

## *Session 4*

# New Media and the Smart City: Networks Again, Virtual Cities, & Crowdsourcing

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# Outline

- A Little Bit More on Networks and on Flows – Public Transport, Bikes, and Tweets
- The Construction of Virtual Cities
- Alternative Virtual Media
- Traditional Media Informed by Computation: Analogies
- More on Dashboards, Portals and Gateways to the Digital World
- Crowdsourcing: The Power of the Web
- Things We Haven't Discussed: The Delivery of Services Using Web- Based Technologies: New Disruptive Technologies such as Uber, Autonomous Vehicles



*Animations of Public Bike Movements*



*Animations of Changes in the Bike Nodes; Docking*

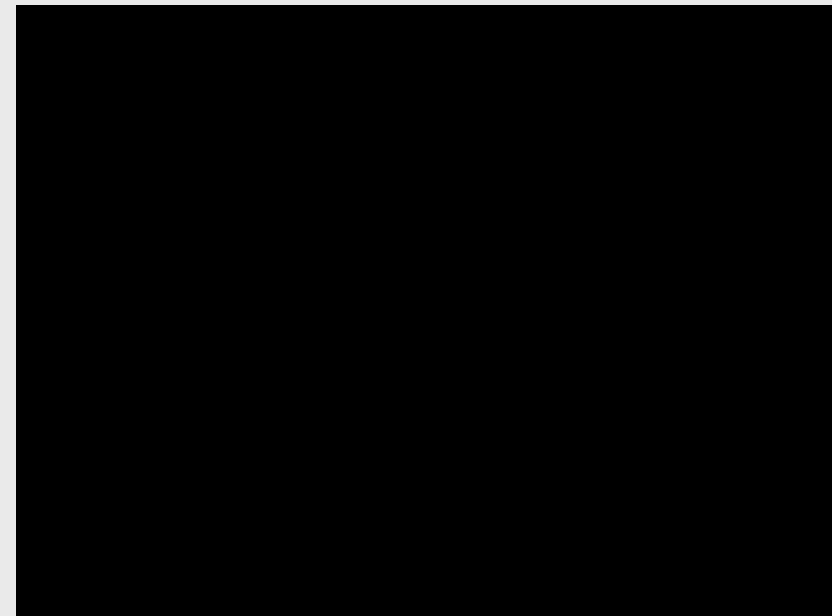
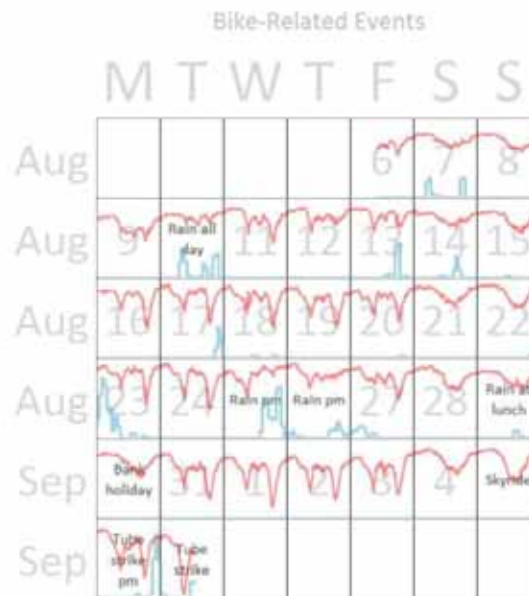
Bike-o-Meter  
casa.ucl.ac.uk/bom

- Tweet-o-Meter for bikes
  - Steven Gray (@frogo)
  - Using Google Gauges
- See the real life Tweet-o-Meters at the new British Library "Growing Knowledge" exhibition
  - Should be easy to hack to show the Bike-o-Meters instead ☺



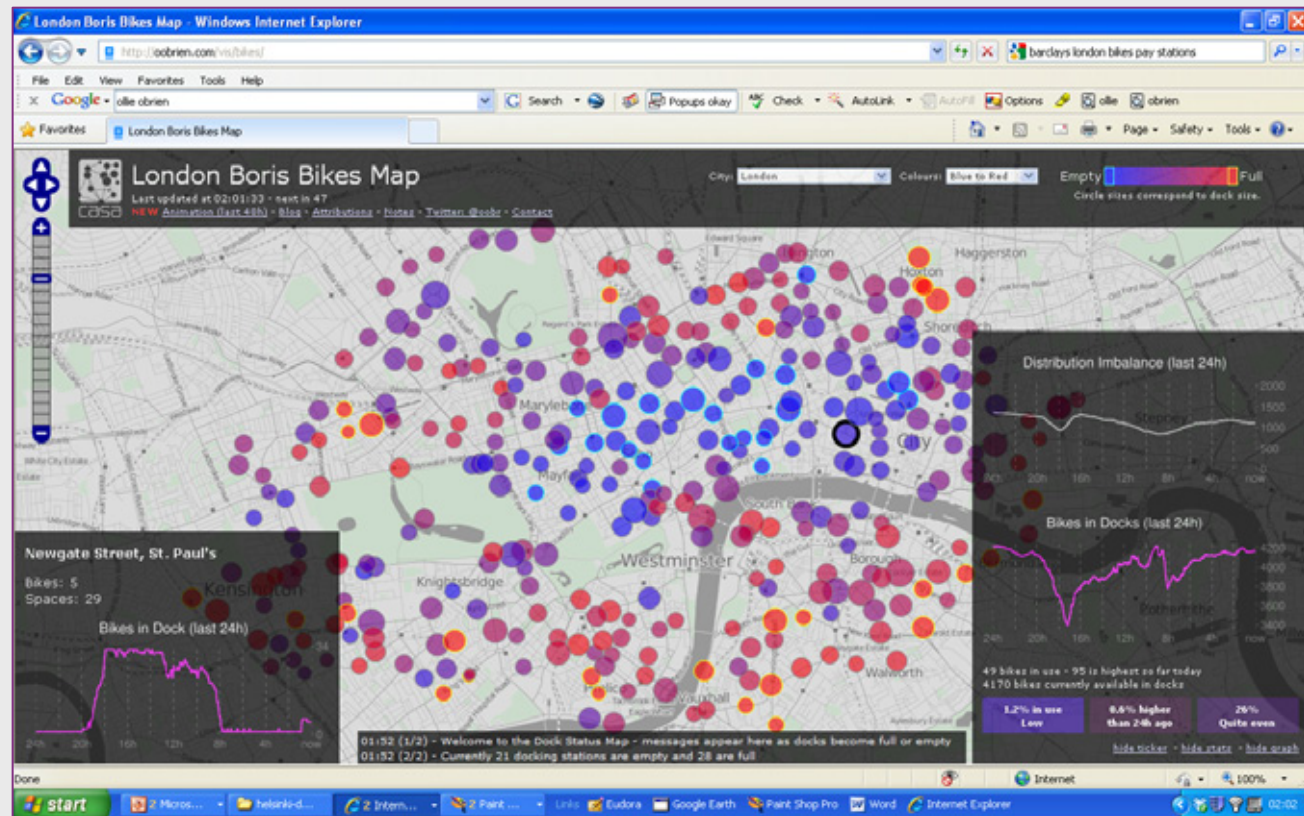
## More Analysis

- **London**
- Graph shows number of bikes available to hire
- Effect of rain
  - Using the CASA weather station
- Effect of the tube strikes



# Related Real-Time Data: Bikes, Social Media

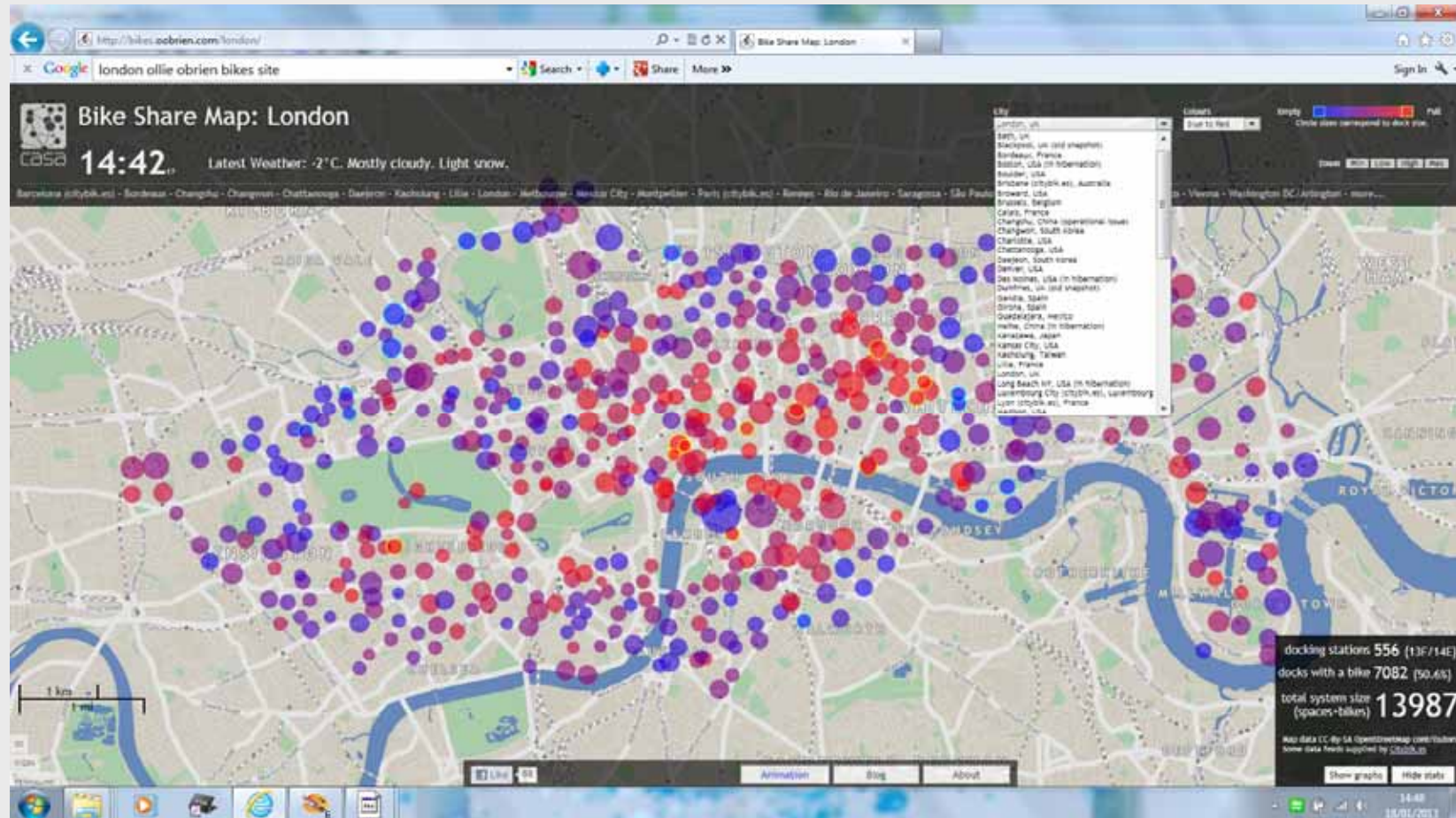
*A lot of data is now coming online for travel and one of our group Oliver O'Brien has some 97 bike schemes world wide for which he has online data in real time - Bikes Data – 4200 bikes, started Nov 2010, all the data- everything – all trips, all times, all stations/docks*





# The Website: Real Time Visualisation of Origins and Destinations Activity

<http://bikes.oobrien.com/london/>

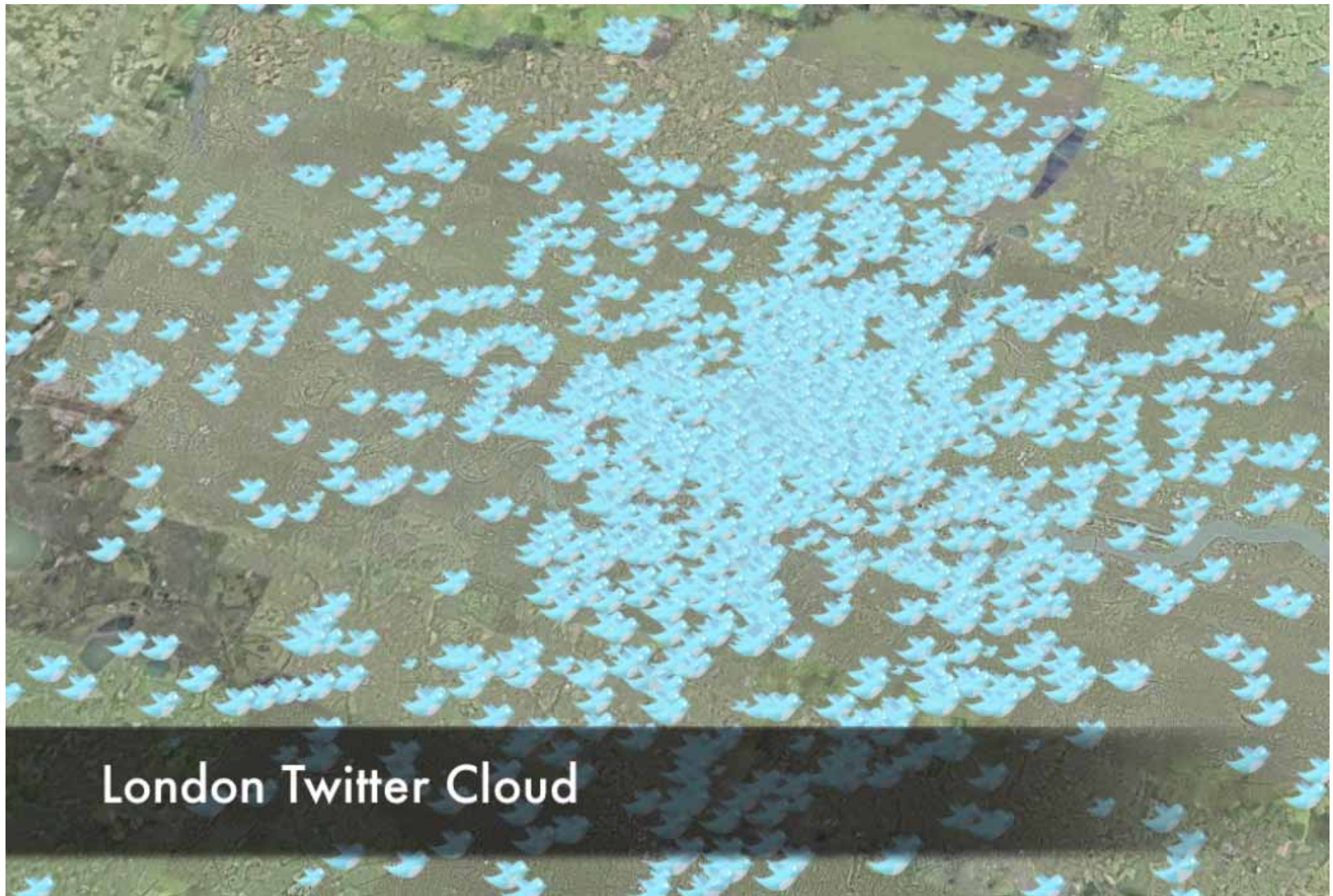


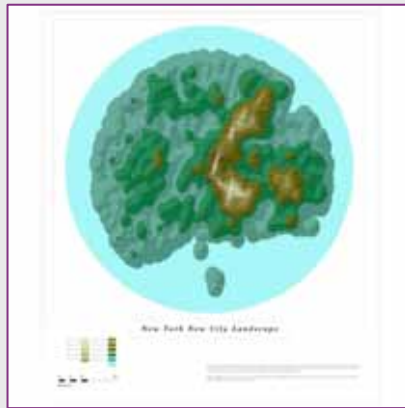
## *Extracting and Mapping Social Media*

We have started to mine, map, interpret much social media because of the ease of its availability – and we have started looking at Short Text Messaging – Twitter data. We have also begun to look at phone tracking data – from the iPhone for example but many of our data sets such as the bikes data, the Oyster card and such like data are really part of the same domain of new bottom up data. We have no control over this but some of the social media data we are mining we have greater control over. Here are some examples.

