Interface jamming: feeling like a child in the city

Expression of Interest

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Tags: #interfacejamming #urbaninterfaces

The project explores the question: What does it feel like to be a child in the city?

Invitation

I am interested in children's belonging to urban environments. I am especially interested in the ways young children develop their belonging to the city through interfaces that provoke sensory, corporeal, and participatory interactions.

I invite you to participate in the Interface Jamming project. I invite you to propose an interface jamming activity for a child or children that critically explores the interfaces in their lives. I am interested in your use of creative approaches for studying children's emergent civics and citizenship in the urban context.

Overview

Cities globally are becoming more inclusive and age-friendly (UNICEF 2018). Enabling people of all ages to co-develop their urban civics is critical for creating diverse communities, promoting inclusion, and supporting children to become active citizens as we reorient ourselves within a post-pandemic public space.

The Interface Jammers project promotes the civic agency of children, families, and the community as active urban citizens. It asks: how might young children utilise and respond to their rich urban environment and develop their civics and citizenship?
This project considers what a city can learn from the voices, participations, experiences, needs and priorities of the children who interact with its interfaces and play, learn and live in it. How do children, as citizens, playfully consider what the interfaces of their city feel like, "through my eyes, through my ears, through my nose, through my feet, through my hands"?

The interface

The project takes the term *interface* to include interactive screens, sensors, and automated machines. In this project, the interface will consist of more-than-human, and biologic interfaces, such as animals, materials, weather, people, birds, and insects as embodied media.

The Interface Jamming project creatively experiments with children's uses of SmartScreen, tangible and embodied media within their urban environments. It also explores non-tangible media such as alerts, sounds, and instructions.

The interfaces can be indoors or outdoors and in different contexts. These include, but are not limited to:
- train stations and bus stops

- hospitals
- parks
- learning spaces
- malls and shops
- walkways and underpasses
- supermarkets
- public precincts and piazzas
- galleries and museums
- playgrounds
- sporting venues
- waterways
- libraries
- laneways
- streets
- homes and residency spaces

Interface jamming

Jamming refers to disrupting the expected or mainstream understanding and interaction with an object or image. Jamming has been used by groups such as Adbusters to encourage public awareness of the power and ubiquity of global organisations and companies. As Nicki Lisa Cole suggests, jamming is often comical and satirical and uses public performance to raise awareness of the influence of advertising and products.

Jamming can humorously and playfully help us think more critically about how we interact with the interfaces we encounter in our daily lives.

The project uses jamming as a participatory method to critically examine how interfaces and bodies are expected to interact. It invites children to interact with, co-explore and interface jam with the technological and biologic interfaces of their daily lives.

The project also allows children to use artistic and sensorial methods to co-design and co-curate diverse interfaces throughout their urban environment.

What to include in your EOI

- Your contact details, location, and country
- Your urban context (large city, suburb, regional town, country village, etc.)
- Your proposed activity and how it relates to the project themes and ideas
- Proposed date/s or duration for the activity
- Proposed participants
- Proposed outputs. This can include documentation, creative practice, digital work, or more.