

I am a game designer, company founder and creative leader who has been working at the intersection of technology, design and public space for the last 15 years. I founded the design agency Hide&Seek in 2006, creating a range of public space interventions with partners including Southbank Centre, G  t   Lyrique, SFMOMA and London Olympics 2012. My start-up game studio Sensible Object achieved global recognition with our flagship mixed reality tabletop game Beasts of Balance. Sensible Object was acquired by Niantic Labs in 2019. For the last two years I have been working on novel applications of augmented reality in public space and integrating my team into the company. I recently left Niantic to pursue new ventures.

That new venture, while nascent and unformed, feels aligned with the themes of the workshop. While I'm not an academic, my design thinking is informed by writers such as Donna Haraway, Tyson Yunkaporta, Merlin Sheldrake and Robin Wall Kimmerer, and I have been contemplating the role of technology in interpreting, encountering and becoming entangled with the more-than-human world of nature.

This is the decisive decade for the global climate crisis. To paraphrase Cristiana Figueres, chief negotiator of the Paris Climate Agreement, there is much to be outraged by, and huge opportunities to grasp. The goals of my next project are to make the climate transition as fun as possible, for as many people as possible. The discourse around individual responses to the climate crisis are broadly negative; stop doing things you enjoy. I'm interested in inverting that, and getting people to start doing things they will enjoy, that will have a greater impact.

How does this relate to more-than-human cities? I understand that your conception of that term takes into account the artificial entities gradually populating our cities, and encourages a subversive relationship with them. In addition to considering natural non-human agents in the city, I would add to that the concept of human actors as participants in the creation of new data layers in the city. Several of the largest technology companies are attempting to build a 3D map of the world. This 'digital twin' of the city will power the navigation and interaction models of those artificial entities, as we migrate from a GPS based navigation system to one based on this digital twin. The communication speeds of 5G allow for real-time processing of this 3D map as a basis for highly accurate positioning and navigation.

The questions of [how urban players should be compensated](#) for their role in creating this 3D map of the world and the possible unintended consequences of its creation, seem to me squarely in the nexus of politics, ethics and economics that you referenced in the call for proposals. It is also interesting to discuss what is seen and not seen by computer vision.

I am interested to discuss questions of ownership and relationship from the perspective of a tech entrepreneur with the group. I believe that scale and rapidity are critical and that the

allocation of significant capital towards climate transition projects is now being driven by finance (at every level from pension funds to VC). I would also value the opportunity to reflect and question that model, and consider how impact, justice and intersectionality can be encoded into the corporate structure and vision of new ventures.

I am interested in progressive attempts to introduce access to nature into cities in recognition of the fact that this access is highly unequal. People from all walks of life value access to nature but not everyone is able to benefit to the same extent. I am curious about the role game-like experiences might play in creating new kinds of access to nature for a diverse group of players, and whether those experiences could encourage a progression from experience to participation, playing the long game of rewilding and restoration.

There is a binary between digital experience (screen time) and nature experience which I'm interested to question and problematise; I think that humans have been thinking with the aid of technology in nature for as long as there have been human societies. What is also true is that much design in the technology-aided space stems from an attempt to make a humane interpretation of an engineering innovation, with nature and biodiversity unconsidered externalities.

I'm curious about the role of artificial entities in building and maintaining this map. Could we encourage those entities to take breaks in nature and sense what is around them? How might this change our relationship with those entities? Is this anthropomorphisation or collaboration?

Another value for me of considering subversive practices in the context of urban technologies is the opportunity to reflect on ways that these rituals can be built with space for subversion and misuse. So many projects fail through didactic approaches to use, based on assumption of shared beliefs between the creators and the players. This should be a tool for which people can find their own uses.