

AUDITÓRIO
CENTRO DE INFORMAÇÃO
URBANA DE LISBOA

7 SETEMBRO 2023 // 9H

INTERNATIONAL SEMINAR
PARTICIPATORY MOBILE
BIOSENSING. A TOOL FOR
URBAN DESIGNERS.

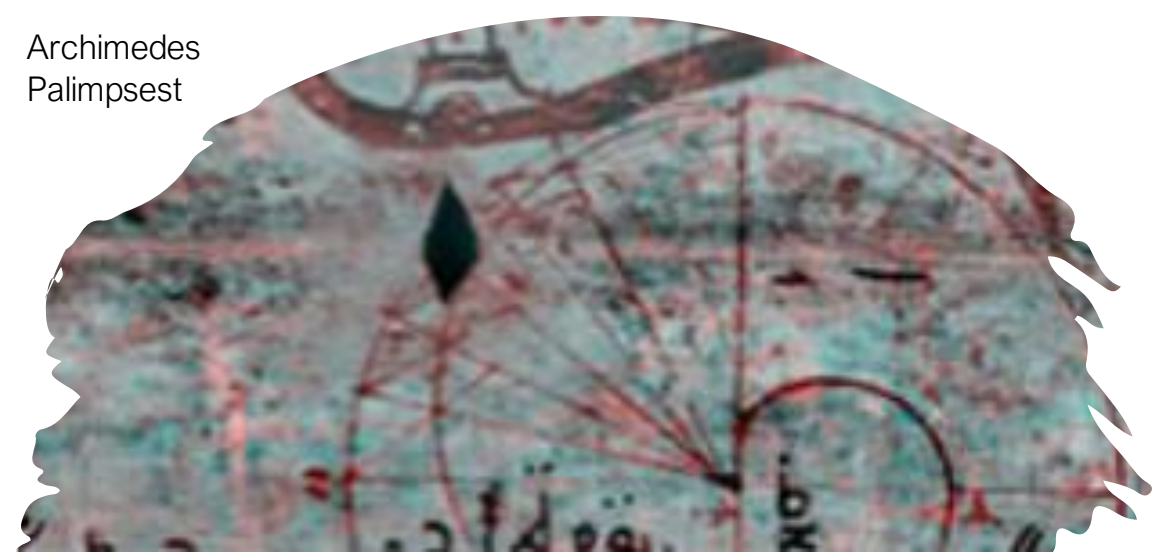


*Down memory lane: Eliciting affective
geographies and sites of memory*

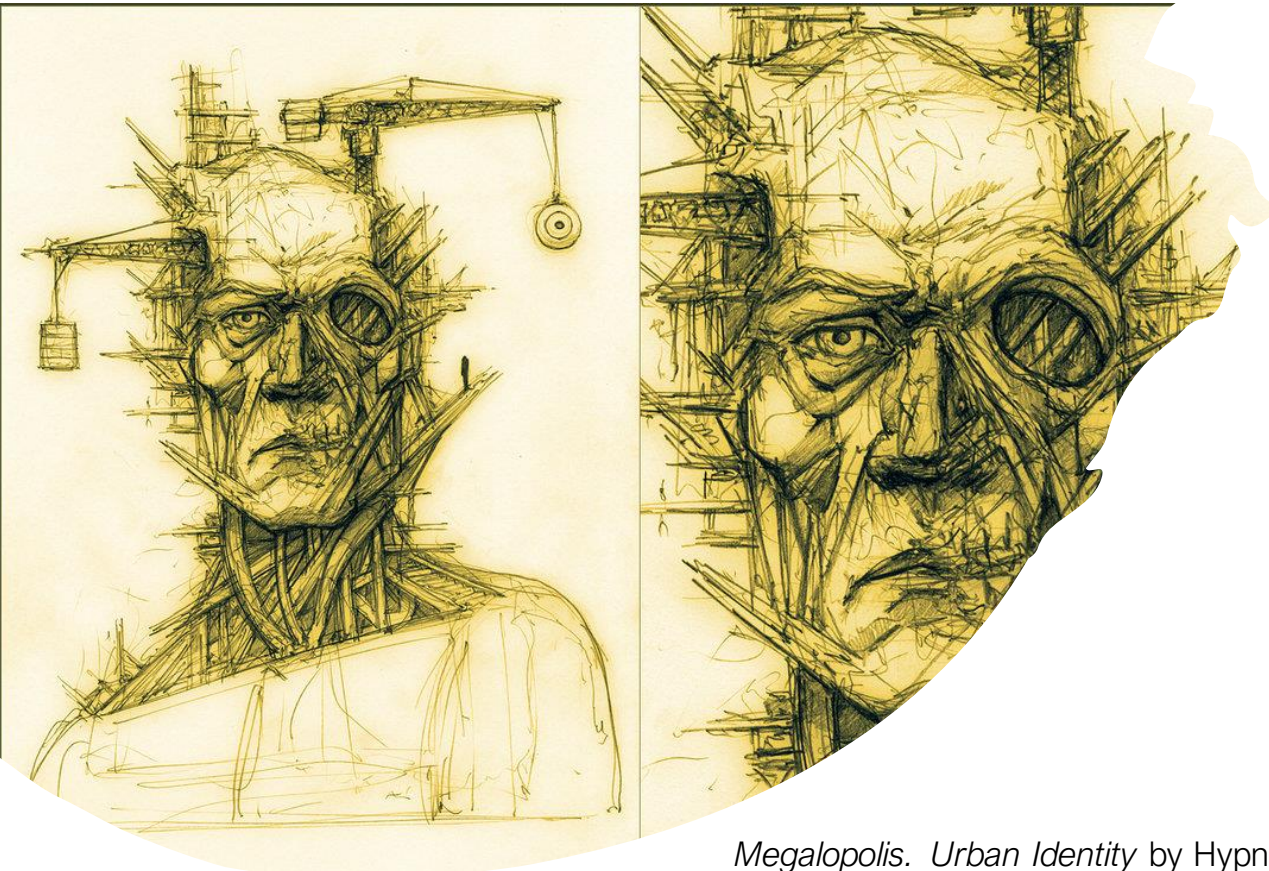


- Cognitive faculty + socially and culturally construction
- Memory as a politicised terrain
- Selections and interpretations of the past
- Creation of narratives of the self and identity (Staiger *et al.*, 2009)
- ... places are composed not only of cultural heritage, but also of symbols and representations. A place is a discourse – a way of constructing meaning –, which influences and organizes both the actions of visitors and the conceptions of the local residents themselves. Visitors perceive images by producing meanings about a particular place with which they can identify. These are contained in the stories that are told about it; memories which connect its present with its past; and images which are constructed of it. (Groves and Go, 2009: 15)





Cities as palimpsests (Barata Salgueiro, 2006)