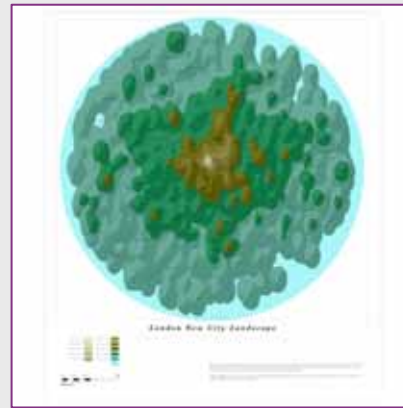
And Here is a Map of Tweets above London which uses Google maps to visualise these data



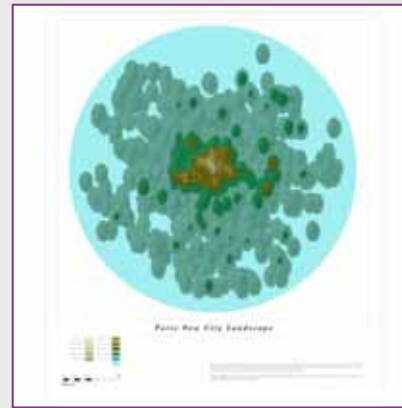




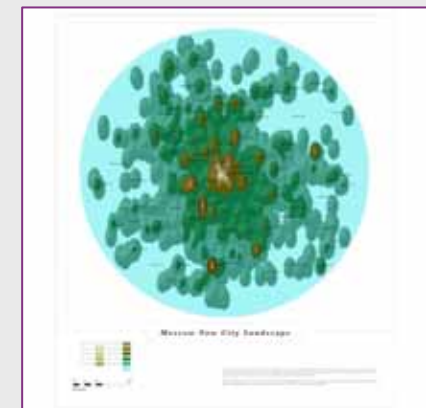
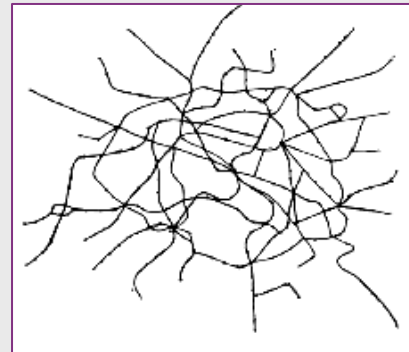
New York



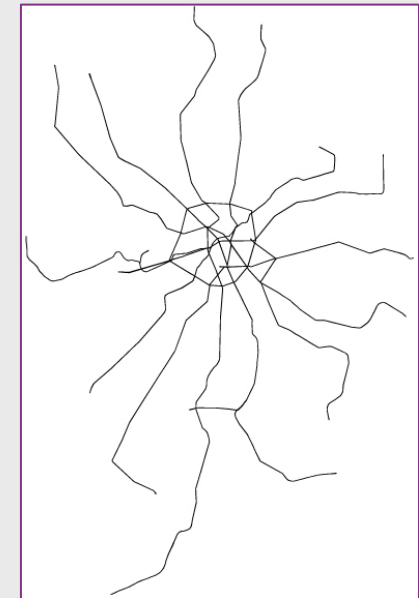
London



Paris

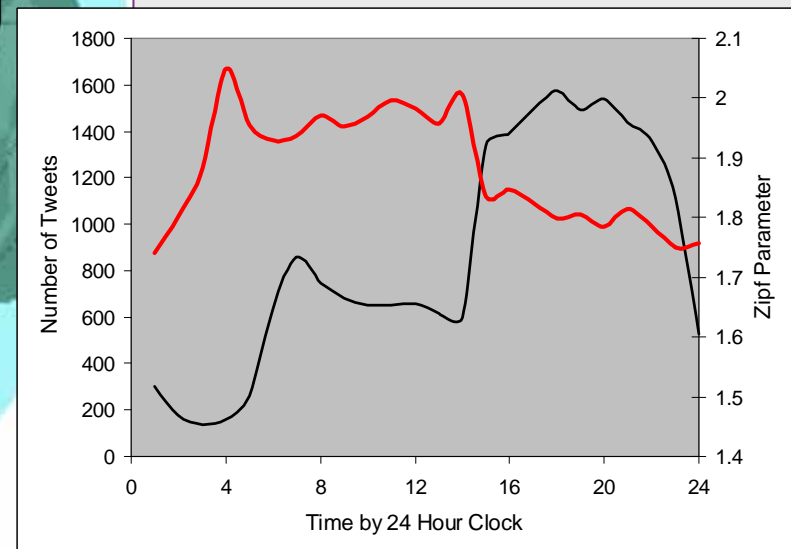
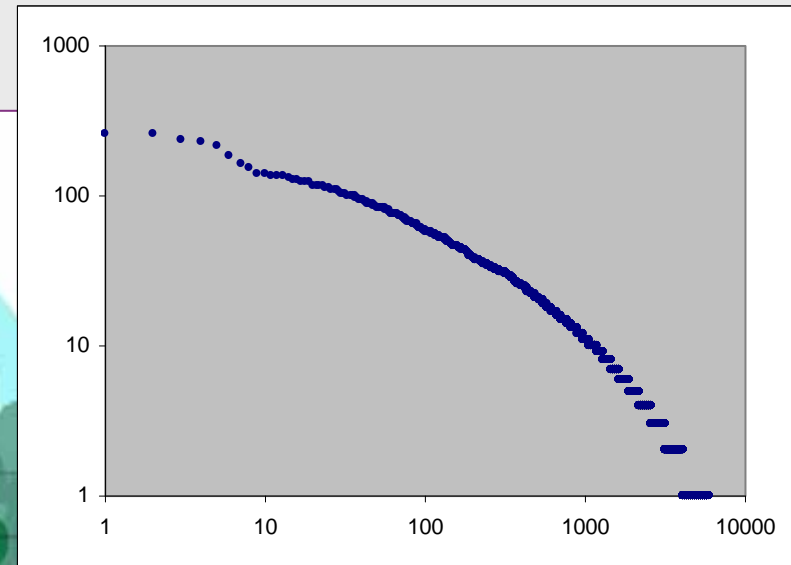
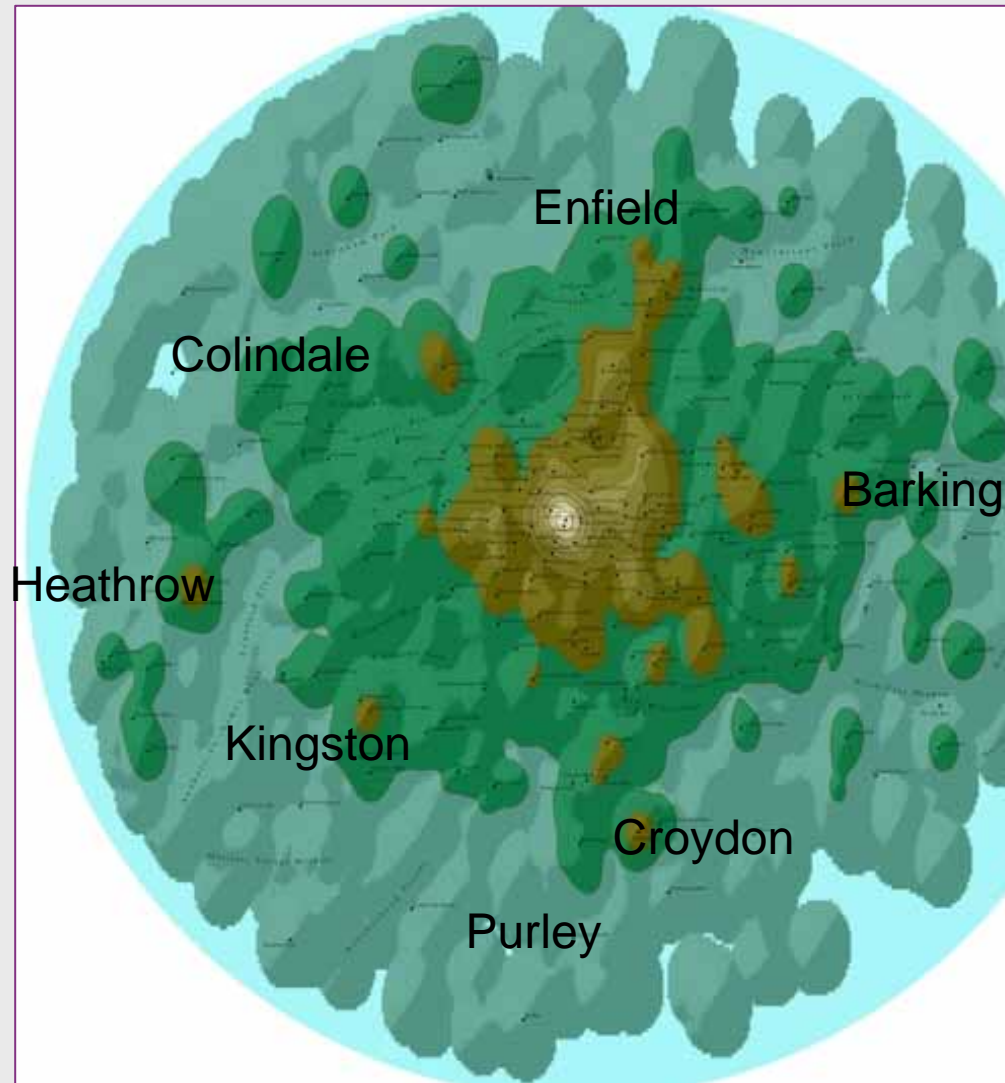


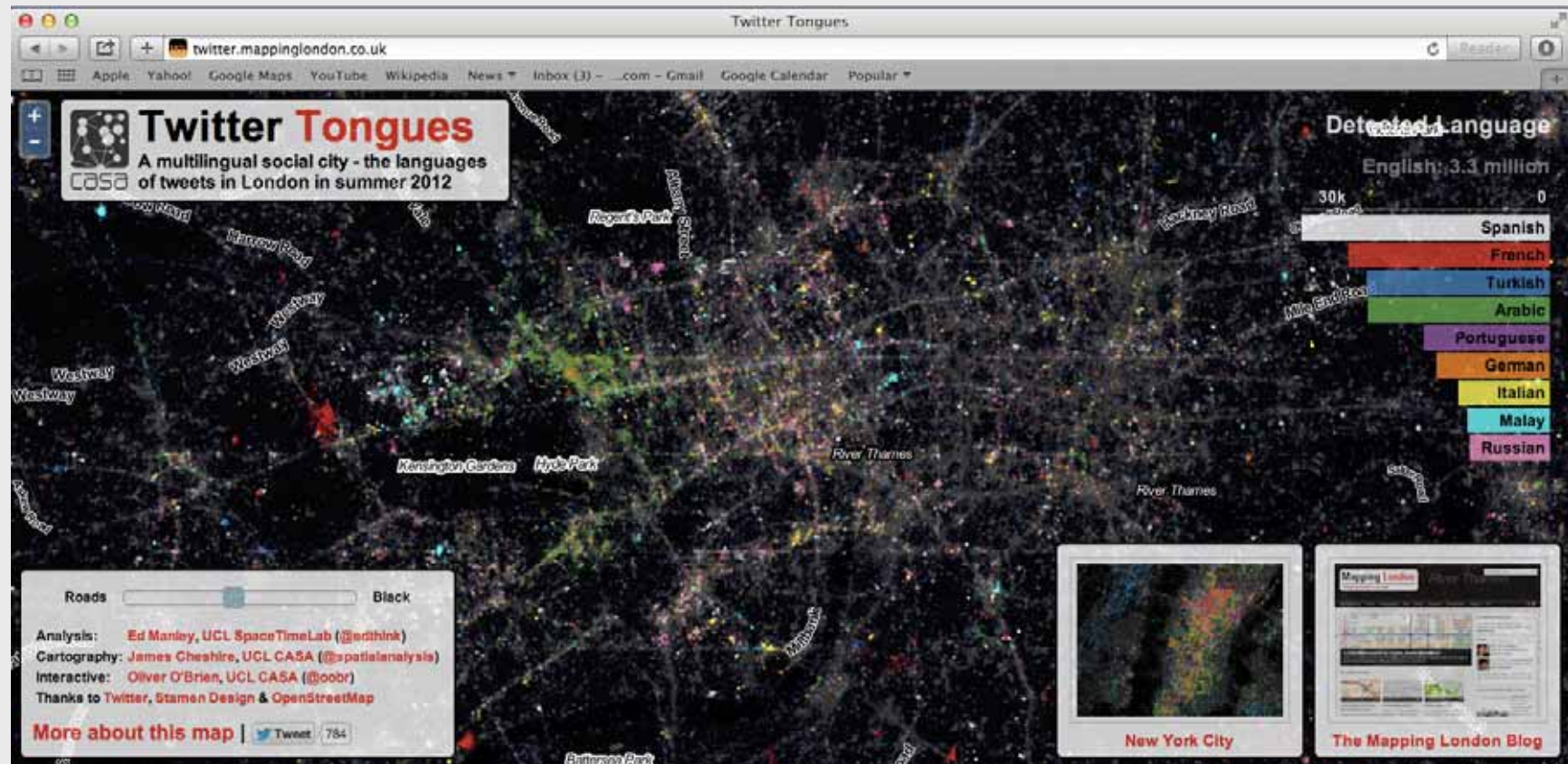
Moscow





# London



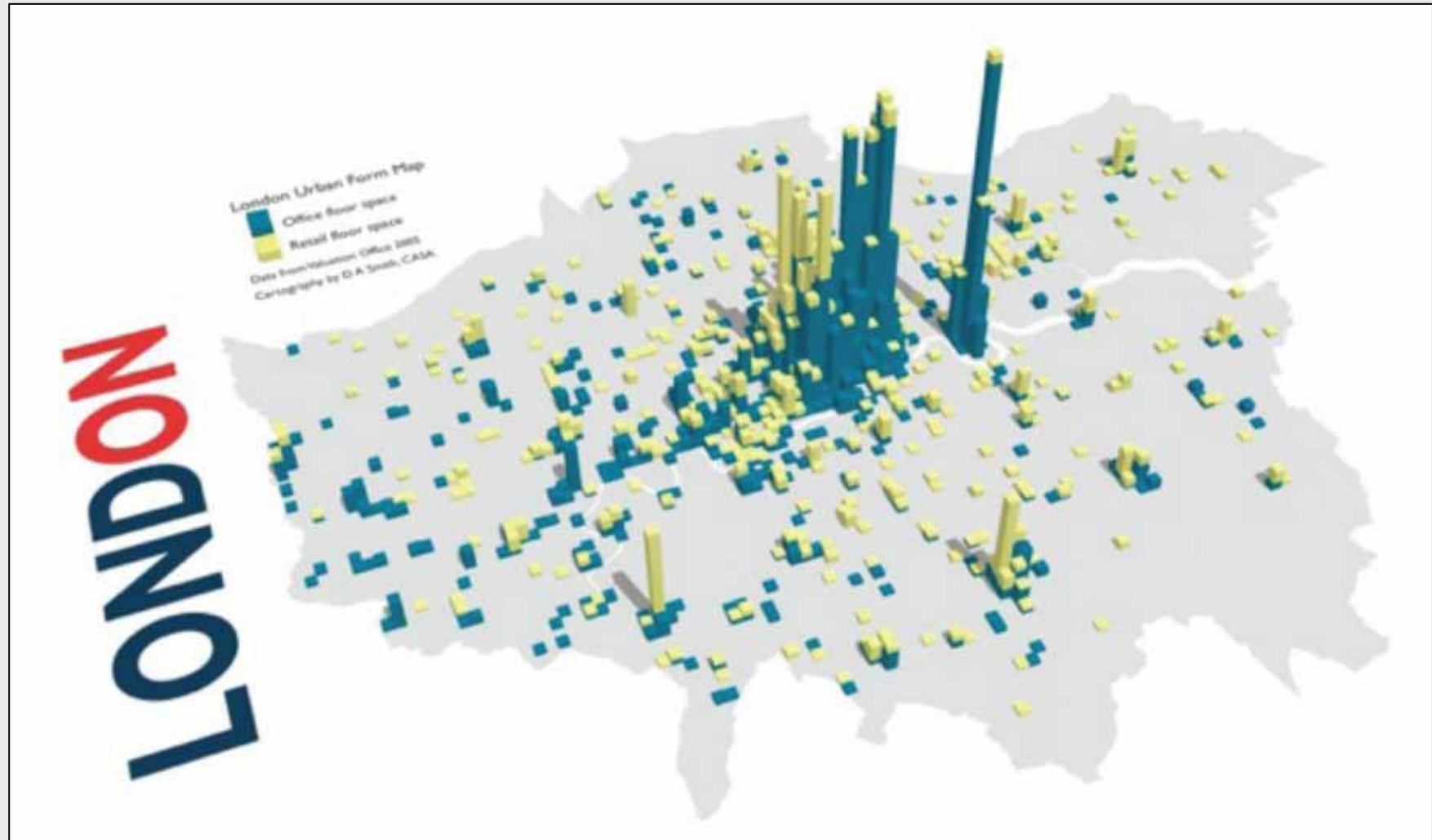


Returning to our old exemplars – these are being enriched with new tools and new data and new animations

Our LUTI models are being informed by 3-d visualisation and can now be imported into 3-D in working form

Our 3-d visualisations are being enriched with new and rapid sensing technologies using everything from phones to drones and new data attributes in terms of social media.

