

# This Must Be The Place

## The Importance of Place in Portable Media

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Place is a concept that relates to space and is determined by how people understand and interact with particular locations. A sense of place can be developed by people through gaining familiarity with a location, engaging in communal activity, or exploring and immersing oneself within a particular space. In the late 20th Century, the internet and the increased mobility of people led to new analyses on how place is understood. Notions of place began to emerge at this time that examined how ideas of place were changing, and argued that location and communal activity were losing prevalence due to the nomadic and individualistic nature of people.

My paper analyses place as a concept associated with location, familiarity and communal activity. I look at concepts of place that existed prior to the mass implementation of digitally networked media, and question the role of place in digital media. By analysing and observing aspects of place that have been used in digital media applications, I hope to develop a sense of how place is perceived through digital devices.

Through this study, my aim is to research portable media, in particular portable media that utilise some aspect of location-sensitive software. By studying software that is particular about location, my goal is to determine whether concepts of place have become relevant again through the use of place as a medium or concept in portable digital media.

Various applications and projects are studied in order to determine how different designers, artists or groups have developed media in different ways that respond to people's location and their ability to communicate through portable media devices. By studying concepts of place alongside designs of digital media applications, I intend to show how place is still a relevant topic to be taken into account in the design and implementation of portable media technologies. With location specificity and communal activity in portable media applications, I believe that concepts of place can be reappropriated to 21st Century technologies to make them just as relevant as they were prior to the mass popularity of the internet.

The goal of this paper is to evaluate whether concepts of place have found new relevance in the 21st Century through the incorporation of portable media devices. The findings of this analysis will show that place and digital media share many relationships, and that place is an important concept to be taken into account when creating portable media applications. By being mindful of the relationship between people and place, applications have the potential to be more involving and engaging by involving people not only in the digital applications, but in the places that they inhabit at the same time.