Urban identity becomes 'a combination of the aspirations and experiences of the citizens and those who visit' it and is composed by the city's 'physical heritage, local culture, and geographical context, overlaid with perceived remembrances' (Evans *et al.*, 2011).

Memory and Embodiment

"(...) the processes of memory (including processing, retrieval, and (re)actions) arise from a continuous reciprocal causation between the neurological/biological and social body and the environment."

(Osborne, 2019: 64)



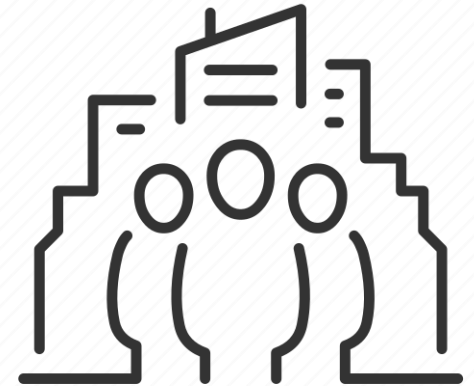
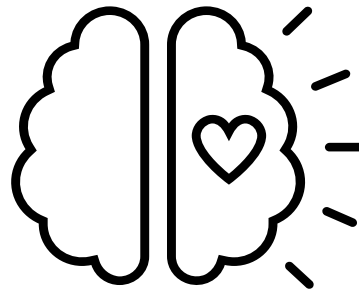


UrBio



Mobile biosensing (GSR)

Participatory
interpretation of
emotions and memories



Rethinking the
city/neighbourhood

1

The Walk

Conditions

- Participants wear the Empatica E4 Wristband, which records their EDA data.
- They take a tablet with them, which displays real time EDA data.
- They are invited to take a look at the data display during their walk.

Instructions

- Participants must walk up and down the proposed path.
- Total walk time ranges from 15 to 30 minutes.

