ACCOMPLISHING UBIQUITY IS ONE THING
-SURVIVING UBIQUITY ANOTHER.

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How do we experience reality in a digital context and what is the value of imagining such a world, with aspects from our everyday life? Since ubiquitous computing is about proliferating the digital units and broadening the general scope of activities, I feel that it is likewise relevant to utilize the activities themselves.

When looking at the infrastructure and the conditions for an extension of the scope of activities, towards a life in ubiquity, it is interesting to act on an environment that lies near at hand; the private home. Within a research theme on future living and in co-operation with a local housing authority, we've focused on tangible concepts that make use of common activities that is connected to the home. The immediate interest has been to revise how general actions in the home are designed to fit in a digital surrounding and furthermore to determine what components that are favorable to introduce and make use of, to reach a more extensive sense of involvement for the user. In other words to make use of existing movements and actions instead of creating new requirements.

Eventually, ubiquity will face contexts where its consequences are not necessarily expected nor welcome, as could be in the example with a changing relation between tenants and landlords. The local housing authorities wish to introduce more services, expand their field of action and intrude the tenants' everyday life. But to what extent are the tenants willing to change the conditions under which they live?

We discerned a fear for and a conception that a context with a higher pluralism of digital devices would mean extreme and toilsome planning. We therefor decided to work on a concept that concentrates on using sheets of paper (ex. directions for use when searching for errors on a machine, the lease when moving away from a flat or the landlord's general contact information when making a commission on renovating). The paper sheets communicate the services between the lodger and the landlord.

The idea is to work in a direction where the conviction is that one of the true values of ubiquitous computing is to give movement an increasing importance. Making use of existing, intuitive activities and in an experimental way combining them with more conscious elements and activities, is an experiment to try and make use of that significant movement. In other words, finding functional ways of using existing movement to survive ubiquity and add value in a mixed sense of intuition and consciousness.

The design work has been an attempt to introduce and make use of common elements in the home, for interacting with digital materials. The identity of a function follows the physical objects attached to the activities that the user carries through. By integrating functions of ubiquitous computing in everyday activities and natural actions, that is a possible way to accomplish and survive ubiquity.