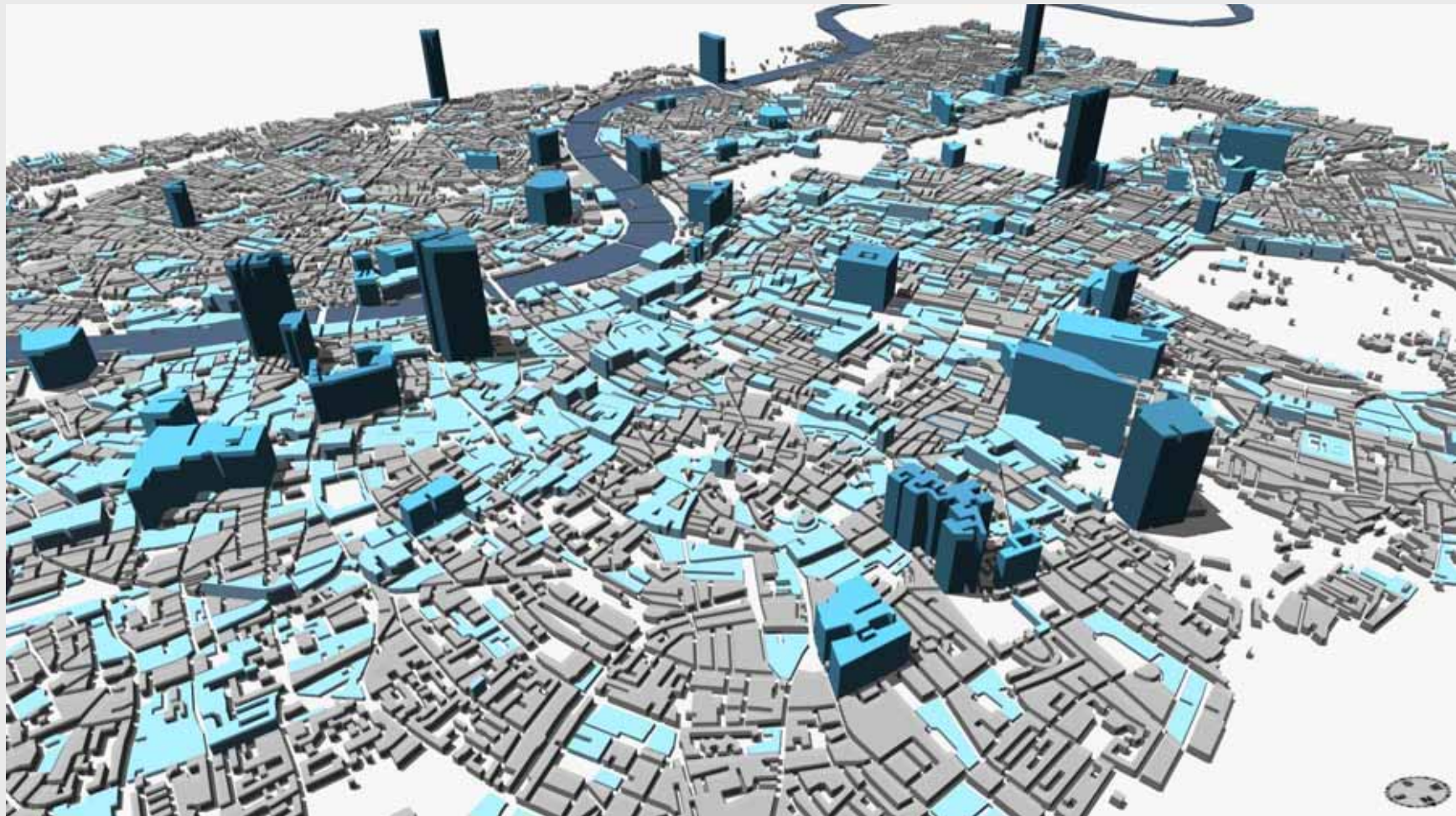












My second set of example: how do we model the city iconically, visually. How do we use 3D technologies to make sense of the traditional city which is fast becoming the smart city

Fifty years ago iconic models were barely conceived as very being digital but our Virtual London model is now a routine digital 'architects' model of the physical form of the city.

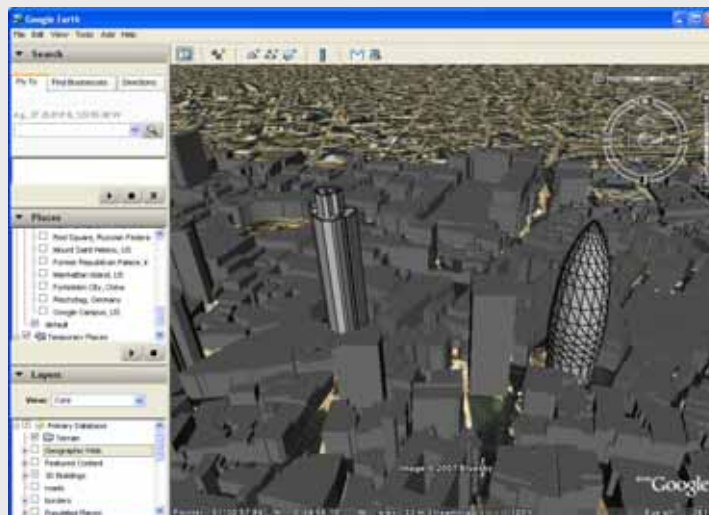
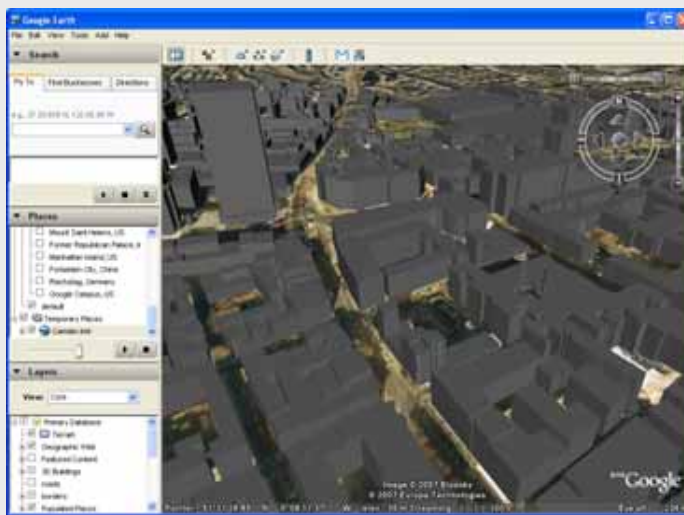
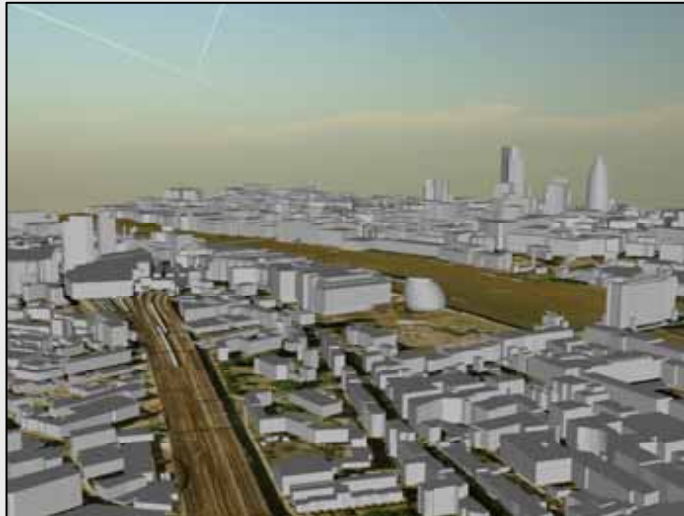
It is built in 3D-GIS, ArcGIS, ported in and out of CAD and Games software, into Google Earth, Second Life, and so on.

We use it as our test bed for multimedia. This is linked to much of our representational and multimedia work that I will tell you about later.



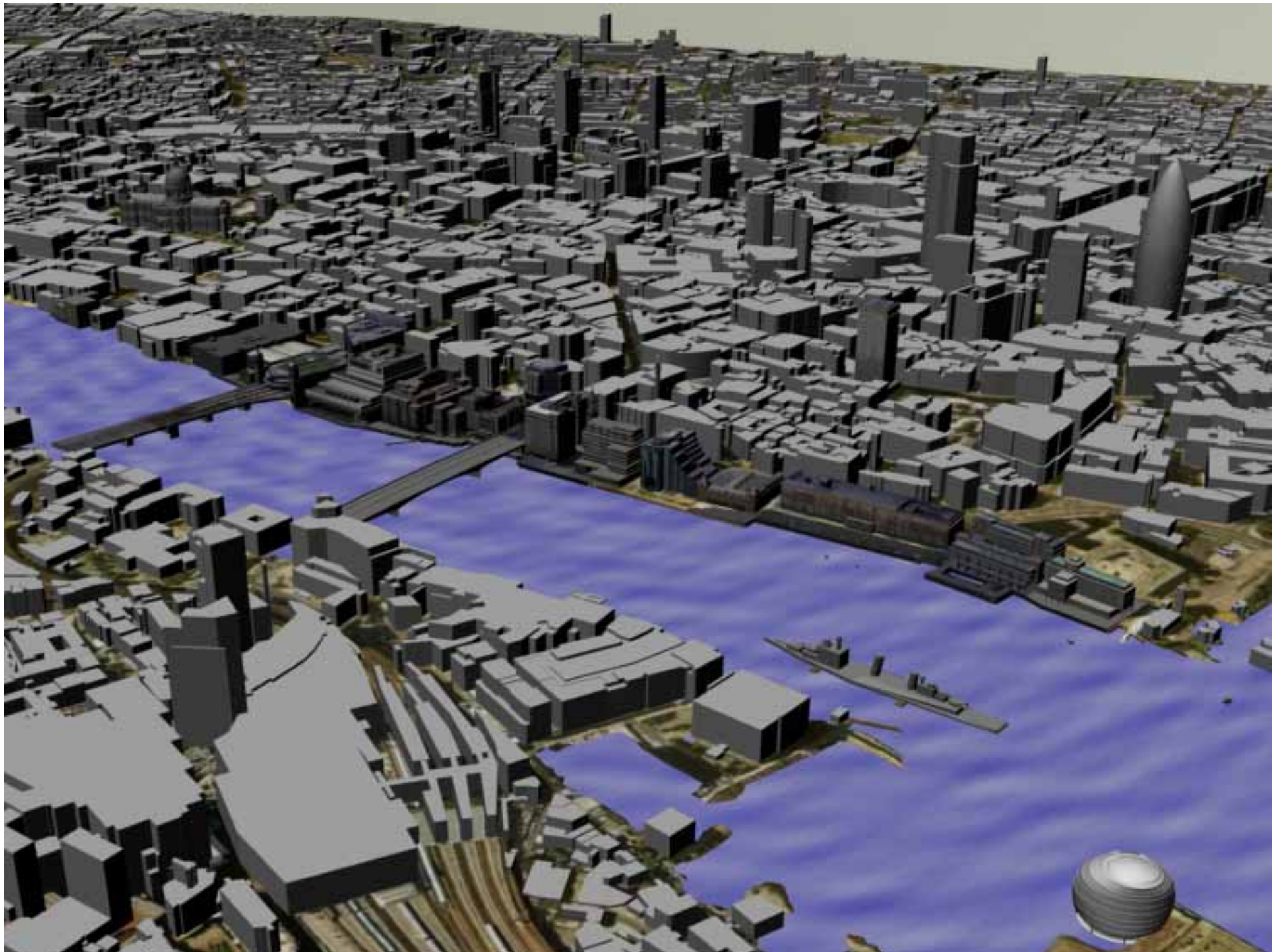


## 2D to 3D: GIS to CAD and back and on the web

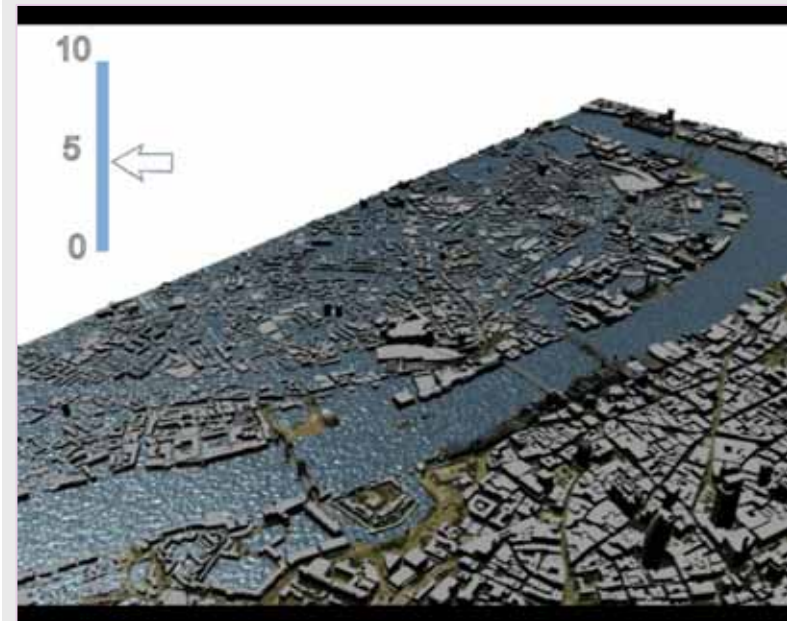
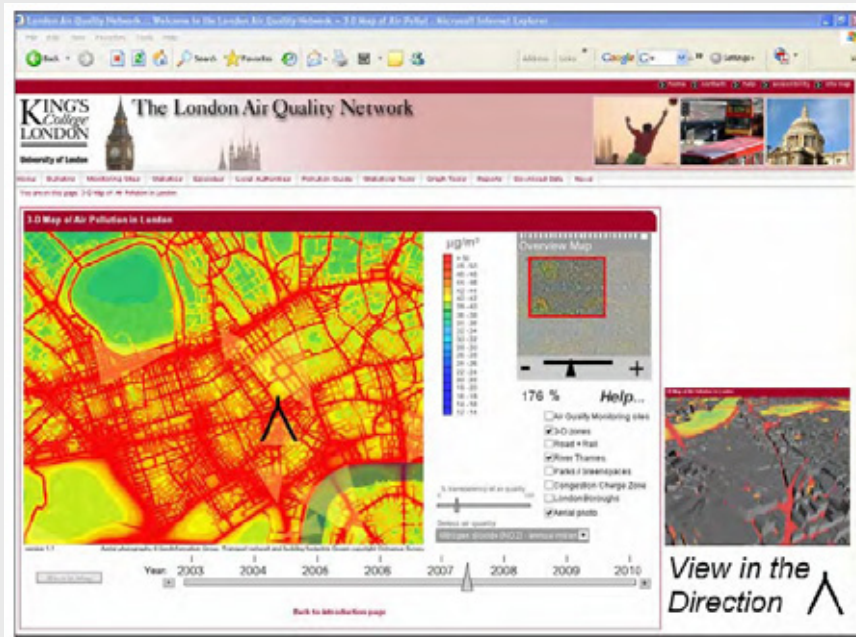
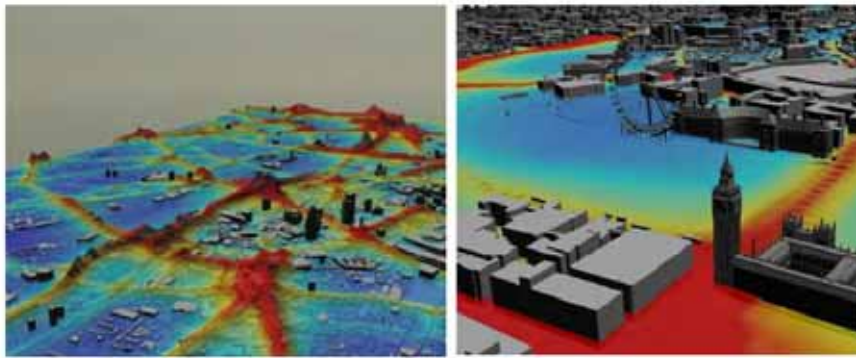




