

THE DIGITAL, AFFECTS AND SPACE (DigitAS): How digital media and augmented reality change the perception of public spaces

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dha go!es digital Day

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Researching Extended Realities

Advancing technological development of digital media and ICT

(mobile connectivity, augmented reality, virtual reality...)

- **Increasing involvement of people in everyday life with digital media** via various devices
- **Increasing complexity of people's perception of the world**
(cf. Bork-Hüffer 2016; Bork-Hüffer et al. 2020; Dey et al. 2018, Felgenhauer & Gäbler 2018; Lemos 2008; Malpas 2008; Miller & Horst 2013)
- **Potential impacts of digital media on people's perceptions and practices increasingly addressed by media and politics**
(e.g., hate speech, gaming, 'fake news', voting)
- **Lack of adequate methods to research these impacts**, especially in mobile, public settings outside the lab
- **Lack of attention to subconscious effects** of use of digital media, i.e. affective-emotional continuum

DigitAS Research Question

What is the potential of

- **mobile mixed** (digital, bio-sensing, interview) **method(ologie)s**
- for researching the **effects of digital media**
- on the **affective-emotional experience of public places?**

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Methodological Approach

- Integrating **digital, bio-sensing, qualitative interview method(ologie)s** in a spatio-temporal context
- Combining **mobile, non-representational** and **representational** method(ologie)s (cf. Adey 2010; Merriman 2014; Kaufmann & Bork-Hüffer accepted for publication; Ricketts et al. 2008; Sheller & Urry 2006; Spinney 2015; Verne 2012)
- Bridging research on **emotions** and **affects** (cf. Schurr 2014; Schurr & Strüver 2016)
- Reflecting on **ethical implications of method development** (Kaufmann et al. accepted for publication)
- **Triangulating** perspectives for **co-creating** knowledge on „cON/FFlating spaces“ (Bork-Hüffer & Yeoh 2017, Bork-Hüffer et al. 2020)
- **Example of application:**
Perception of public parks when using digital media in situ
- **Research sites:**
Venediger Au park (Vienna), Rapoldi park (Innsbruck)

DigitAS Data Collection Process

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Narrative-biographical interviews

- Individual trajectories
- Experiences with public parks
- Mobile + social media use

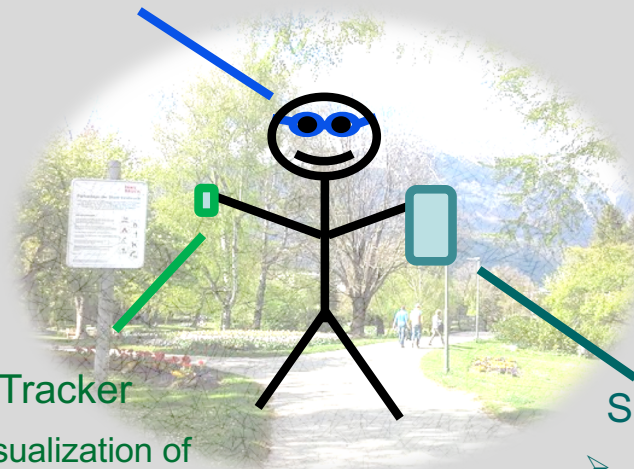
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Mobile data collection in public parks

(Vienna: Venediger Au park, Innsbruck: Rapoldi park)

Mobile Eye Tracking Tobii Pro Glasses 2, 50Hz

- *Eye fixation*
- *Duration of fixation*
- *Index of Cognitive Activity*
- *Audio + video recording*