2

Interview Script

Part I _ The Walk

1. Can you describe your walk, the trajectory you did, and any stop you made?
2. What were the things that caught your *attention*?
3. Was anything especially *positive*? What kind of positive sensations or emotions did you feel?
4. Was anything especially *negative*? What kind of negative sensations or emotions did you feel?
5. Did you see or hear anything that brought you any kind of affective *memory*?

Part II _ The Data

1. Can you identify the phases of your walk in this graphic?
2. Can you identify the *positive* moments of your walk in this graphic?
3. Can you identify the *negative* moments of your walk in this graphic?
4. Can you identify the affective *memories* that came up during your walk in this graphic?
5. Do you feel that this data represents your physical and emotional state during the walk accurately?

Participant in Lisbon



“The shop windows. A pharmacy window got my attention, with a series of creams and products. The clothing store windows as well. A restaurant that I had never seen also got my attention. I know the area, but I had not come here, at least on foot, for a while”.

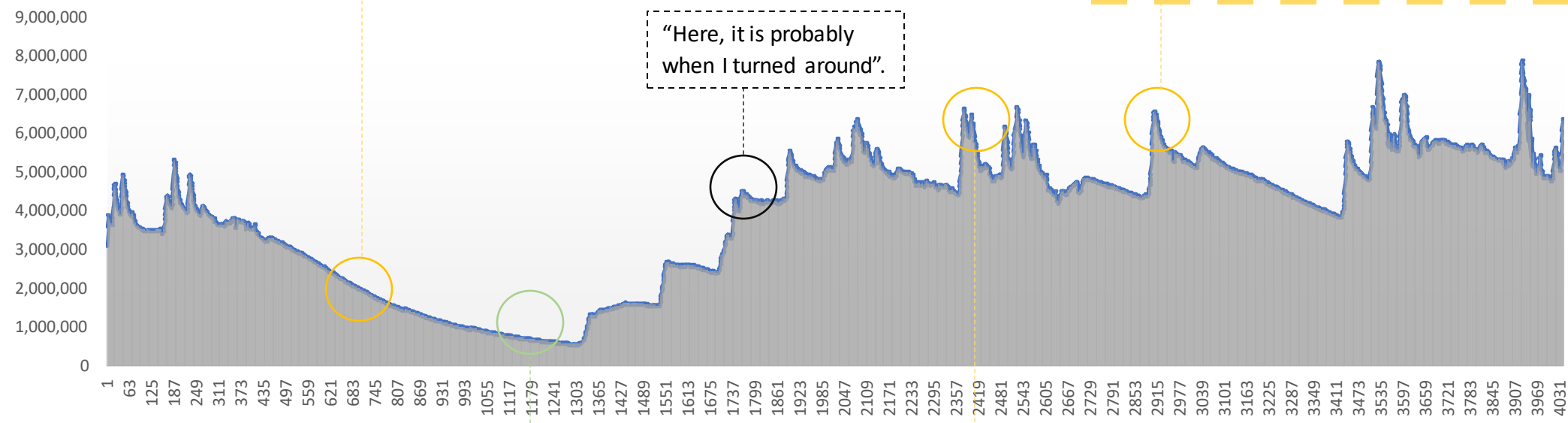
“Perhaps it’s a stretch to say that this is an affective memory, but I actually passed by a Churrasqueira [grilled chicken take away restaurant], which I think have the best chicken in Lisbon. And as I passed by, it reminded me of my friends with whom I ate those chicken that last time”.

“Here, it is probably when I turned around”.

“It is curious that in this first half everything is more calm”.

“It’s not related to the street, I am not sure if this will make much sense for the study that you are doing. Because I am having some negative thoughts, nothing to do with the walk, it’s my own stuff. And I felt that during the walk, because when a person winds down, it is easier to start thinking about stuff . I felt this in the second half. Because in the first half I was more distracted, with the shop windows and everything. In the second half, I was ruminating”.

“This makes sense because when I went the first time, I was **super-distracted** with what I was seeing, and I was super **calm**, and then when I got back I was more involved in my own thoughts”.

