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### CoGet

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## CoGet: Things Moving People Around

Across the connected city small things play a large part in sustaining the flow between people and places. Cups of tea, bottles of water, books, four way plug adaptors, bicycles, computers and many more objects are the 'things' that support the meeting of people and the jobs that they do. However sometimes these things aren't where we need them, and flow is halted. If things knew where they were likely to be needed, perhaps they could ask passers-by to move them there.

The CoGet workshop and experiments introduce the CoGet iPhone software that reveals where things want to go, and asks the public to move them on their behalf. Connected to the net, and able to read the social complexity of a local area, CoGet lets objects control people's movements by predicting where they need to be, and borrowing the legs of a human to move them.

To get involved and experience CoGet we have two types of workshop that let you become a node in the movement of some 'thing' across a small part of the city:

### **Demo : How to CoGet including street test**

The Demo's are structured workshops that guide people through the use of the software and end in a performance. We will provide a small selection of iPhones for those who don't have their own.

### **Experiments: Let's see if it works**

Experiments are semi-structured events in which previous workshop participants or people who are comfortable in using the iPhone app take part in moving objects.

### **Day 1**

10.00 Demo : How to CoGet including street test

12.00 Experiment: Let's see if it works

14.00 Demo : How to CoGet including street test

16.00 Experiment: Let's see if it works

### **Day 2**

10.00 Demo : How to CoGet including street test

12.00 Experiment: Let's see if it works

14.00 Demo : How to CoGet including street test

16.00 Experiment: Let's see if it works

**You can download the CoGet iPhone application for free from the AppStore**