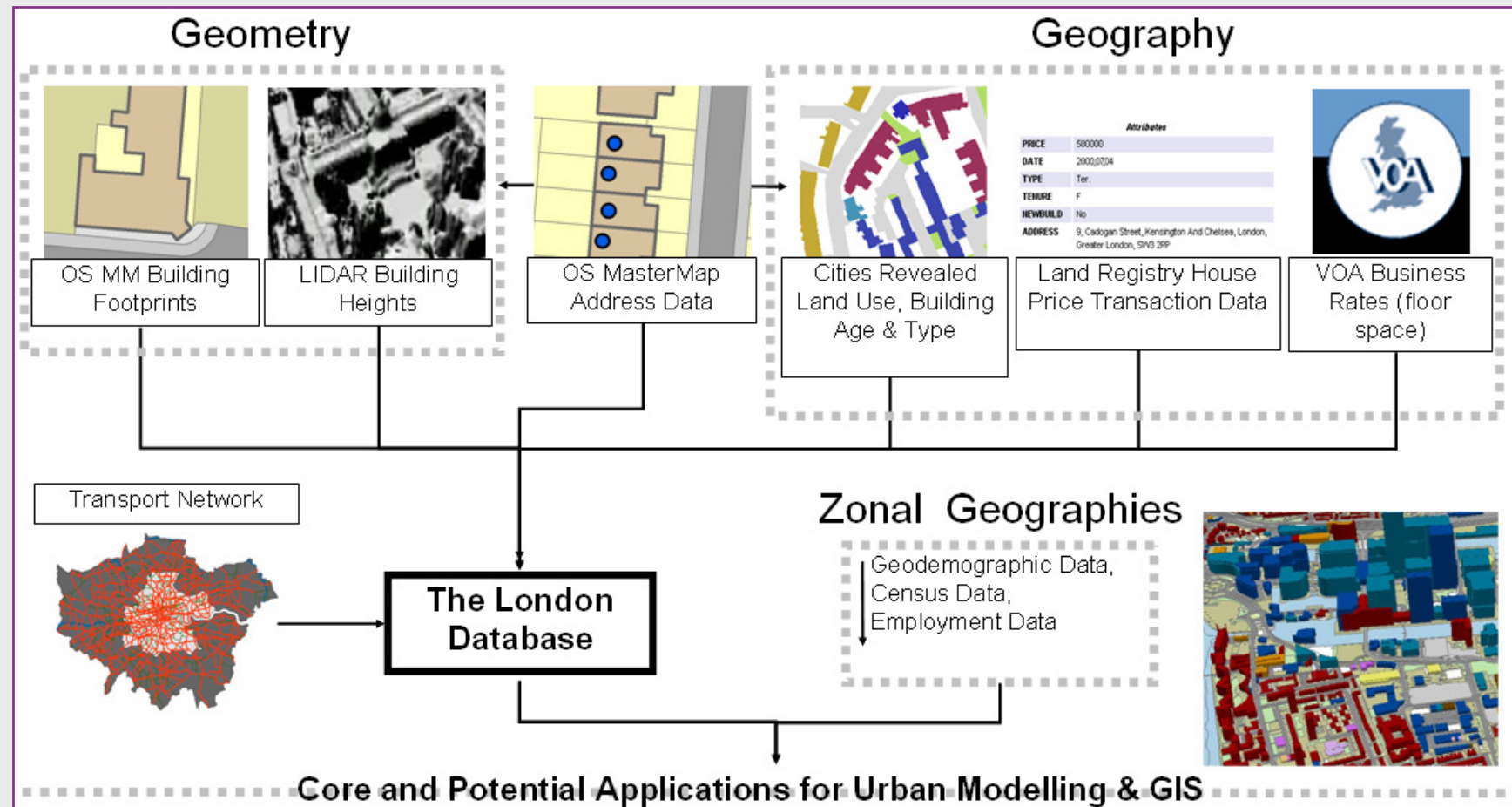




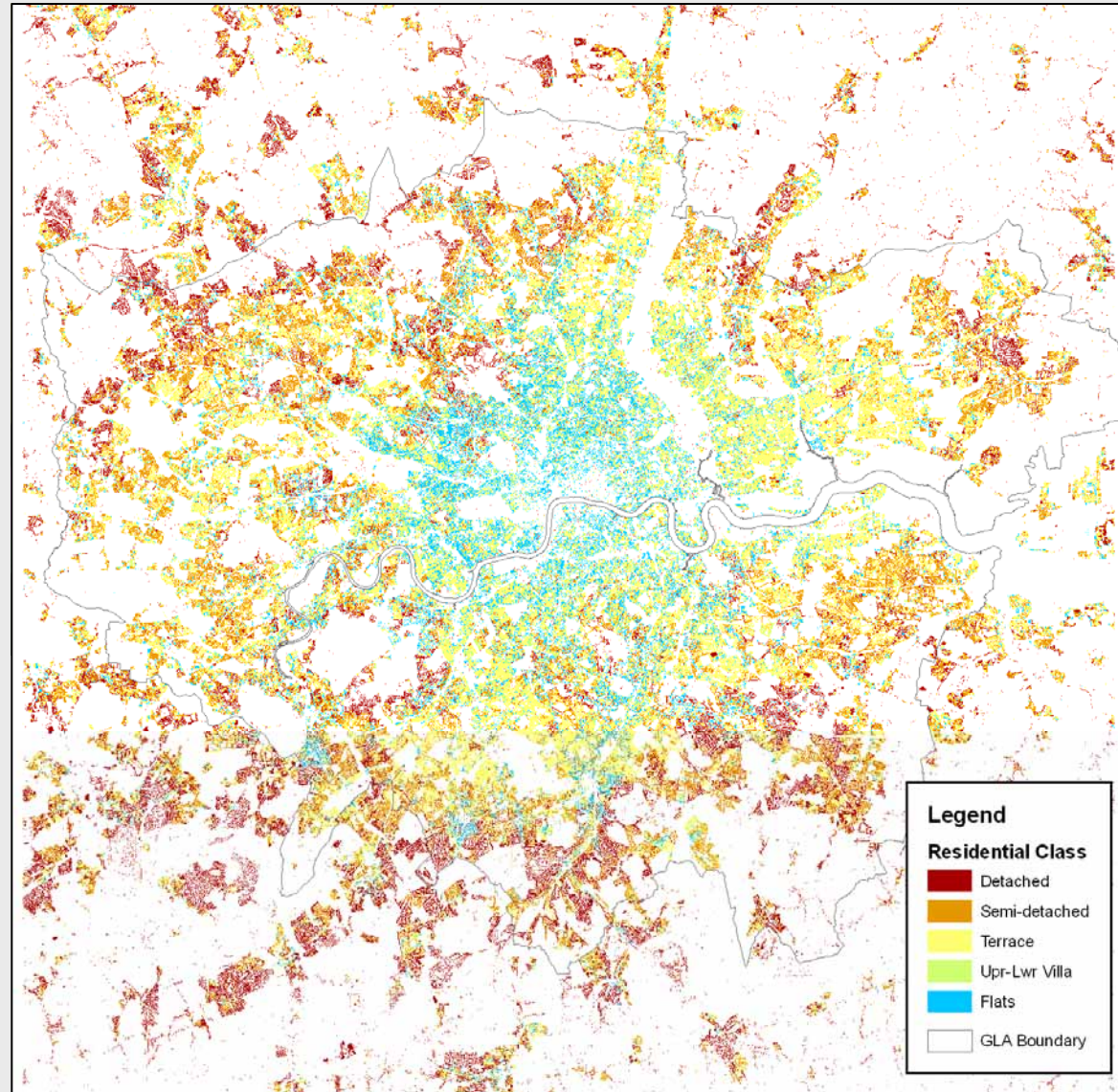
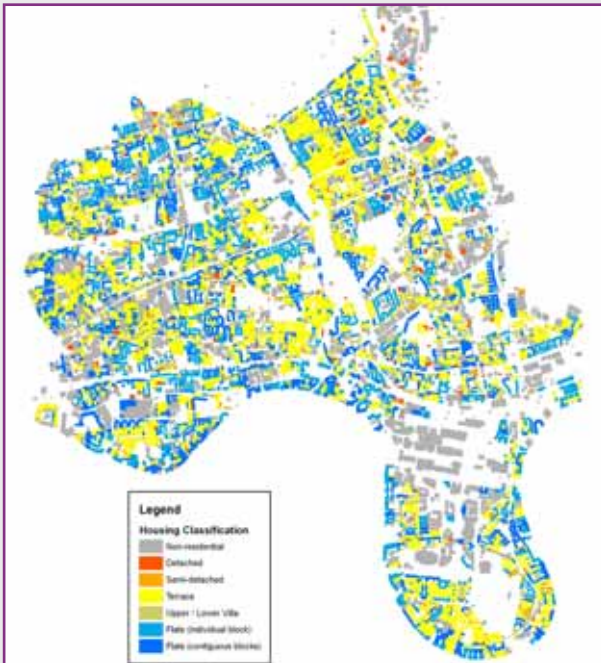




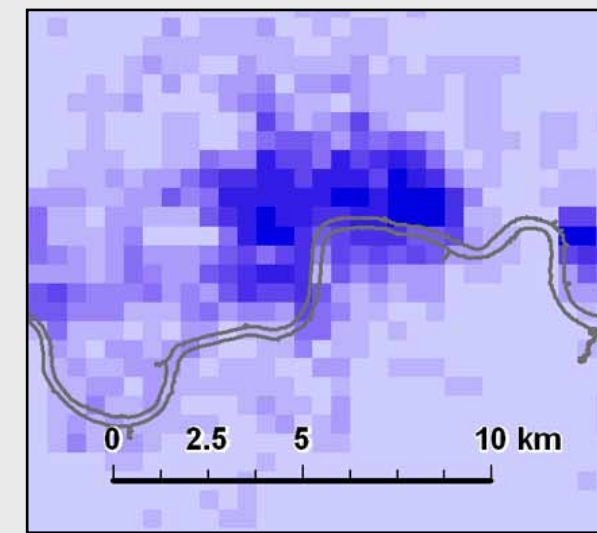
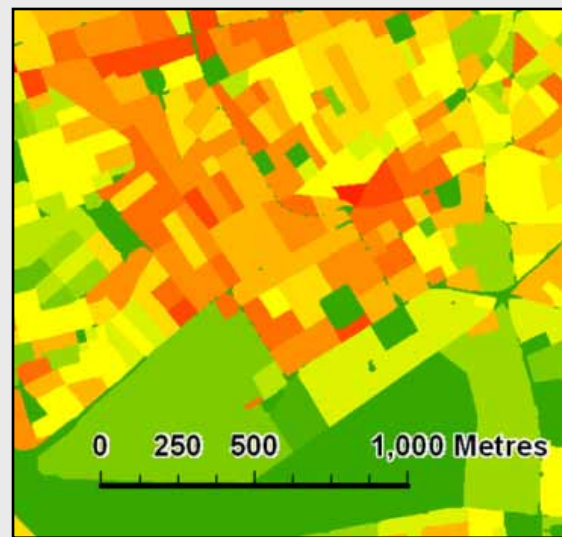
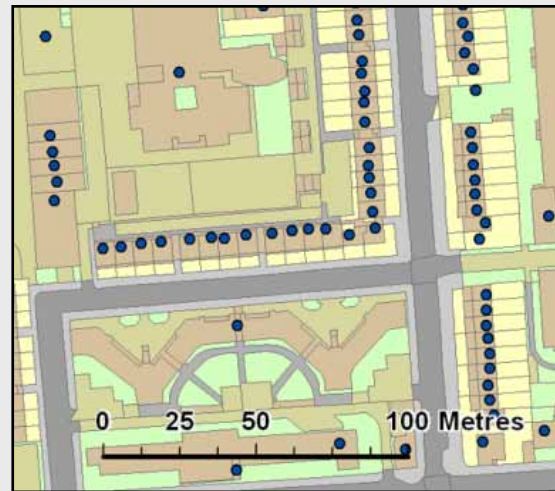
From geometry to geography and back – populating really large spatial data bases and using the model as a visualisation tool for analytic purposes



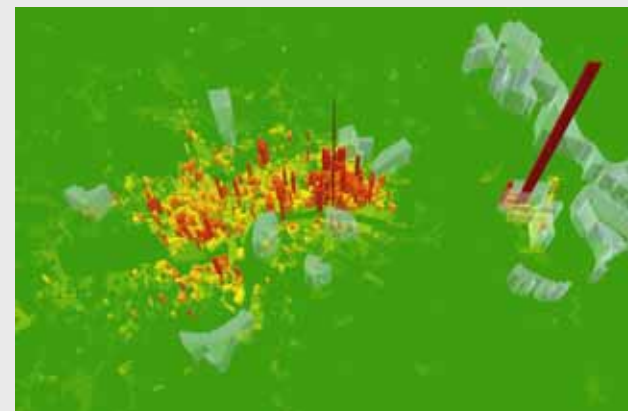
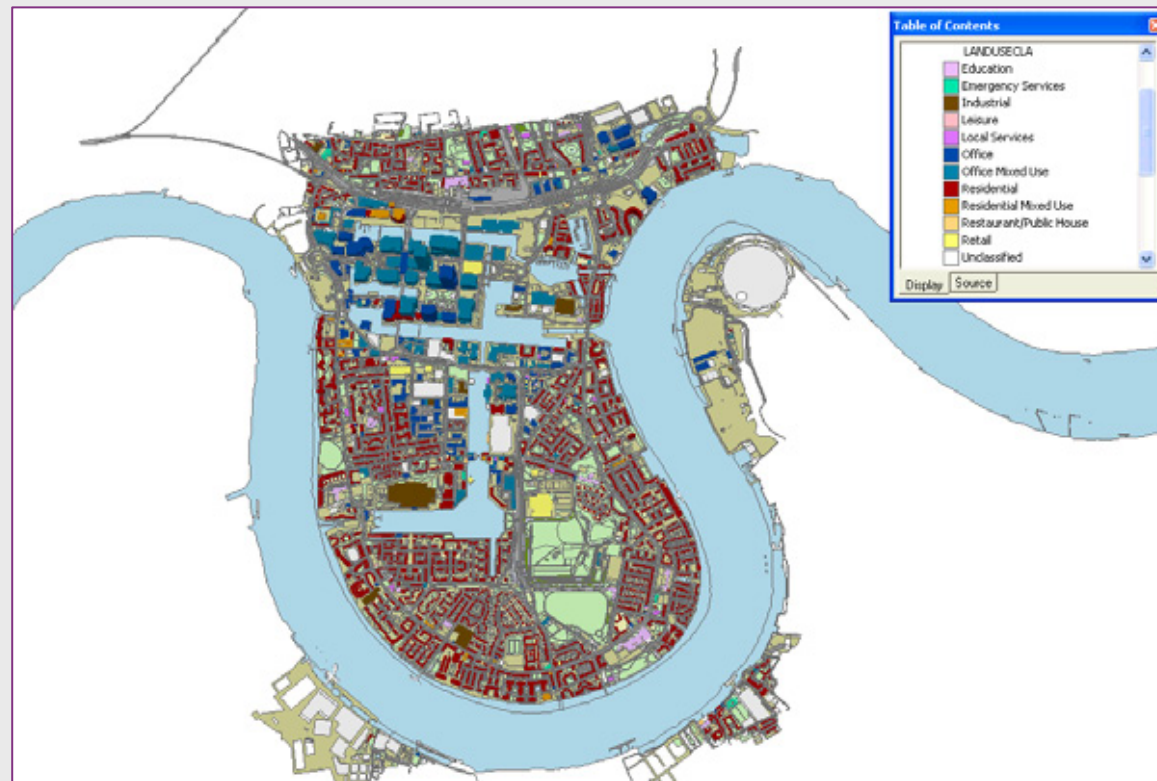


