

spirit world
invisible tail
craft long tail
cultural difference environment
posters use of space
graffiti information spaces
ebay simplicity
magic talisman objects personal
archaeology furniture
artefacts fashion things
spine wand
digital/physical
services felica
branding suica penguin
nfc iconography mifare
situatedness
mobile phone place
locality mobility
sustainability
thing history history of use
small narratives
pointers
discovery
bluetooth local networks
internet wifi
embodied vs ambient control
governance
fear
surveillance agency
crime traces
pain and grief flow of cash
acceptance
social identity play
tangible connections activity
communication representation
co-creation sharing habit
non-governance ritual
access hackability
adaptive design avant garde
messiness art
new markets design
critical design