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Thomas Leduc, Myriam Servières, Vincent Tourre

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Physical/Digital Spaces Collisions. So What?

Session 9 – Introduction

Thomas LEDUC¹,
Myriam SERVIÈRES²,
Vincent TOURRE³

In recent decades, the use of new technologies in mobility situations has fostered the emergence of new forms of society. The empirical and tangible world of proximity, of short distances, of small communities, backdrop of our traditionally recognized senses, has suddenly collided with a set of virtual, networked universes operating on a world scale, capable of interconnecting billions of humans and non-humans.

In an article from 1992, the American geographer H. Couclelis "begs the philosophical question of the most appropriate conceptualization of geographic space" in the context of a controversy between the "object" and "field" views of geographic space. She first notes that this question is "closely analogous" to the atomic-plenum debate in the philosophy of physics before exploring "the theoretical and practical implications of the plenum ontology for geographical modeling." In such an understanding of space, the latter is a continuous and ubiquitous field of potentials.

The question now arises as to the relevance of this model to the above-mentioned collision. How does physical/digital collision occur in urban space? What is the impact of this collision on our experience of space?

What are the impacts and consequences of these interaction on the perception of space, on urban ambiances, on the way of the city are design today and on the way the people can live and interact into these city?

Reference

Couclelis, Helen. 1992. "People Manipulate Objects (but Cultivate Fields): Beyond the Raster-Vector Debate in GIS." In *Theories and Methods of Spatio-Temporal Reasoning in Geographic Space*, International Conference GIS - From Space to Territory: Theories and Methods of Spatio-Temporal Reasoning, Lecture Notes in Computer Science, eds. Andrew U Frank, Irene Campari, and Ubaldo Formentini. Pisa, Italy: Springer, 65-77.

1. AAU Laboratory, Crenau, France.

2. AAU Laboratory, Crenau, France.

3. AAU Laboratory, Crenau, France.