COMPUTER SUPPORTED URBAN GARDENING

1. Urban Gardening?!

- Open community spaces
- Growing your own produce
- Bottom-up culture / DIY
- Strengthen resilience
- Local, sustainable food
- Healthy physical activity
- Help Biodiversity

2. Common Issues

- **Communication & Coordination:**
  What/where to plant? Watering? Money?
- **Expertise & Knowledge:**
  Very different levels of agricultural know-how
- **Awareness & Community building**
  What's up in the garden and who's there?
- **Monitoring & Automation**
  Moisture levels, security, auto watering
- **PR & Publicity**
  "I'd rather plant than blog..."

Ethnography!
Observations
Interviews

3. Current Solutions

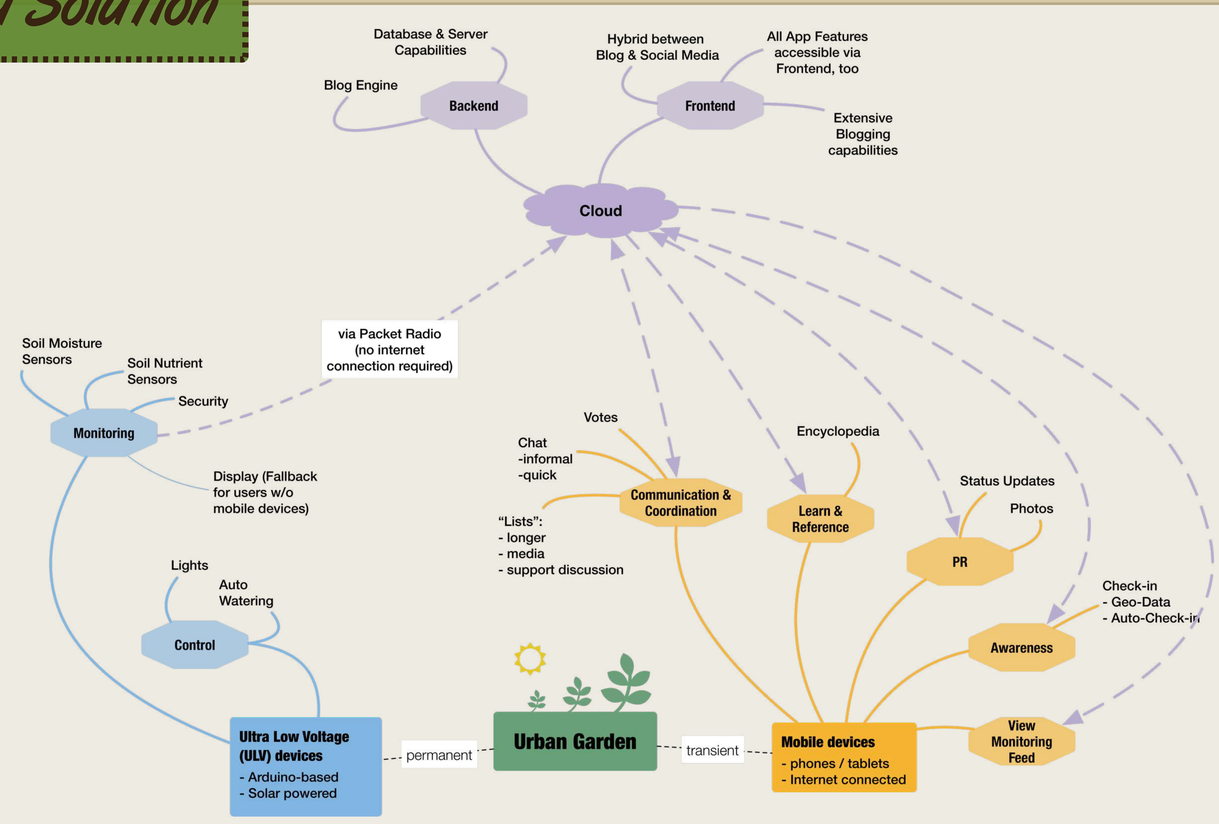
A wild potpurri of:
Blogs - Wikis - Mailing Lists - ...

Poorly integrated &
Often bad User Experience

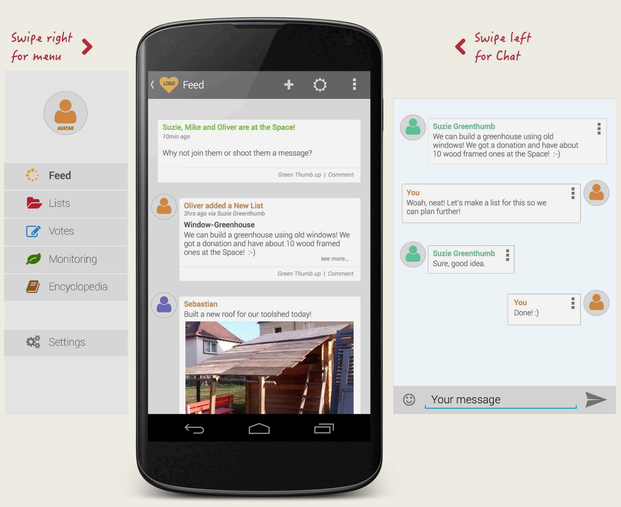
4. Constraints

Off the grid (no power & web) |
Little money | **Sustainability** |
Completely open (theft)

5. Proposed Solution

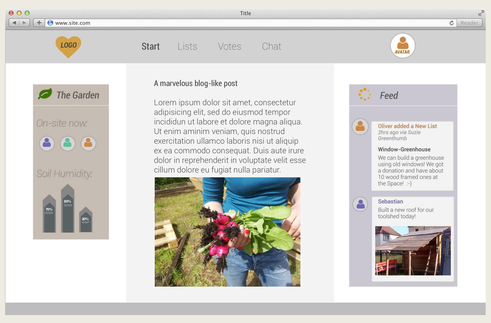


6. Mockups



Mockup Lists View

Mockup Monitoring View



Photos Arduino Prototype

Photos User-Tests

The grey boxes are placeholders which will be filled in with the most up-to-date photos available until the conference. The final poster will be available on: www.gardenapp.com

Play around with the Demo!

7. Conclusion & Outlook

ICT can help but integration & careful design is necessary.

We'll continue to develop and test iteratively together with gardeners.

We'll research through design and do further, deeper ethnography.

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