

D

diegetic space 133
 digital dérive 159
 digital détournement 161
 digital situationist 155–167, 158

directional language using mobile technology 173
 disembodied voice 107
 distributed cognition (DC) 29

E

early renaissance 145
 everyday memory 185

F

fiasco 160
 first person shooter (FPS) game 174

G

geometry of sense relations 222
 gnosis 1–16
 grafted voice 109

H

homonymy (polysemy) 220
 human-SpeckNet interaction (HSI) 28
 hybridity 134
 hypernym 221
 hypernymy 221

I

incompatibility 221
 information places 96
 information retrieval (IR) 214
 information spaces 96
 interactive spectacle 155–167
 Internet cafés 57
 Internet cafés, case studies 59
 Internet cafés, production 63

L

landscapes of the mind 10
 language in shared games 174

Index

late medieval 144
linearity 199, 204, 206
linguistics, linearity 196
linguistics, surface 196
listening 115
listening, three level classification 119
listening modes 116

M

macroscopic measurement scale 19
measured space 17–25
measurement attempts, previous 18
memories and minds 4
memory prosthetics 183–195
meronymy 220
message 204
messages for selection 209
messoscopic scale 19
microscopic movements, measuring 19
mind of a mathematician 7
modern day 151
modes of listening 116

N

native English speakers, experiment 176
navigating information space 29
nineteenth century 149

O

O.U.T. 163
object-event listening 122
online directions, giving 175
organizational identities 45

P

paradigm 202
patterns of geonosity 1–16
phenomenological perspectives, Relph and Tuan 189
physicality of space 91
pictorial film 135
pictorial imperative 137
pictorial progress 131
picture space 142
picture spaces that tell stories 143
place, what is it? 189
place, work, and organizational identities, case study 45
places 189

polysemy 220
prehistoric paintings to computers 143
prelistening 122

Q

quake friends 164

R

reconfiguring the rose 70–89
reconfiguring the rose, virtual workspace 74
representing space 128–140
reservoir, messages for selection 210
rose, workspace features 74–79

S

semiotic dynamics, physical ecology 12
sense-making listening 122
sociality of place 91
society of the spectacle 156
sound, sense of presence, and sense of place, empirical study 119
space and organizational processes 42
space as a metaphorical vehicle 215
spatial analogies 97
spatial language, perspective taking 170
speckled computing consortium 28
spectacular space of virtual reality 158
structure 95
surface 203
synonymy 219
syntagm 199

T

technology meets memory 187
technosocial space 54–69
technosocial space, material and social 56
transformation process 49

U

untitled game 162

V

velvet strike 163
visual culture 131
voice and space 102–112
voice over IP (VoIP) technology 169, 174

W

wayfinding 34
wireless sensor networks, interacting 26–40
wombrose 71
wombrose artists 80
wombrose community 80
wombrose project, audience response 84
wombrose workspace 79
workplaces 45
world space to picture space 129