

Mobile phones are an expansive platform for spatial computation. Taking on the role of software developer, architects are well poised to deliver compelling experiences that build strong connections between information and space. Space can be mapped, tagged, generated and experienced through these now ubiquitous devices. The goal of this seminar is for each student to develop a spatial app, an open-ended prompt that means to stimulate thinking on the notion of situated technologies. Students are led through the iPhone SDK, a powerful set of tools and APIs that let them harness the array of sensing, processing and actuating technologies available through mobile computing.