GPS Tracker

- 3D Visualization of georeferenced eye tracking data

Smartphone

- Digital media stimuli

③

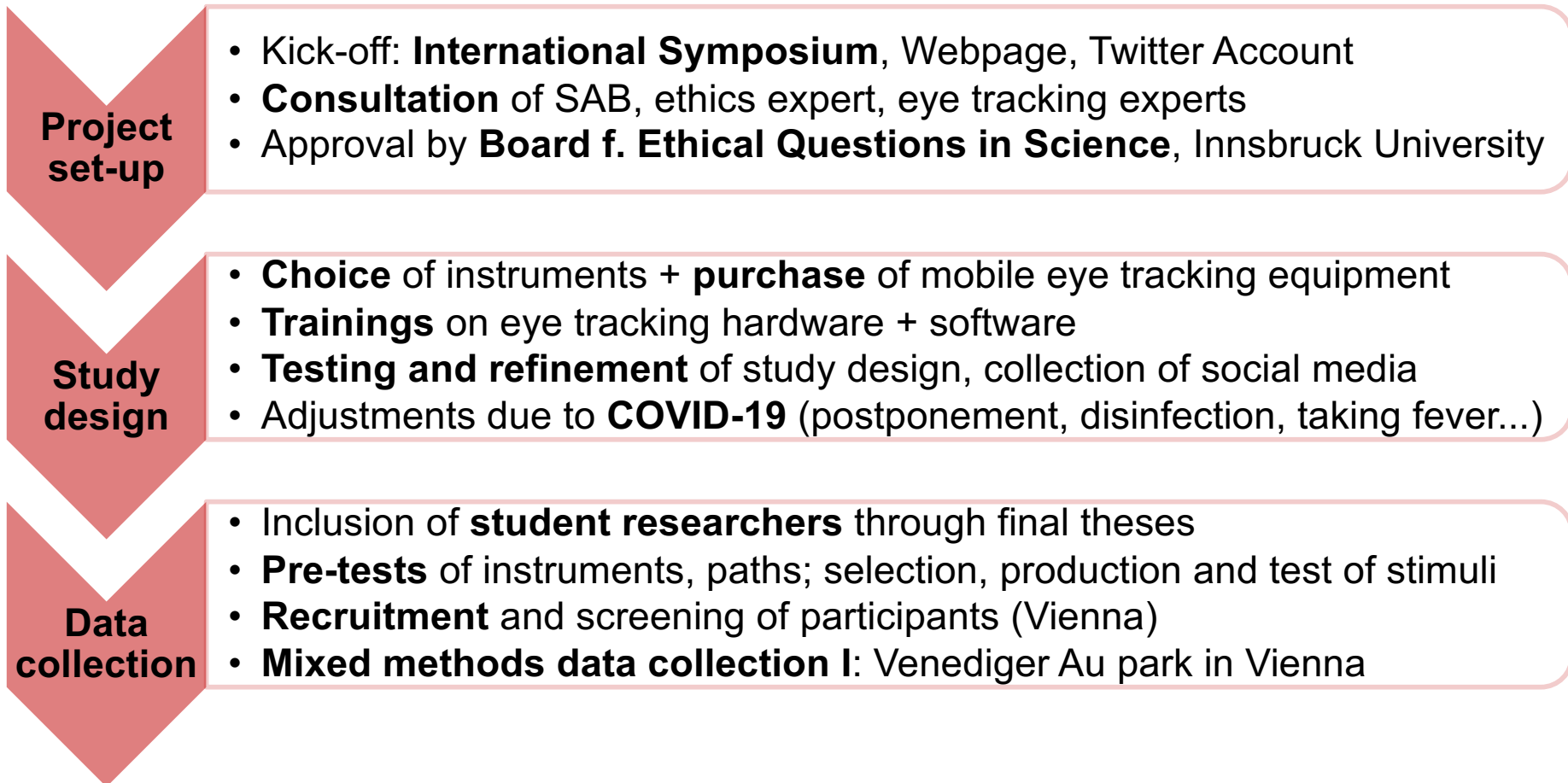
Retrospective Think Alouds based on recorded videos

- Subjective emotional experience of park situation
- Subjective emotional experience of digital triggers
- Comparison of walks

