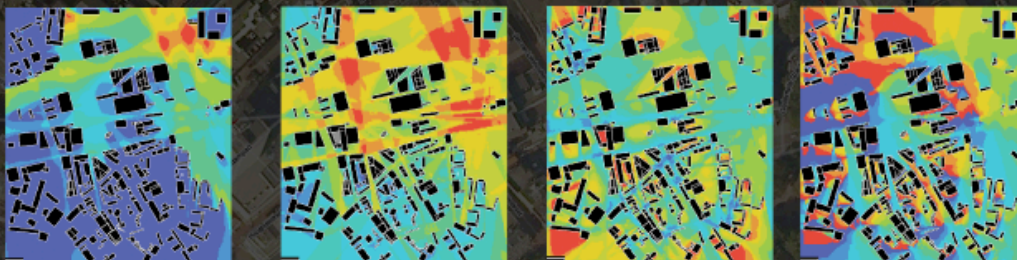


Palpable City EINDHOVEN

Palpable City explores the relationship between the abstract and concrete spaces of the city by parameterizing its spaces of representation—the space of architects and urban planners—with phenomenal space, to challenge our "lust to be a viewpoint" [1] in understanding the urban experience. The project allows walkers to feel the spatial form of the urban grid at their location as vibro-tactile rhythms on their body. Augmenting the everyday activity of walking the city with a tactile experience challenges participants to think about the interrelation of vision and touch in their experience of space. The void of purely optical space is thickened with palpable sensations, creating a tactile space that can only be explored by moving through it. Tactile displays are usually applied to provide orientation information in unusual phenomenal environments, such as virtual reality, deep sea diving, and zero gravity environments. In Palpable City, this process is reversed; instead of providing a stable spatial reference in unusual conditions, the technology is used to make the usual experience of space unusual.

1. Michel de Certeau. *The Practice of Everyday Life*, "Walking the City."



http://peripheralfocus.net/palpable_city.html