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# Mauro Cherubini:: Research Blog

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May 03, 2004

## Locative Media Workshop report

futuresonic event[31], Manchester, the 29th of April -1st of May 2004

By Mauro Cherubini

DAY/PART 0

Nicolas and I arrived in Manchester on the 29th with bad weather conditions. After rumbling the city for a while, taking hundreds of pictures, we decided to rest for a while when we saw the public installation of "Uncle Roy - all around you"[1] presented by the Mixed Reality Lab[2] at the CornerHouse:

Uncle Roy All Around You is where the console game breaks out onto the streets; a game that pitches Online Players around the world alongside players on the real streets of the city. Street Players use handheld computers to search for Uncle Roy, using the map and incoming messages to move through the city. Online Players cruise through a virtual map of the same area, searching for Street Players to help them find a secret destination. Using web cams, audio and text messages players must work together. They have 60 minutes and the clock is ticking...

The same system was presented on the morning of the 1st of May by Matt Adams of Blast Theory. He began with some interesting points - such as a new version of Hakim Bey's "Temporary Autonomous Zones" (TAZ) played out over mobile phone telephony as a "Temporary Performative Zone" (TPZ) where people have to adjust their body language and voice depending on their location and the social circumstances of their immediate surroundings.