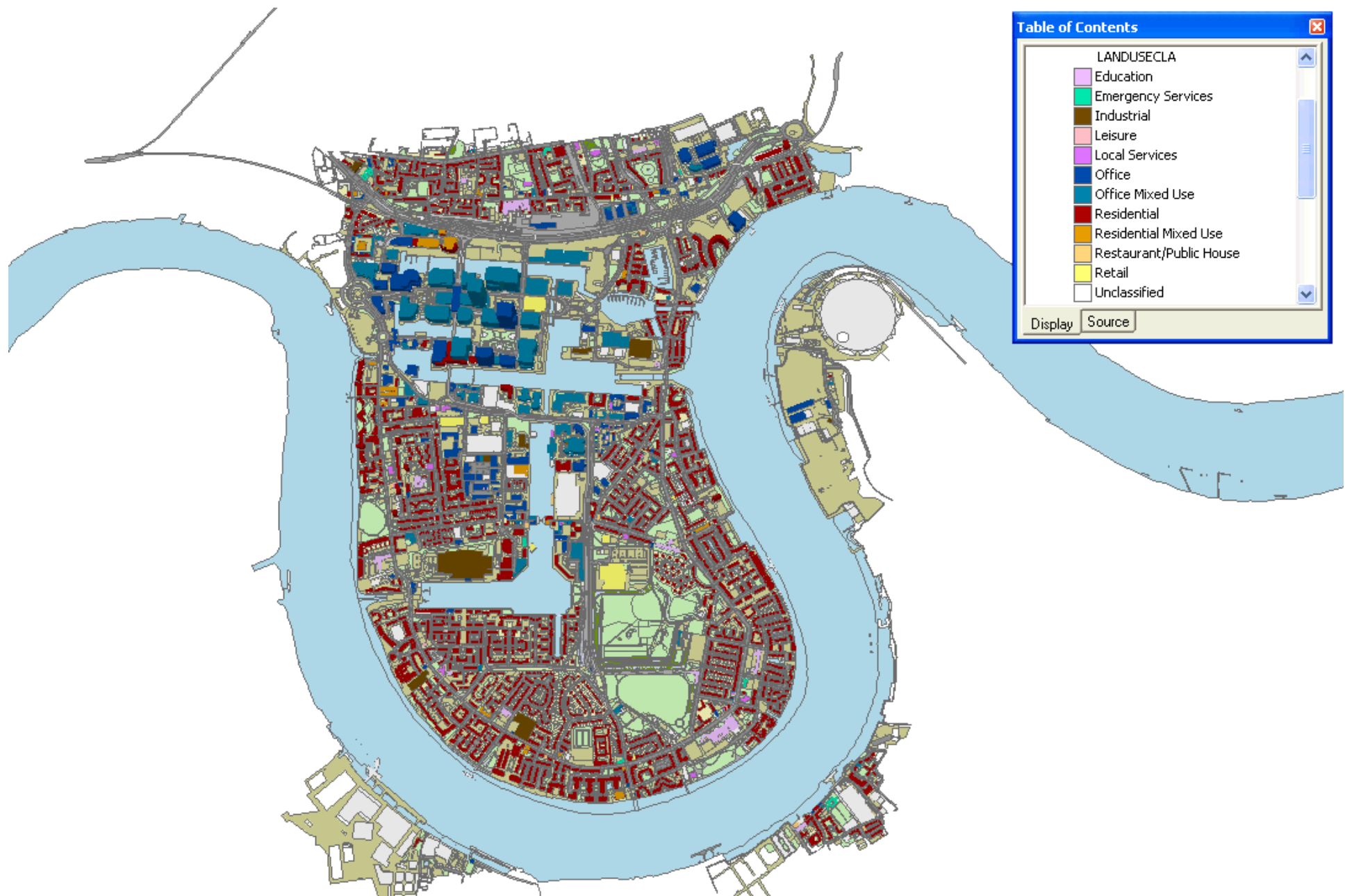






Adding Land Use, Transport and Populations and Aggregating Scales







## *Moving it into related media*

Into games engines, virtual worlds, and into back into the material world by printing the model e.g.



index.gif - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Back

Search


Favorites

Media


Address <http://www.casa.ucl.ac.uk/atmos/> Go Links

Google Search Web 86 blocked AutoFill Options



# LONDON



Use your arrow keys or mouse to move in the Virtual World.



To tilt your view, hold down the Ctrl key, and use the arrow keys or mouse.

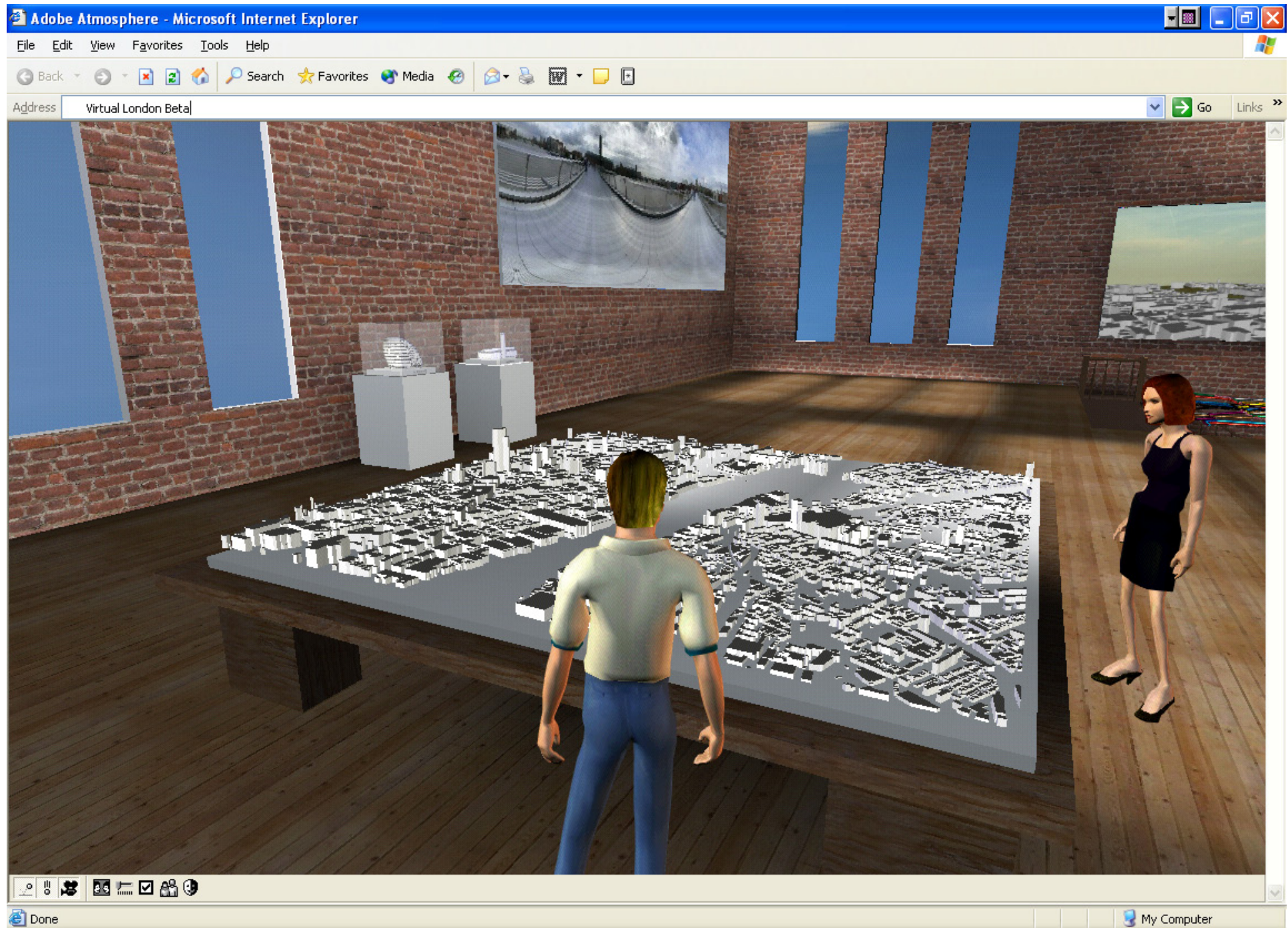


Welcome to the Virtual London 'multi-user' gallery. If its your first visit the software will automatically install on your machine. Its simple to use and provides and insight into the development of Virtual London at the Greater London Authority.

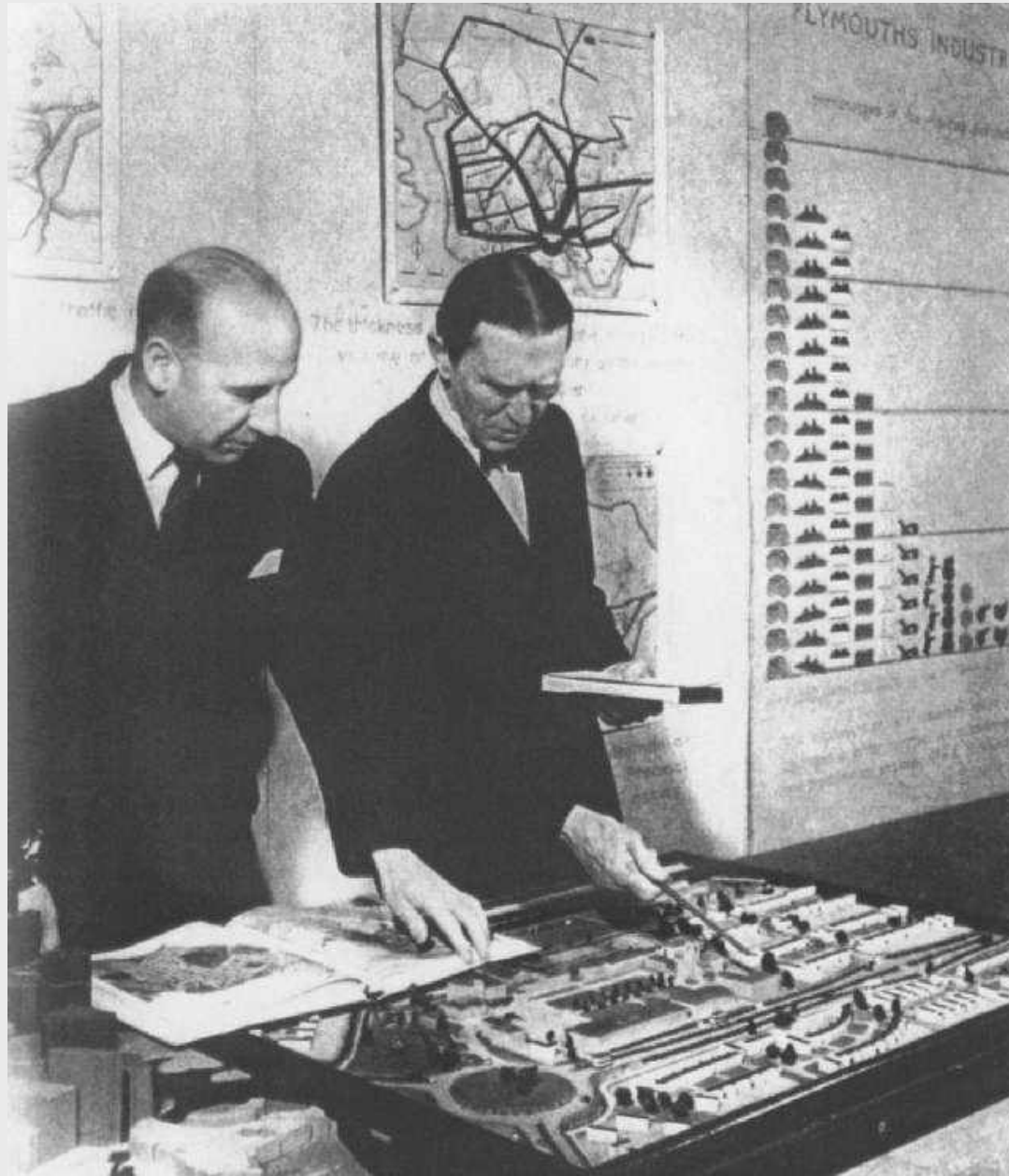
Virtual London was developed at the Centre for Advanced Spatial Analysis, University College London. Please contact [asmith@geog.ucl.ac.uk](mailto:asmith@geog.ucl.ac.uk) for help or further information.

