

Class Notes

1. LambdaMOO

Dispute Resolution:

- Formalizers
- Judicial Bd
- Similar to constitutional board, bill of rights
- Social Club, Separate Country
- Wizards reverted to old system in 1998
- More democratic in 1993-1996
- Relationship between our system and physical world
- When do you know when the proposal has been “finalized”?
- Amendment process?

2. Dan: why revert back to oligarchy? Star Trek episode (virtual war) – disconnect between pushing a button and reality. Not surprising since LambdaMOO is not real. Unlike real social club – people are invested in it.

3. “Business hates uncertainty” – prefer stability. People don’t like uncertainty.

4. UDRP – Uniform Domain Name Dispute Resolution – first come, first served. Trademarks – first and right. Dog – gets two bites – then put down – next court must use this as basis – common law. Not true in online dispute resolution. Arbitrators have completely different results. Makes it unpredictable. If there was, then arbitrators would be coming up with rules (unelected).

5. Wetnap – “charity for attack on America”. Nuances are lost if devoid of context and you just have the words.

6. What sorts of rules should be considered (in the abstract)? General context:

Bill Mitchell – “Ideas from Left Field”

1. Relationship between Information and Space, Decisions and Space.
2. Networks can begin to change these relationships.
3. Spatially distributed decision processes.
4. Continuous spatial decision envt vs. asynchronous decision making.
Spread across time – when is the decision point?
5. What happens when you lay wireless technology across this?
 - Fundamental distinction in the use of space.
 - Network (Fixed Infrastructure) – get collection of points (i.e. water supply) – gets uses related to them – fixed structure of distribution.
 - Digital networks similar – phones. Athena clusters.
 - Wireless gives continues fields of presence – activity no longer needs to cluster i.e. make a phone call. Fixed location to fixed location. Now call

person rather than a place – don't know where they are. Activity no longer restricted to a place (living room, phone booth).

- Information no longer tied to place

6. Space/Information/decision-making

Pre-network – needed to be in space to get info (floor of parliament, in your office for files, library etc). Also needed to be in right place to make decision – often to establish legitimacy of decision-making processes.

Now have network – technology not limiting factor.

7. Often first experience = cellphone – city divided into ‘cells’ – base in center – get passed from cell to cell as you move through city. Top-down, centralized system of infrastructure. (similar to other kinds of infrastructure).

802.11b technology: spatially and politically different. Can do bottom-up strategies (just hook up base station to collection). Begin to engage in very different kind of urban design strategy.

1st – pts vs. continues

2nd – how you get them set up/connected.

8. MIT – wiring the dorms. Exacerbate ‘geek’ factor at MIT – not particularly social. Increased roommate conflicts. Now – move away from fixed desktop to wireless laptops. Creates a lot of demand for informal gathering spaces – that can be appropriated. Piazza – tradition meeting place. When to piazza at particular time – bump into friends. Now – cellphones, lead to ad-hoc meetings – identify place where you can meet. Creates a demand for lots of identifiable meeting places. Piazza looks the same but operates very differently – different times of day. Different social practices. New overlays on functions of space – Starbucks, airports, hotel lobbies.

9. The decline and fall of the architectural program. Spaces – typically have fixed, defined uses of space. Modern architectural plans – labeling living room, dining room, etc. Not true of Palladio's plans. Particular activities require specific infrastructure – bathroom fixtures. Classroom – blackboard. Architectural program = modern idea. Adjacent requirements, etc. Start with program, move forward. ‘Electronomic space’ – not necessarily the way to think about it. Ad-hoc patterns of space – almost a pre-industrial occupation of space – design for the occupation of people vs. functional. What does this mean for decision-making spaces? “Me++”

10. Markets – used to be a physical place – “market” used to be a physical place. Now – “market” not associated with place. Think about extending this same thing to decision-making process. Used to be square in front of the building.