

Abstract for "An auditory virtual experience in Ørestad" ITU-DKM 2002

This project aims to give the user an audiovisual experience of Ørestad Nord, a not yet populated area in Copenhagen. This concept behind the project is made by four students of the IT University of Copenhagen and is meant to be used during the ASEM 4 summit on September 23-24 2002.

The project is made in corporation with Crossroads Copenhagen. Crossroads Copenhagen is a network of public and private enterprises and is currently implementing a wireless local area network. This WLAN can be used for tracking mobile units such as cell phones and PDA's and to provide location-based services.

We use this technology to create a room for an auditory experience where the user is an active player, not just a receiver of information. In order to do this we will examine how it possible to establish auditory virtual rooms and this can be used for a promotion of Ørestad Nord. This is done by describing theoretical issues as well as using several scenarios. Also this projects deals with some of the aspects these services generate such as security, surround sound, which way the user is facing, how to make the streaming, etc.

We have decided to combine a demonstration of new technology with a representation of the values that characterise Crossroads Copenhagen: Three themes in symbiosis – human, culture and technology. These three themes are displayed at three different places spread out at the location, so the user can create an experience that is individual but still interact with other users. Since there will be participants from many countries and some of these might not have much experience in using advanced computer applications the system should be very easy accessible and should be multi-lingual.