*We can show a movie of this*

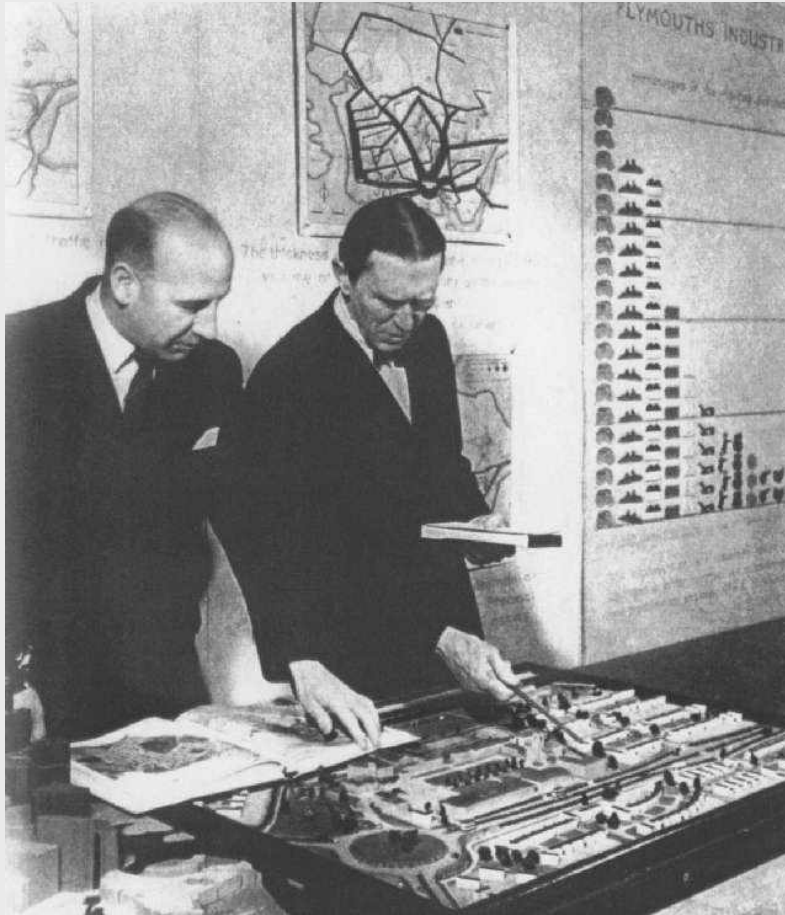








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*How did we get  
from here to  
there?*

**And can we do it  
all any better?**





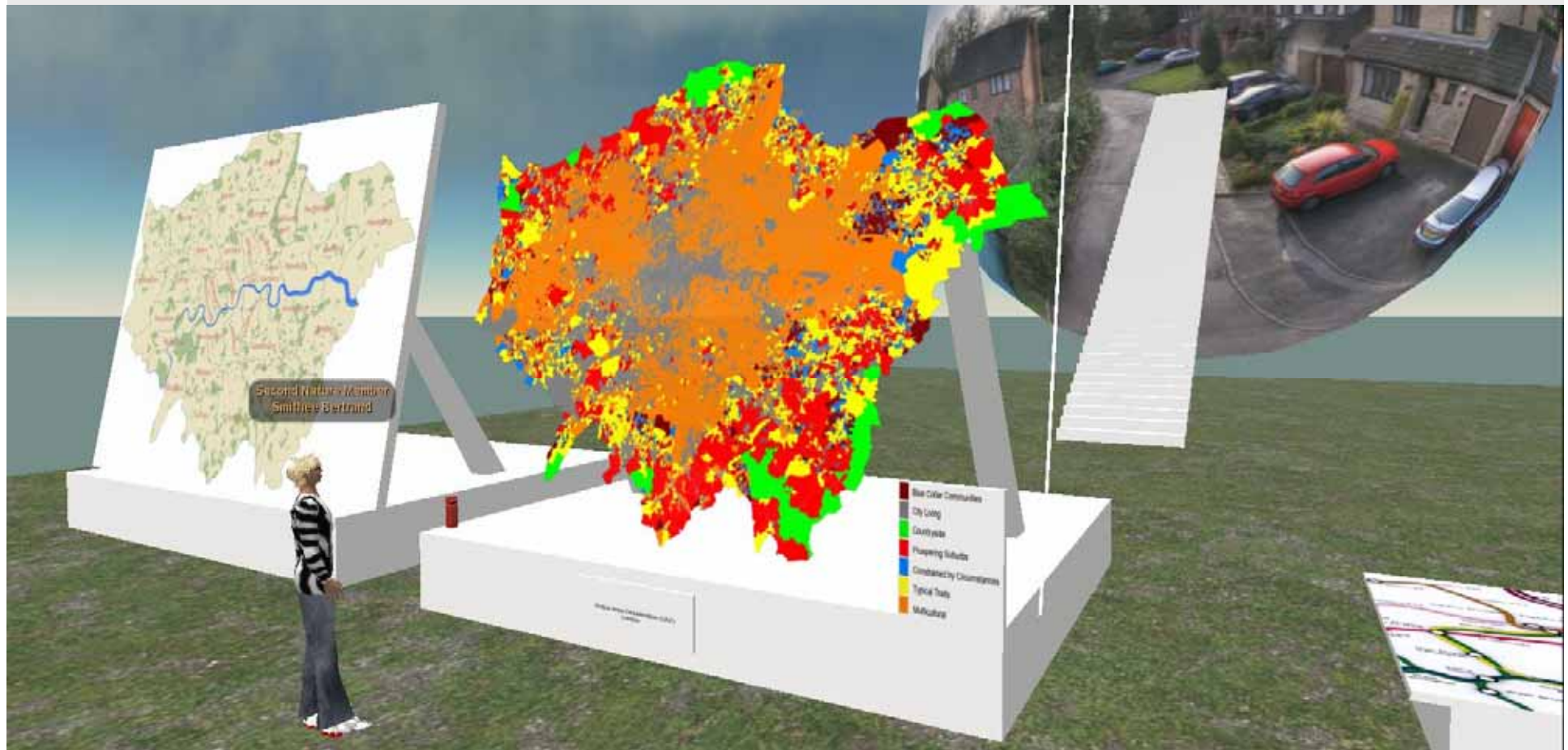


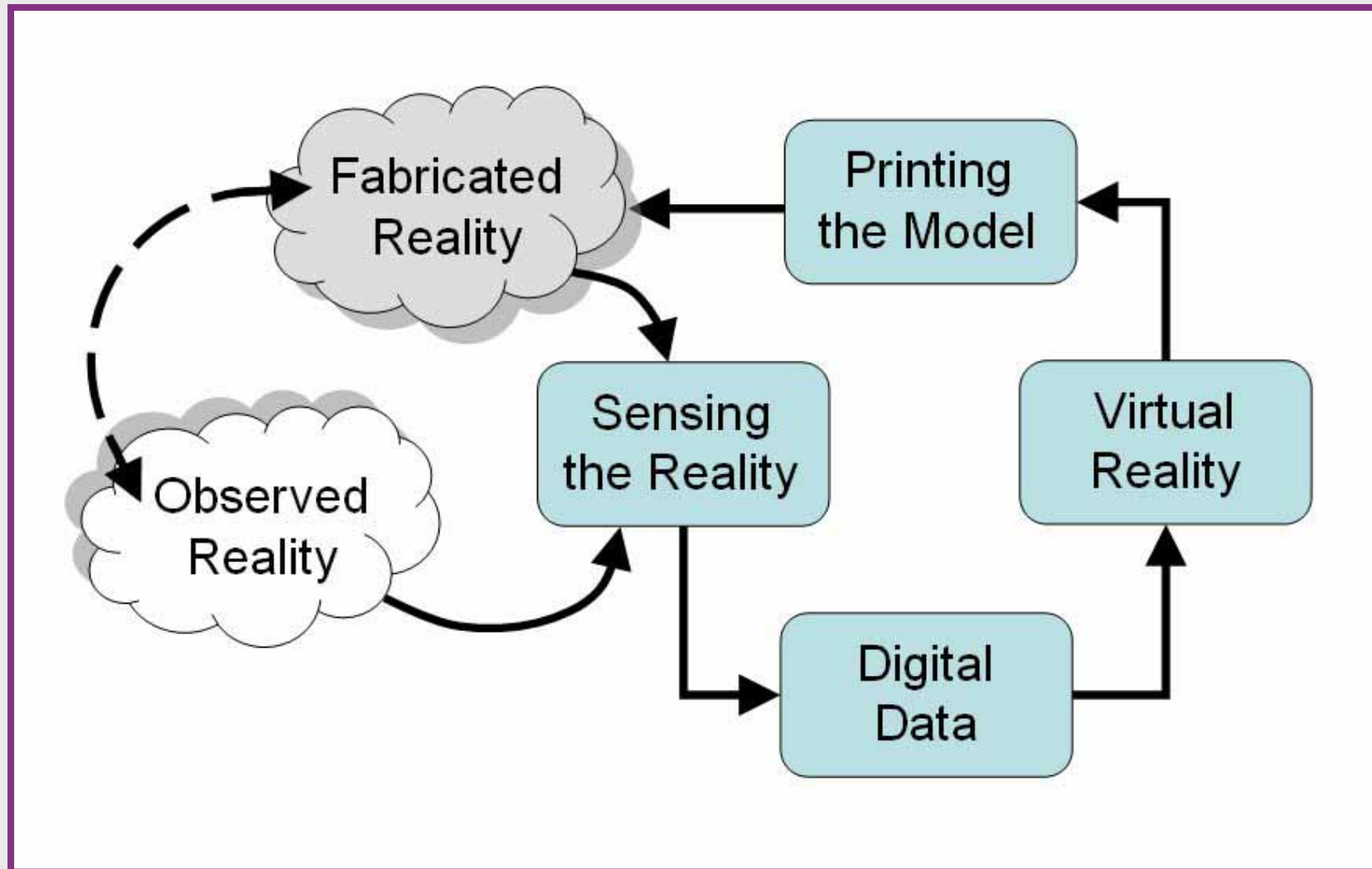
## Real and Virtual Design Studios

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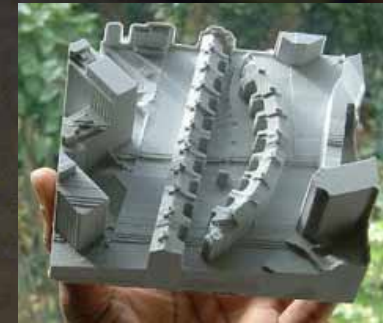
Our recent forays are into ***Second Life*** where maps from our geodemographics project are being ported as 'geographic media' into these virtual worlds .....





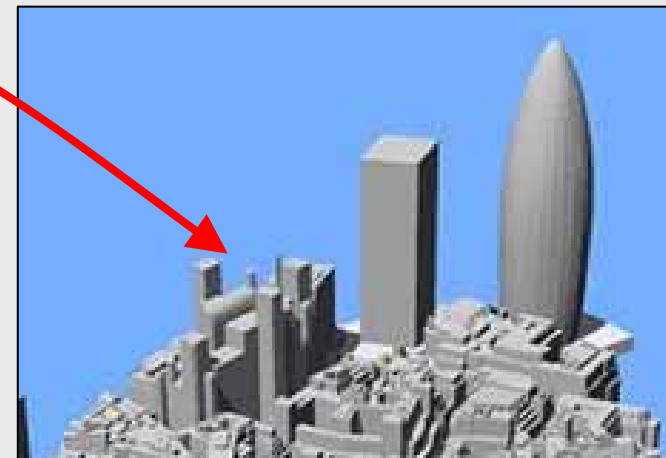
Moreover we can take this manufactured world and create other digital worlds from it, and so on ....

# Hard Copy from Soft Copy: Printing Bits of Virtual London

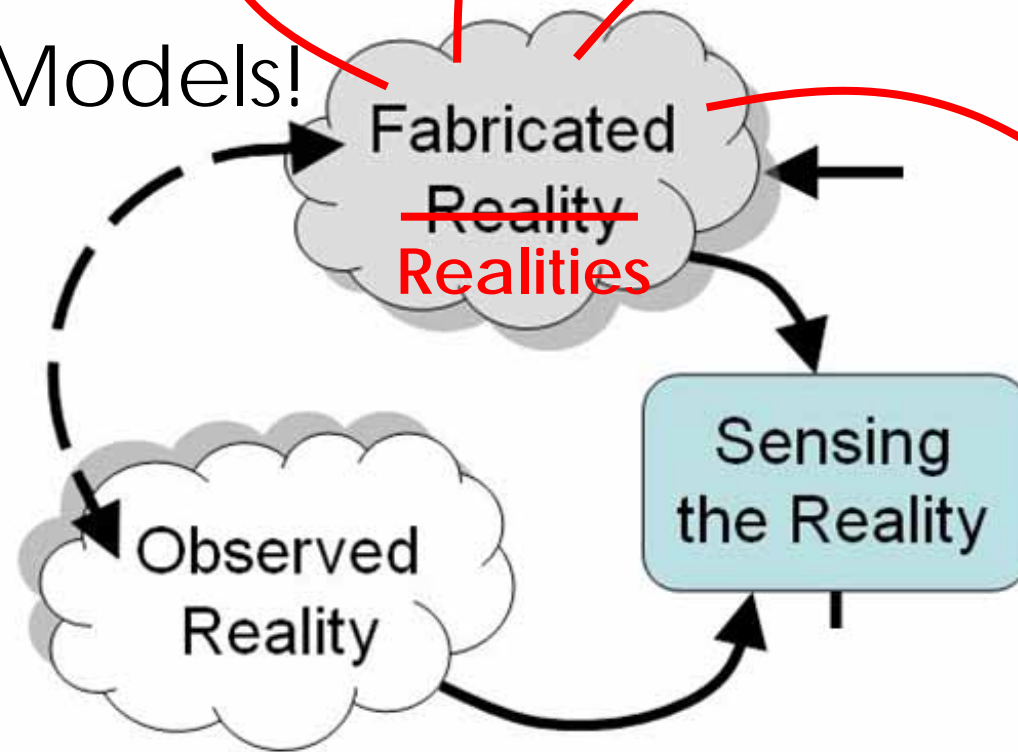






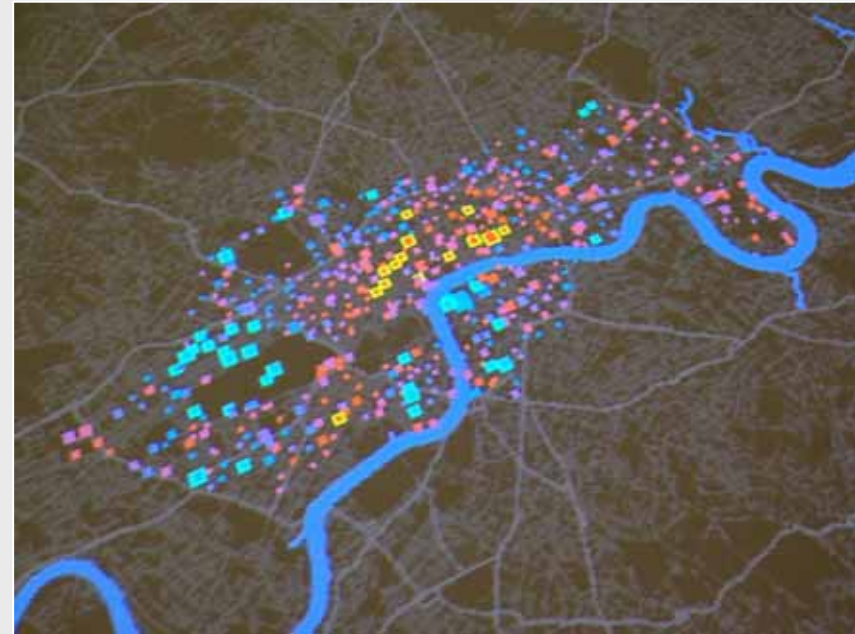


Models!



Not one model  
but many!