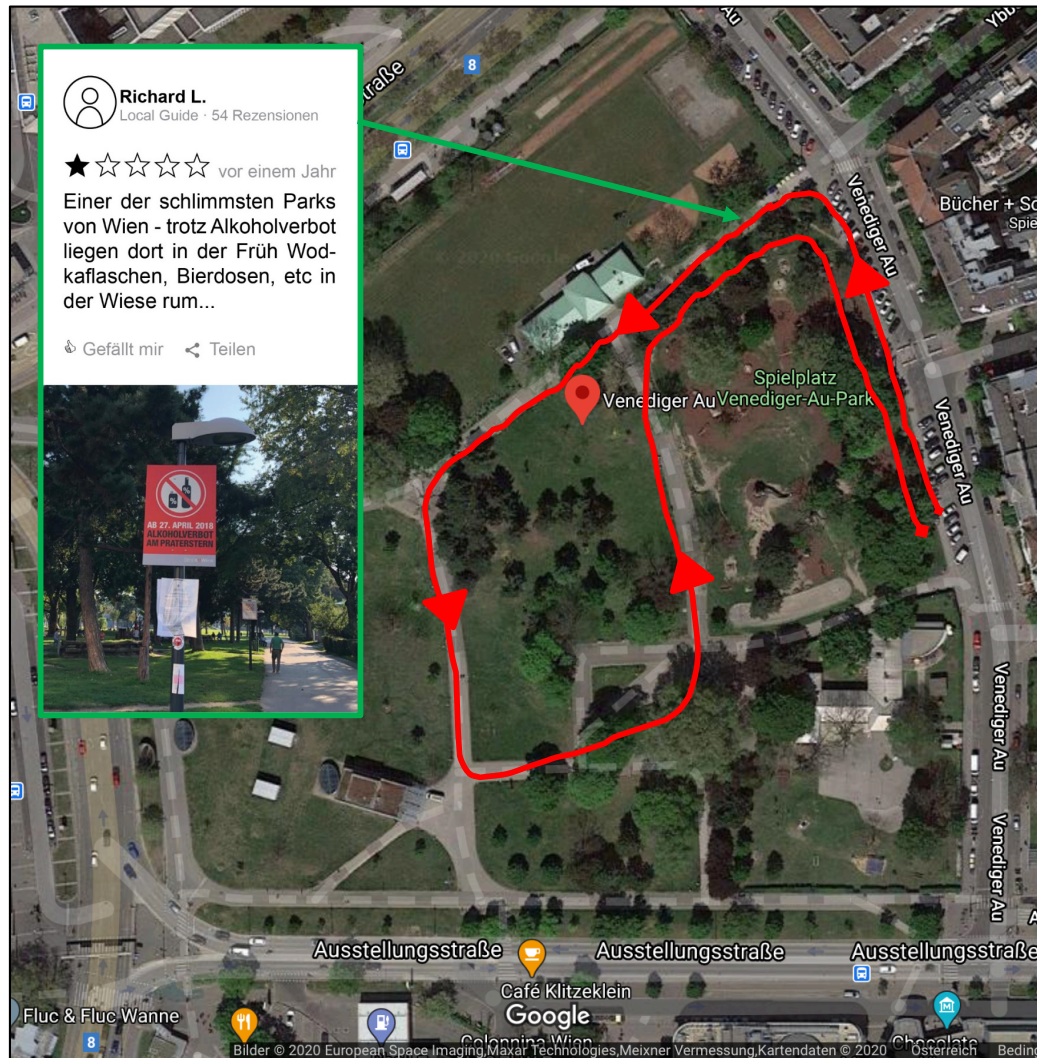
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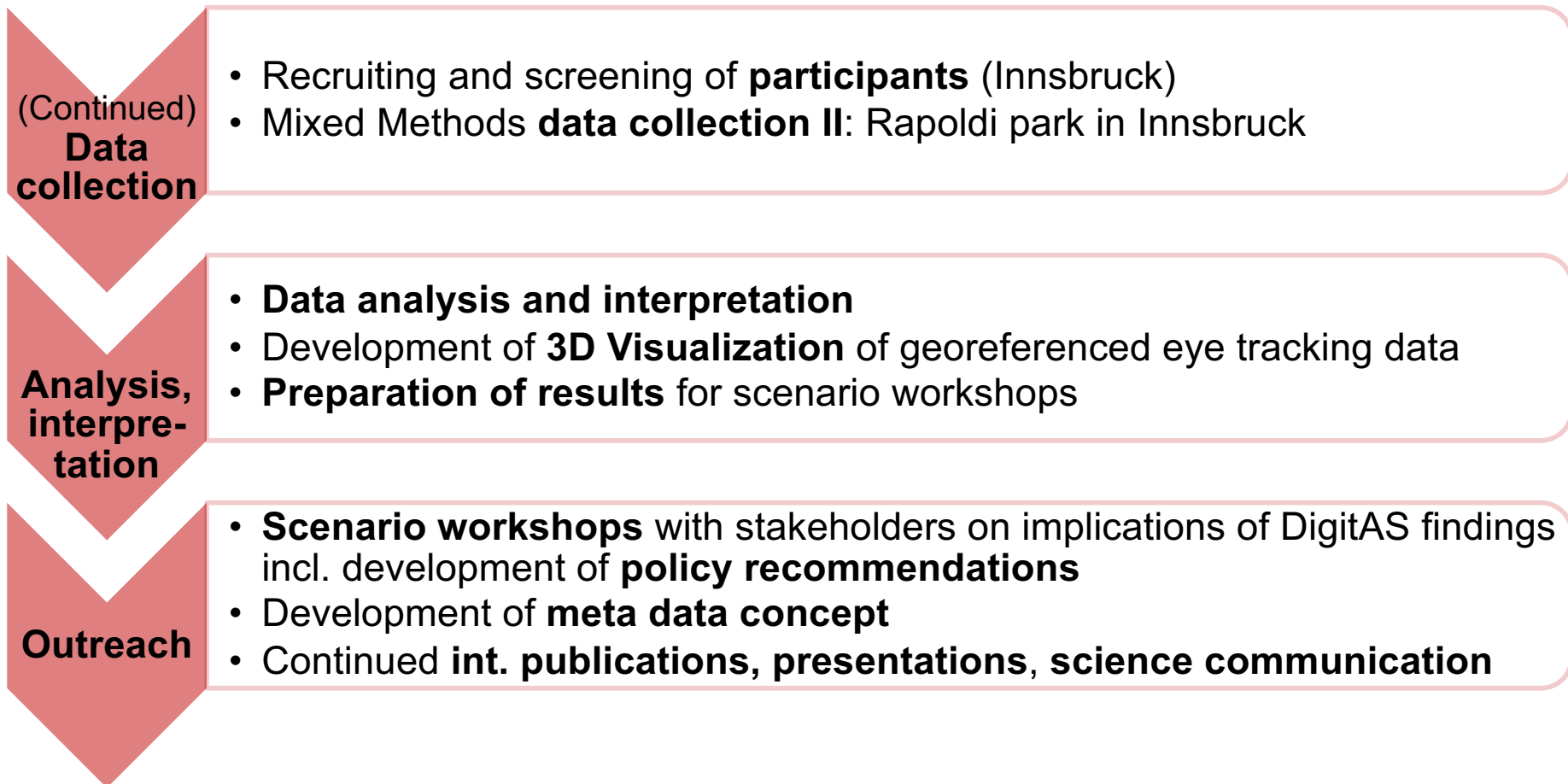
Research Site 1: Venediger Au park, Vienna



Mobile Data collection:

- Repeated walks along fixed path:
 - 1) without smartphone
 - 2) with smartphone: social media posts as stimuli
- Ongoing **eye-tracking**, **ambient video recording** with Tobii Pro Glasses 2
- Directly after walks: **Retrospective Think Alouds** on videos of walks

Next Project Steps



Aims and Expected Outcomes

- **Mixed methods innovation** and **method comparison**, development of best practices guidelines for mixed mobile data collection
- **Improved understanding** of effects of digital media and thus augmented reality on emotional-affective experience of public places
- Development of **3D Visualization of georeferenced eye tracking**
- **Metadata concept** for data management of mixed data sets
- **Policy implications** incl. recommendations for augmented reality governance produced in **two scenario workshops**

Thank You



The Digital, Affects and Space (DigitAS)
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