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## **Responsive Urban Lighting**

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During the one day workshop at the Media Architecture Biennale the members of the workshop developed a series of different interactive light behaviors for the exterior space at the Godsbanen.

## Description

This workshop will celebrate an experimental practice and, through 1:1 scale experiments in the wild, develop new knowledge in crafting interactive lighting scenarios, that are both beautiful and time efficient to realize. The workshop addresses questions such as: How can we systematically design lighting behaviours in public spaces? To what extent does responsive urban lighting affect our experience of architecture as well as the social protocol? What are the implications on safety, efficiency, social interactions, design, commercial, and aesthetic response patterns in interactive lighting design?

In the morning session of the workshop, participants will be introduced to a thermo camera tracking system, a design tool for mobile phones and design methodologies in public responsive lighting. During the afternoon session participants will be using a system that has been developed to distinguish various occupancy patterns in public spaces. For example, events such as encounters, long term occupancy and “passing through” which result in digital signals that can be used to affect lighting patterns.

During the workshop participants will develop multi-user interaction scenarios for urban lighting and, through simulations on architectural models, test different designs. The final outcome will be displayed in the city of Aarhus on a 1:1 scale model and thereby turn the public space into an ‘urban laboratory’ while allowing the participants to observe and evaluate social, aesthetic and energy related qualities of different responsive lighting designs.

*“How can we design lighting behaviors in public spaces that adapt to the situation? and to what extent does responsive light strategies affect our experience of architecture as well as social protocols?”*