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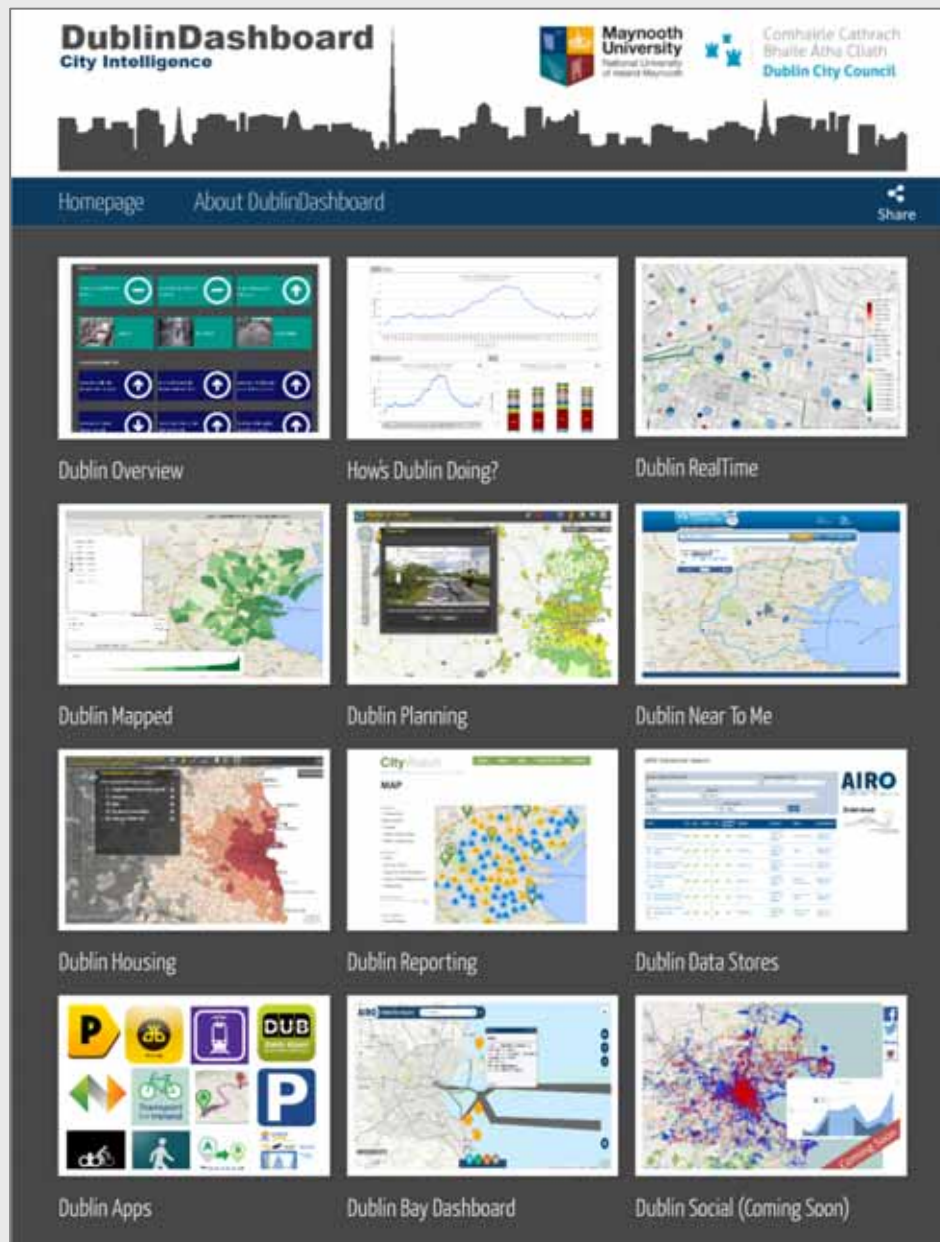
Let me now deal again with portals – dashboards – you have seen some of these in a previous lecture











# London Panopticon

🕒 6 April 2016 📍 London

<http://vis.oobrien.com/panopticon/>

[Tweet](#) [Like](#) [Share](#) 0







- We are building a 3D version of London which captures real time data in real time and displays it almost immediately – this kind of application is moving very fast at present and there are countless variants on the web



- Let me show this movie instead as it has some good real time content – no I can't show this one as I have to load Quick Time and we don't have time

I have a rather more detailed powerpoint of how to build a dashboard but I don't think we have time to show it

If there is, I will click on, but in any case, I will post it as an appendix to this fourth lecture

[www.spatialcomplexity.info](http://www.spatialcomplexity.info)



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MAPTUBE

a place to put maps

RADIO

4

## Radio 4: Mapping the Credit Crunch

Welcome to Radio 4 Listeners, below is the Credit Crunch question, simply select an option and then input the first part of your postcode - for example RG11

MapTube will then take your answer and every hour automatically create a map of the nation's mood.

What single factor is hurting you most about the credit crunch?

- ☐ Mortgage or Rent
- ☐ Petrol
- ☐ Food Prices
- ☐ Job Security
- ☐ Utility Bills
- ☐ Not Affected

Enter the first part of your postcode:

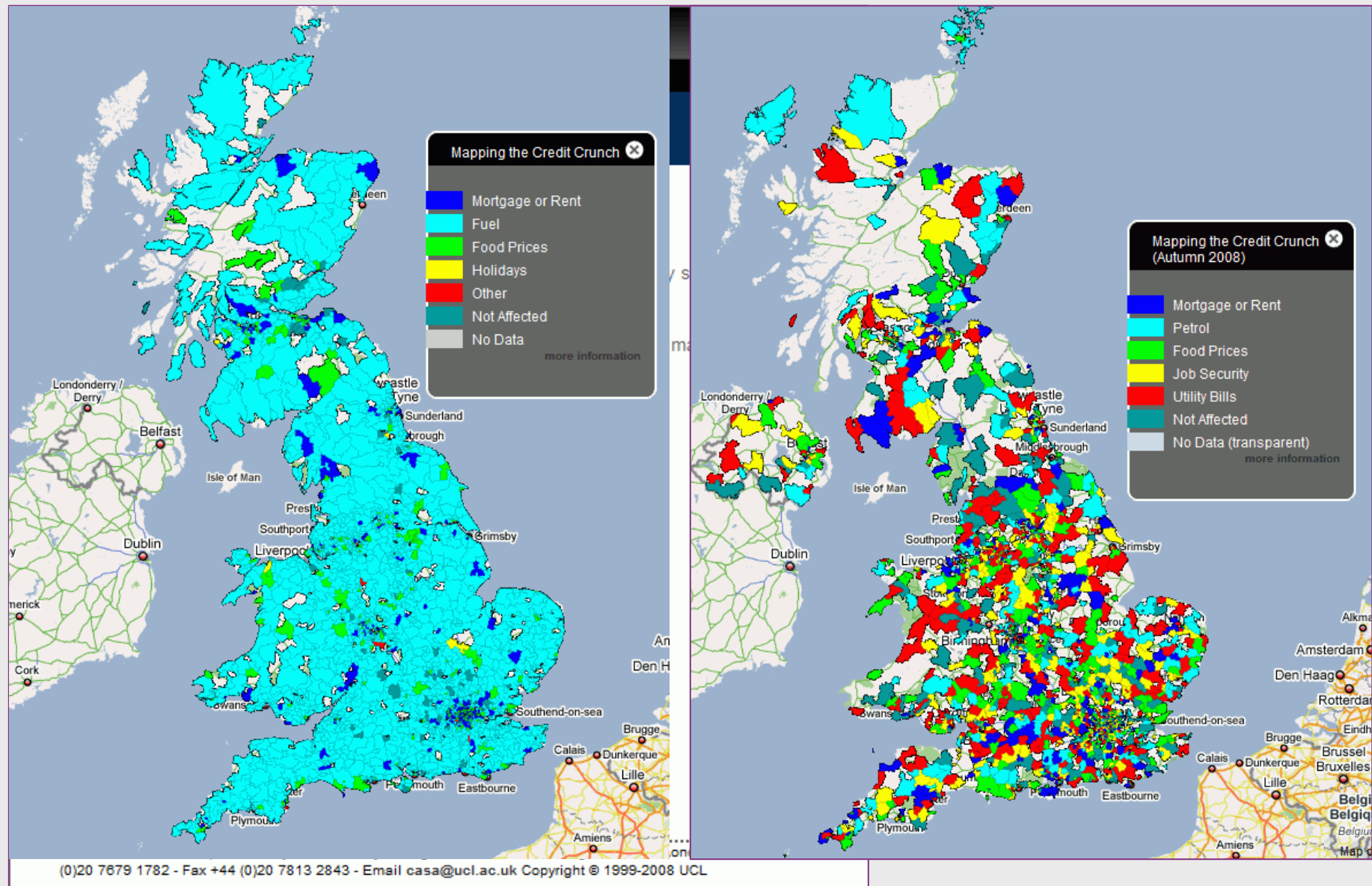
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Centre for Advanced Spatial Analysis - University College London - 1-19 Torrington Place - London - WC1E 7HB - ☎ +44 (0)20 7679 1782 - Fax +44 (0)20 7813 2843 - Email [casa@ucl.ac.uk](mailto:casa@ucl.ac.uk) Copyright © 1999-2008 UCL

23,475 responses  
April, May, June 2008

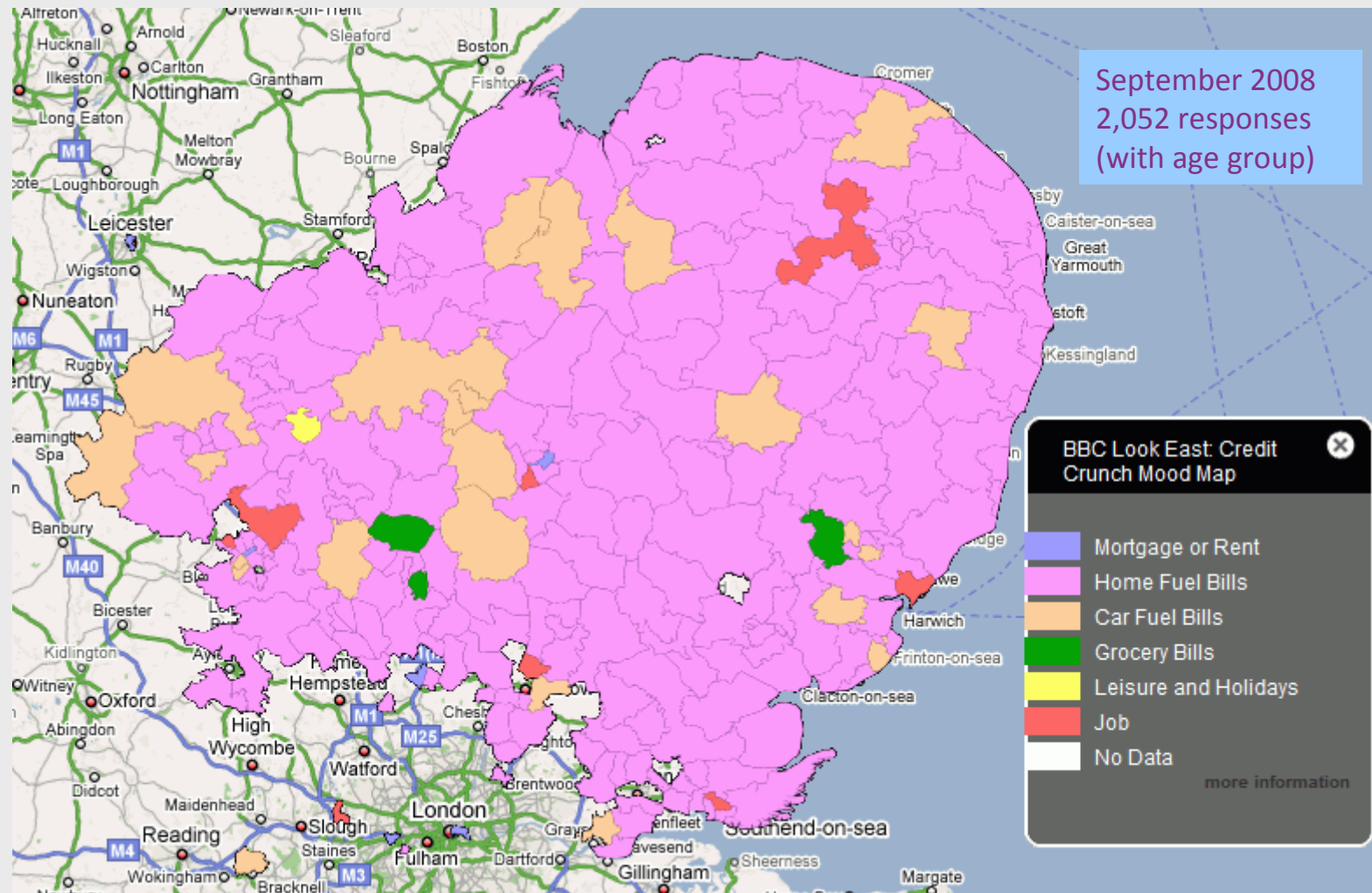
A new credit crunch survey started in October and currently has 3,802 responses.





