

Peter Rogers

Digital Content Development Course

Recording and authoring places

As new communication technologies are designed and rolled out, new systems emerge that have the potential to transform the way in which we traditionally negotiate our environment and react to one another. Through the emergence of new and more powerful mobile communication devices and locative technologies such as GPS and wireless we have new tools to record and share everyday knowledge and experience based on our physical environments.

When technologies become embedded they become normal and we begin to see the transformation of traditional systems. An example might be how we choose to navigate a city; today we may be more likely use a GPS phone to find that street, punching in a postcode for the phone to show the way, whereas before I would have had an A-Z or asked directions. The way of finding a place is further transformed if I go onto Google maps and find a place to go from the information supplied to me. It gives me the opportunity to engage with information that can be more acutely aware of what might be available at a location perhaps offering new modes of participation.

Aims of these sessions

The aim of these sessions is to explore technologies and software applications that can be used for recording, authoring and sharing multiple streams of information about real spaces to others through the internet. The methods and processes we will explore will hopefully show you some possibilities that these new technologies and ways of working might enable you in your own projects. Through this course you should develop confidence and skills in using diverse applications and api's whilst developing skills that should also enable you seek solutions independently extending the possibilities of your digital projects.

What you will learn

- Explore open source api's from google, flickr and twitter.
- Locative technologies including GPS, wireless, bluetooth.
- RSS live feeds, XML, FTP, SMS and Podcasting.
- Video and audio editing in Final Cut Pro and Premiere.
- Photoshop for the web and some vector drawing in Illustrator.
- Multimedia packages Flash, Dreamweaver and Processing.

Further information

All documents relating to this course will be posted on this web page:

<http://www.pete-rogers.co.uk/courses/mediaComms.html>