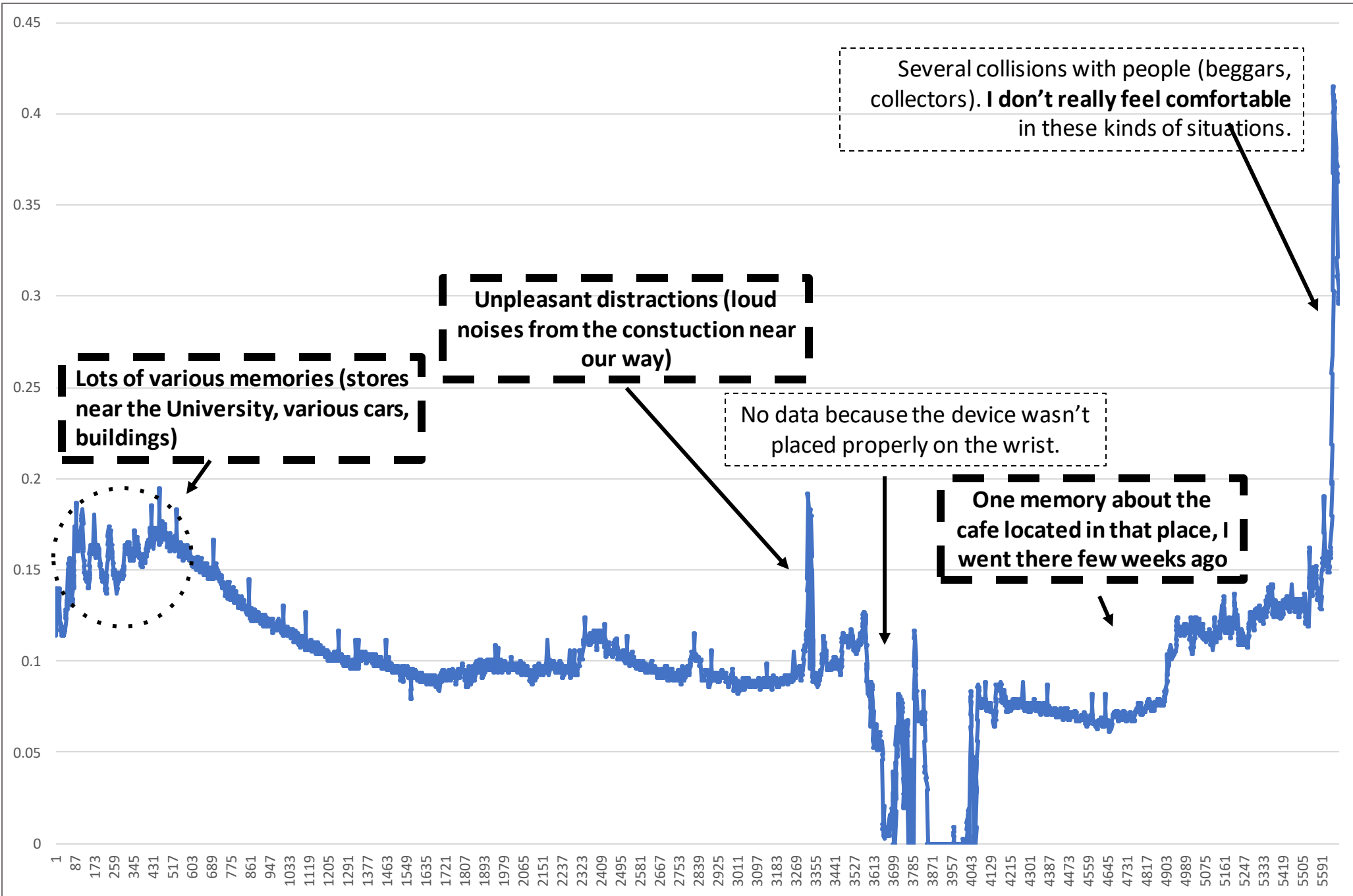


AGE	47
GENDER	FEMALE
TEMPERATURE (c)	23.8
HUMIDITY(%)	36
MEDICATION	NO
LOCAL	YES

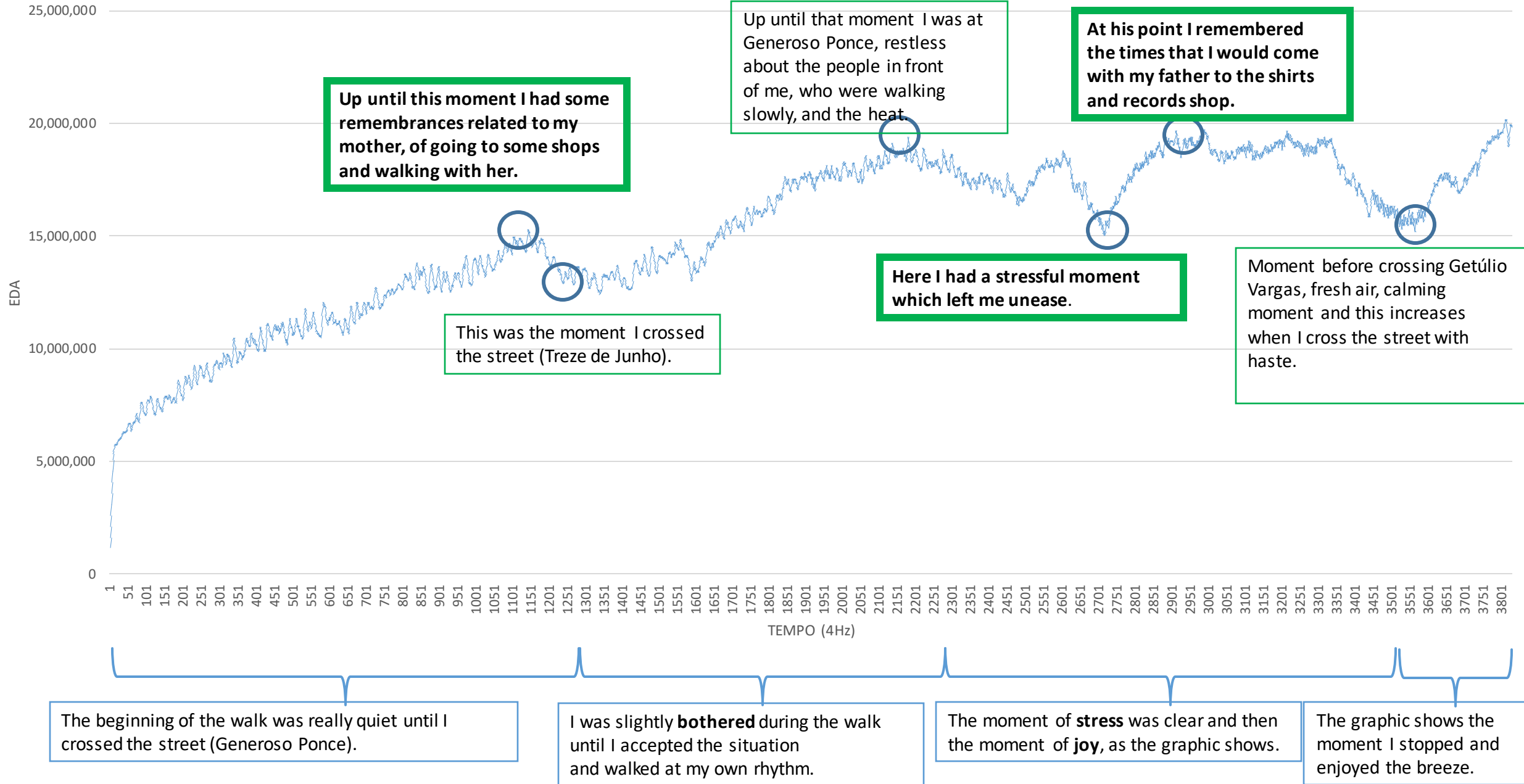


Participant in Warsaw

AGE	19
GENDER	FEMALE
TEMPERATURE	23°C
HUMIDITY	50%
MEDICATION	NO
LOCAL	NO



Participant in Cuiabá





Lisbon, Portugal

Positive emotions: Enjoyable and relaxing walk; pleasant breeze; attractive smells.

Negative emotions: Uncomfortable noise of traffic (inc. ambulances); discomfort caused by light/sun, heat and smells; uneasiness when crossing the street; narrow sidewalks; crowdedness; steep and slippery streets; street vendors; cars parked on the pavement; damaged sidewalks; lack of trees/shade; tiredness.

