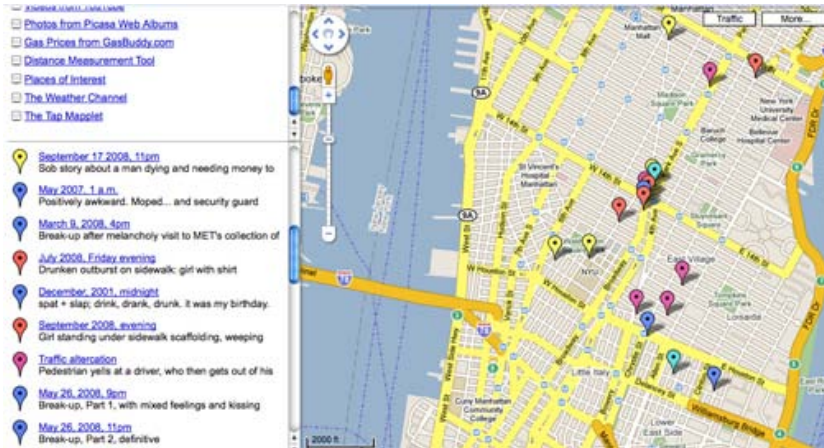


New York City Map of Awkward Social Interactions in Public Spaces



This project is an exploration of emotional terrain in urban space. As a research exercise for a larger project on social interactions in public spaces, I wanted to understand where and how intense, private social transactions or altercations function public urban space, and if they have a relationship to urban architecture and geography. The collaborative New York City Map of Awkward Social Interactions In Public Places was created to allow users to share their stories and experiences, and anchor them in geographic space. The map pinpoints public sites in the New York Metropolitan area where awkward/traumatic/emotional interactions have transpired. These include arguments with friends or strangers, break-ups, misunderstandings, emotional outbursts, physical altercations or encounters, and other traumas related to social interactions. The events marked can take place in public spaces: streets, parks, restaurants, bars, shops, etc. Private spaces (residences, schools, anywhere where entrance is strictly controlled, etc) are not included. As more users contribute, perhaps evidence of emotionally/socially awkward epicenters in the city will emerge.



[click here to use the map](#)

Similar Projects

Sandwich Competitions

The Sandwich Competitions were experiments in interaction design for large groups. They were planned as an antidote to the screen and technology obsessed and stressed culture at my graduate program, the Interactive Telecommunications Program at NYU. We wanted students take a break from pixels, code, and microprocessors, and get a chance to be creative with [...]

Feedback Playback

Feedback Playback is a dynamic biofeedback action movie viewing and re-editing system. In the system, the users' physical state determines the visceral quality of movie scenes displayed; immediate reactions to the scenes feed back to generate a cinematic crescendo or a lull. We used material that is rigorously narrative, formulaic, and plentiful: the action movie [...]

Twigster: find a tree, find a friend

Twigster is an concept design and prototype for an iPhone app and associated website to help urban users discover and explore the often-overlooked natural world in the city, and connect with others doing the same. The project plays on the basic human impulse to collect and categorize— whether a collection of specimens in a herbarium, [...]

Disaster Boat!: anxiety-enacting video object

boatMovie from zannahlou on Vimeo. My slapdash model ship, made out of cardboard and masking tape, was set it to sail on video sea and sunk in a storm of pixels, in a rehearsal of the disaster fantasies of my coastal New England youth. The boat was constructed from readily available household/schoolroom materials: this fantasy [...]

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