<http://www.maptube.org/creditcrunch/>

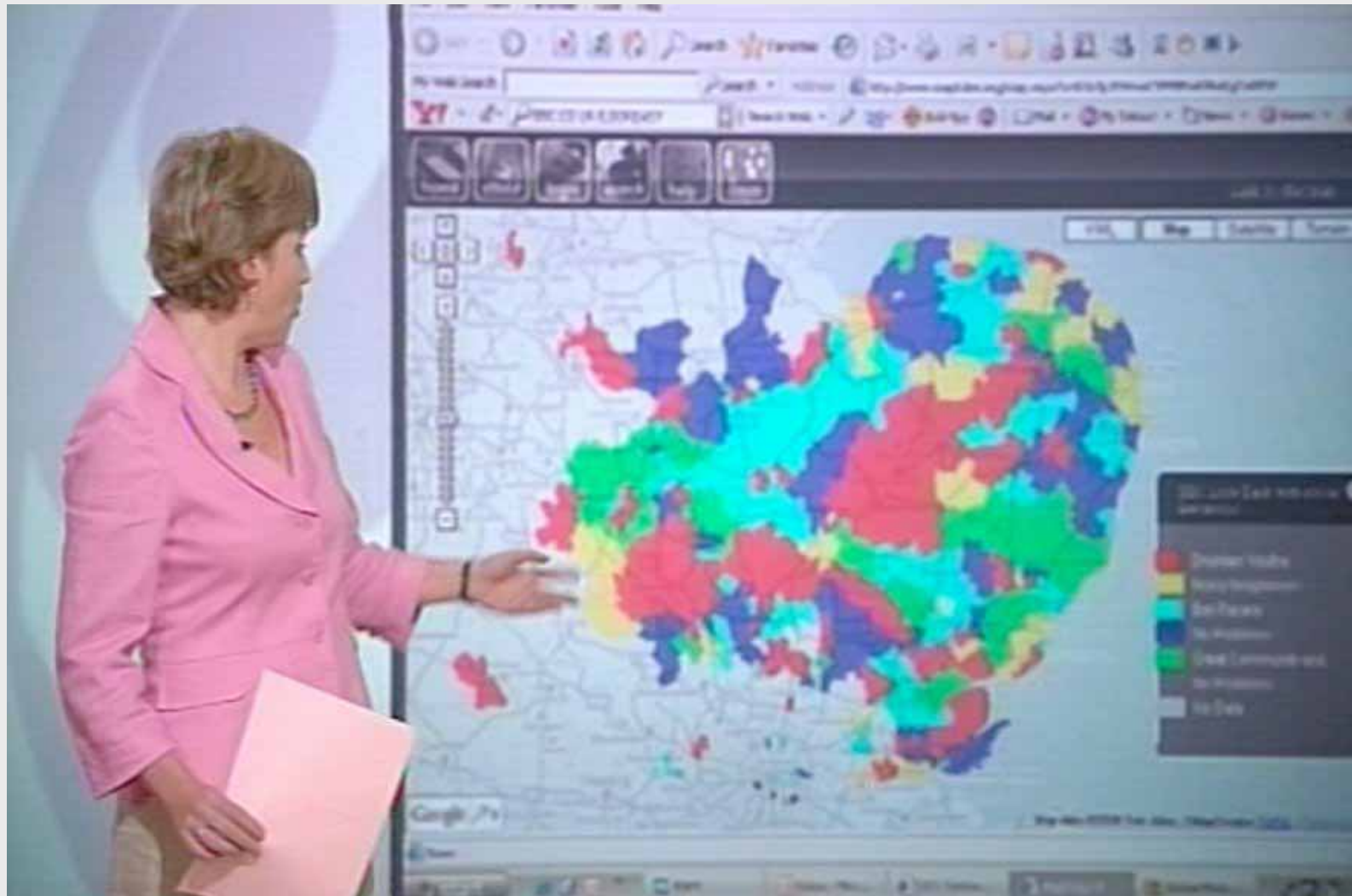
# BBC Look East: Credit Crunch



<http://www.maptube.org/LookEastCreditCrunch/>

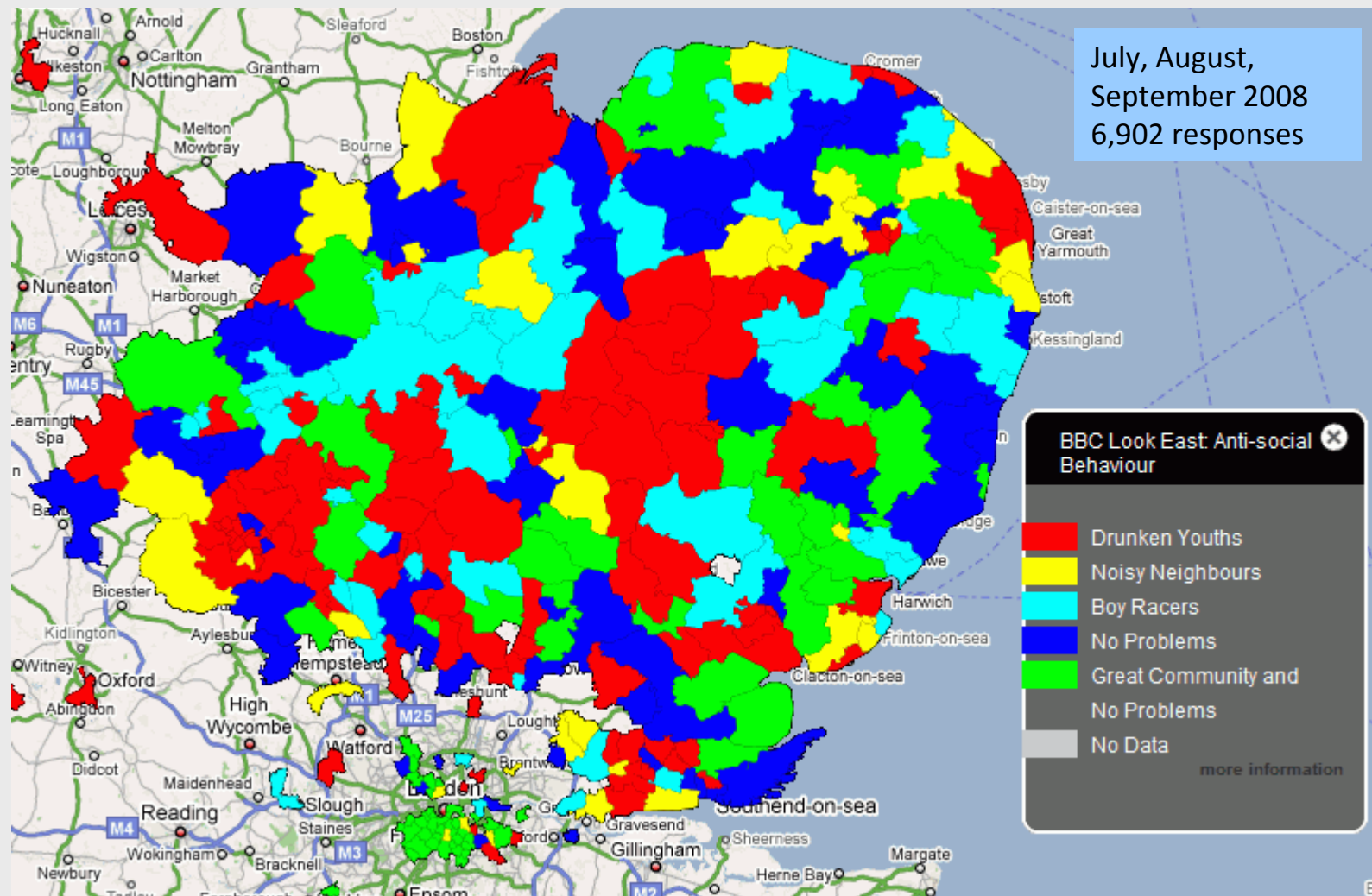


## BBC Look East: Anti-Social Behaviour



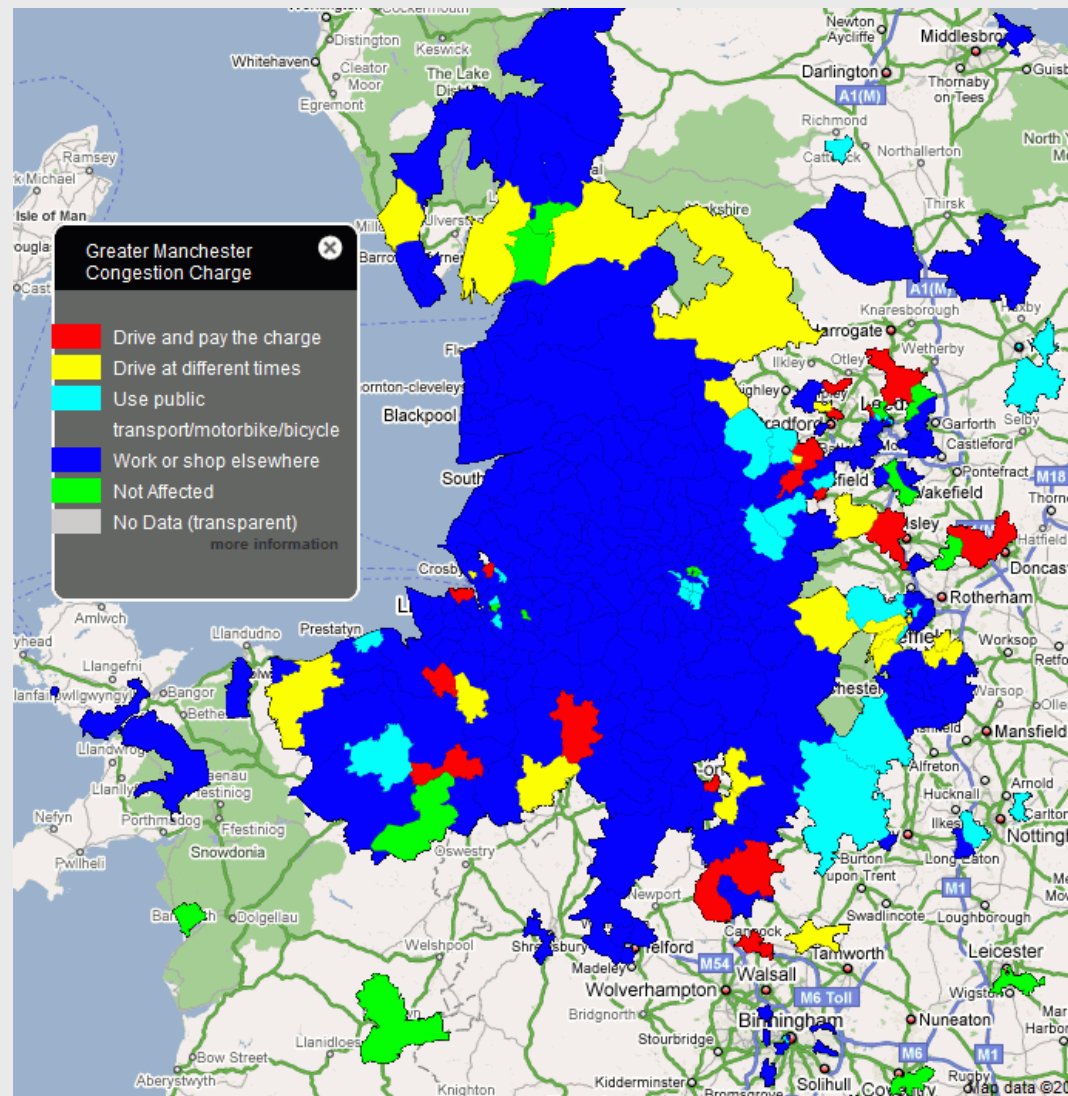
<http://www.maptube.org/lookeast>

# BBC Look East: Anti-Social Behaviour

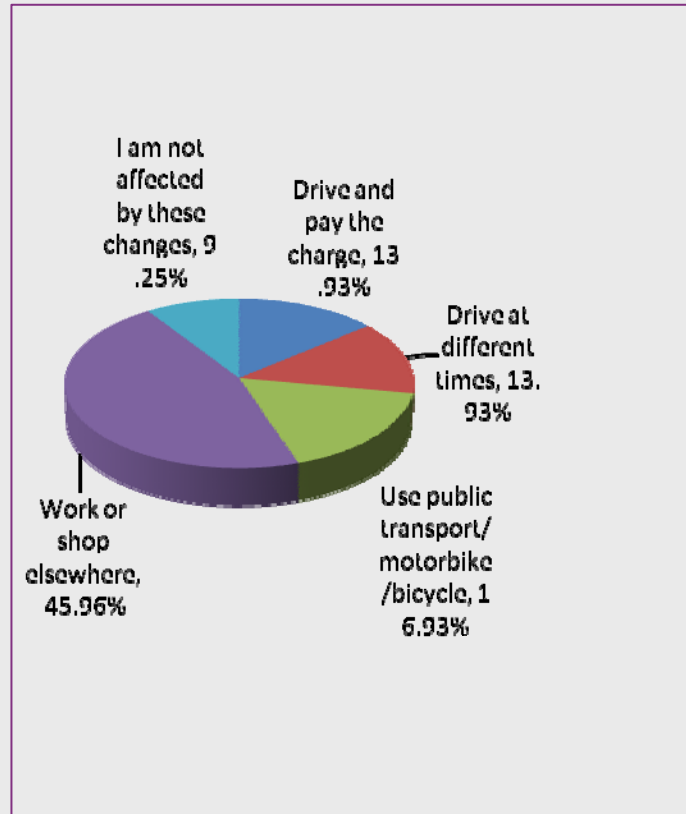


<http://www.maptube.org/lookeast>

# Manchester Congestion Charge



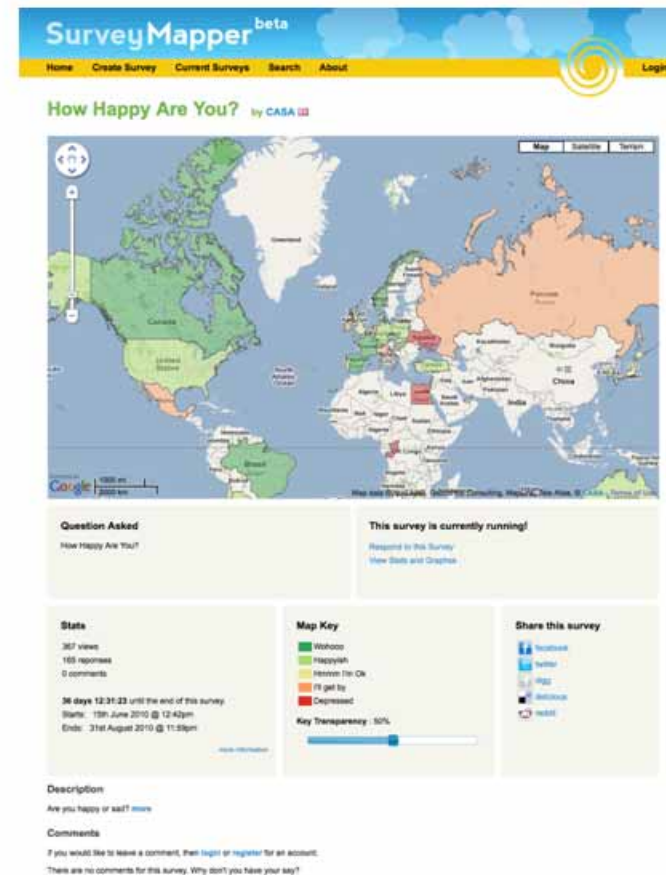
15,902 responses  
October to December 2008





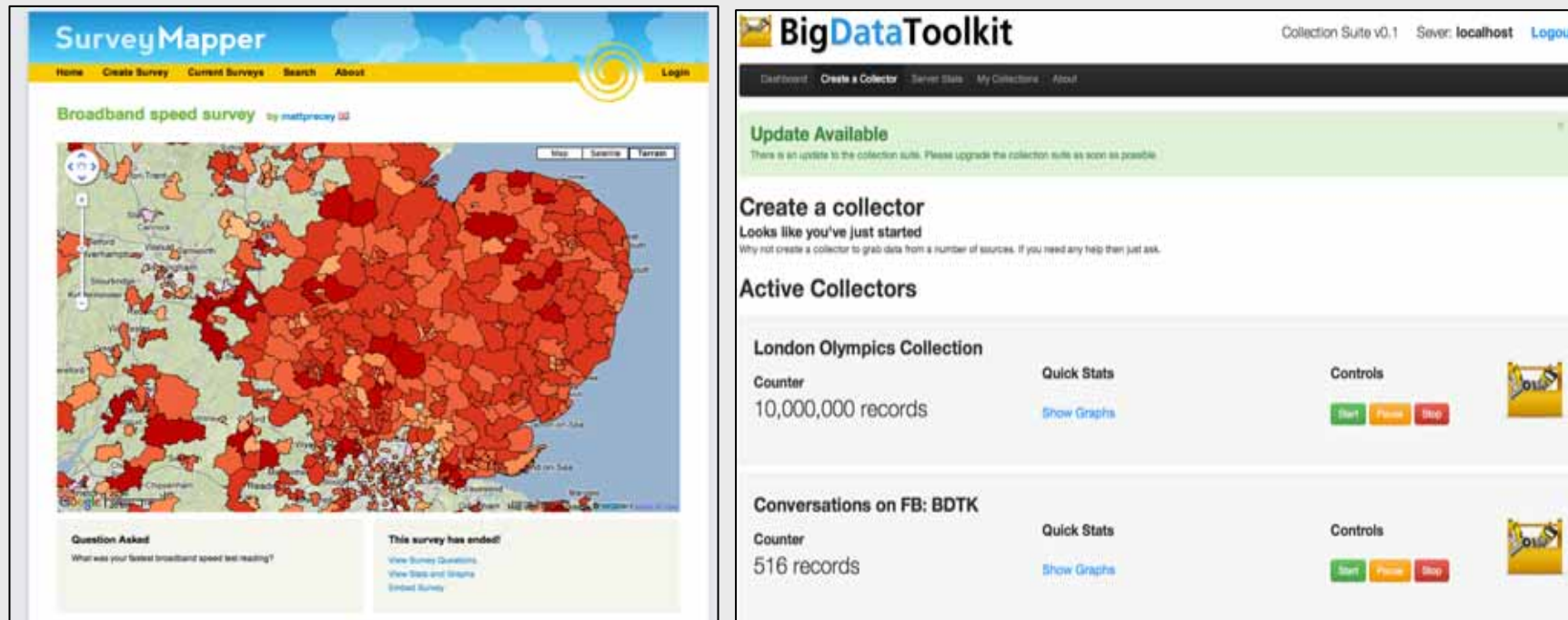
# SurveyMapper

- Real-time Geographic survey tool.
- Up to 50 questions per survey
- Up to 50 answers per question
- Live stats and graphs
- Geographic Regions:
  - Worldwide Countries
  - European Countries
  - UK Counties
  - UK Postcode
  - Adding more soon
- Frequently updating regions



The map displays the geographical spread of the English language across Europe. Red areas, indicating dominance, are concentrated in the British Isles and parts of Central Europe. Orange areas, indicating significance, are found in various parts of Western and Central Europe. Green areas represent regions where English is not a primary language. Major cities and regions are labeled, including London, Edinburgh, Belfast, Dublin, Galway, Limerick, Cork, Liverpool, Manchester, Birmingham, Cardiff, Bristol, Exeter, Plymouth, Eastbourne, Dunkerque, Villeneuve-d'Ascq, Kortrijk, Mons, Liège, Maastricht, Eindhoven, Nijmegen, Breda, Rotterdam, Leiden, Amsterdam, Groningen, Leeuwarden, Sneek, Assen, Emmen, Nordho, Enschede, Münster, Do, Düsseldorf, Bonn, Koblenz, Wiesbaden, Luxembourg, Kaiserslautern, Saarbrücken, Metz, Karlsruhe, Reims, Charleville-Mézières, Saint-Quentin, Amiens, Rouen, Beauvais, Evreux, Cergy, Le Havre, Caen, Jersey, Guernsey, and Guernsey. A legend in the top right corner shows 'Map', 'Satellite', and 'Terrain' options. A scale bar at the bottom left indicates 100 miles and 100 kilometers. A compass rose is located in the top left corner.

# Data, Sensing, Capture, Extraction:



Crowd-Sourcing: Survey Mapper let's you create a survey and mount it on the web; this is part of the BigDataToolkit



# Thanks

I hope you this has given you a taste of this new world and there is no doubt that there are some very profound implications for how we do science and build policy from these developments

<http://www.complexcity.info/>  
<http://www.spatialcomplexity.info/>  
<http://blogs.casa.ucl.ac.uk/>

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 @j michaelbatty