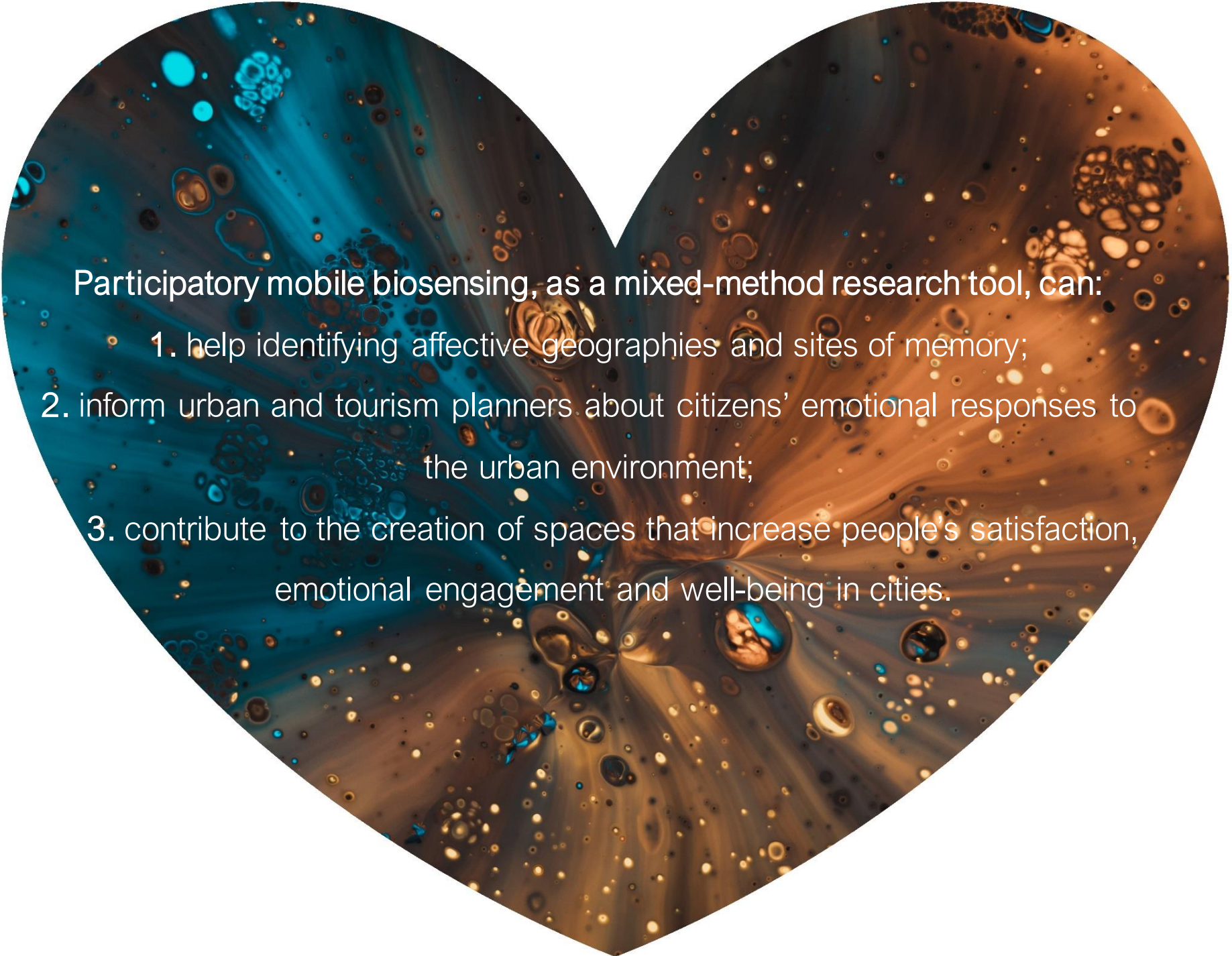
Affective memories: Restaurants and shops (people/food); childhood memories (mostly pleasant memories).



Warsaw, Poland



Cuiabá, Brazil



Participatory mobile biosensing, as a mixed-method research tool, can:

1. help identifying affective geographies and sites of memory;
2. inform urban and tourism planners about citizens' emotional responses to the urban environment;
3. contribute to the creation of spaces that increase people's satisfaction, emotional engagement and well-being in cities.

Therefore, the use of biosensing not only allows researchers to uncover phenomena and spaces of memorable and emotional interest, but can also predict where and why certain things might be remembered.

(Osborne, 2019: 67)

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Thank you

<https://urbiproject.wixsite.com/home>