

I am struggling a bit to position myself swiftly for an application for a workshop in 5 pages. Instead I will briefly point to three relevant project I am currently working on or I have been doing last year. Furthermore I will add in the beginning a few lines about my background.

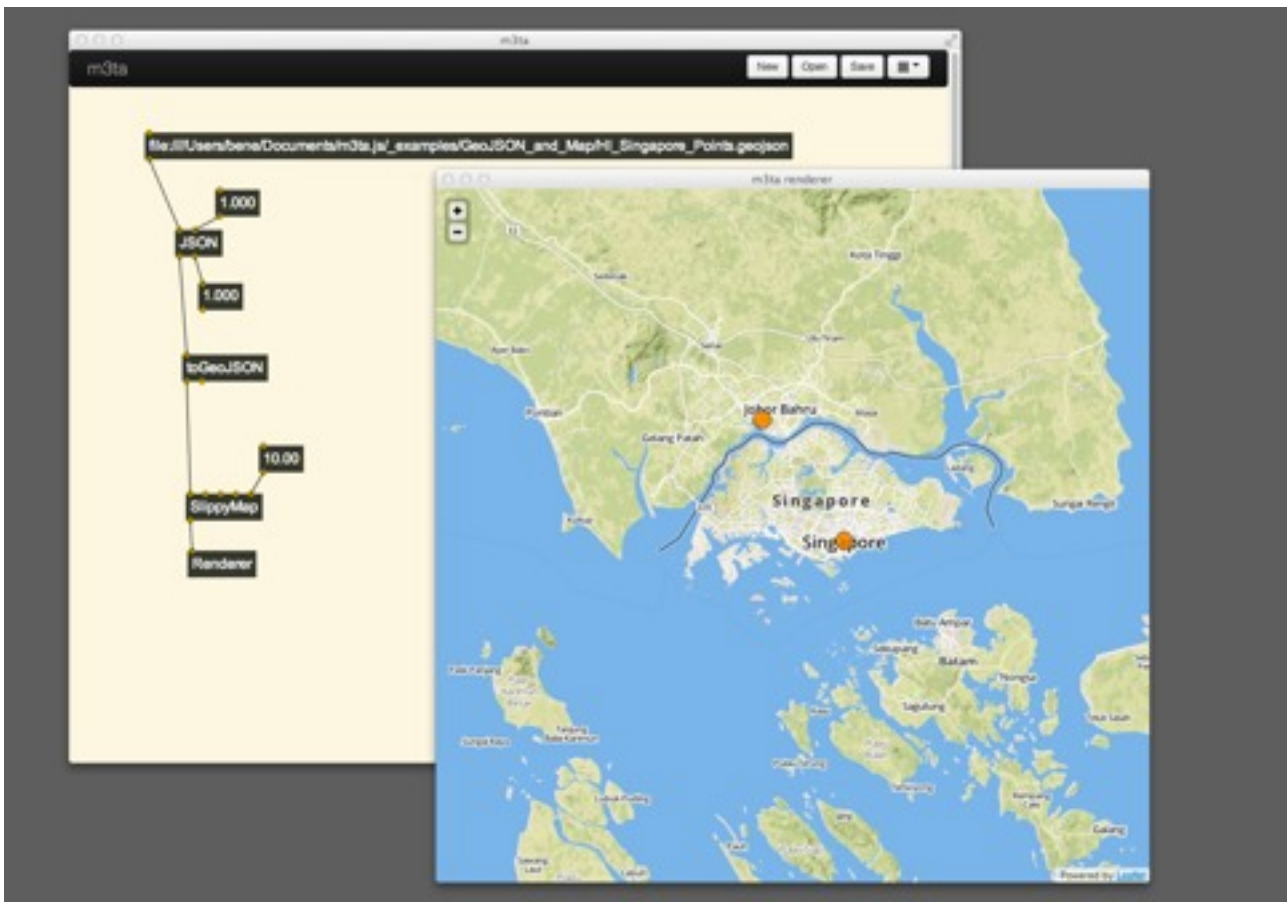
Personal background

My areas of interest are in large scale data sets, systems and tools. Most of the time my material is software, or to put it differently, code. During my time at the Royal College of Art I have developed an strong interest in (speculative) maps, landscapes, urban data and other large scale geo data. These interests extend my computational, UX, IX and scenario interests. Furthermore I am remain interested in the systemic issues which relate to large scale data. Plus I am one of the authors of the book [Generative Design](#) (ISBN 9781616890773, Princeton Architectural Press, <http://amzn.com/1616890770>), the “standard” book for computational design/visualization in German and French language.

Full vita: <http://benedikt-gross.de/log/vita/>

Meta.js (for [MIT Senseable City Lab](#))

work in progress!



m3ta is a framework or a “material” to prototype infoviz pipelines in a tangible and iterative way. The framework borrows a Lego like metaphor of visual programming, nodes can be easily combined to graphs and every node is based on a simple javascript file. m3ta favors accessibility over speed, everything runs in browser based on a pure web-technology stack (node-webkit). The main aim of the project is to create tool to enable “makers”

extremely quickly to create infoviz pipelines but on the same time to have the infoviz solution node repertoire every time exposed to less technical trained/interested people. Not everyone wants to be a programmer. In my experience the nontechnical voice is often heard to late simply because of accessibility of the tools. I realized this while I was working on various projects at the MIT Senseable City Lab, hence I proposed to kickoff this project. It aims to bridge those gaps.

- m3ta will be open-source (MIT licensed, t.b.c when ...)
- m3ta is work in progress, but a working proof of concept is available and could be presented too

More details in this internal screencasts:

https://dl.dropbox.com/u/2700930/01_lego.mov

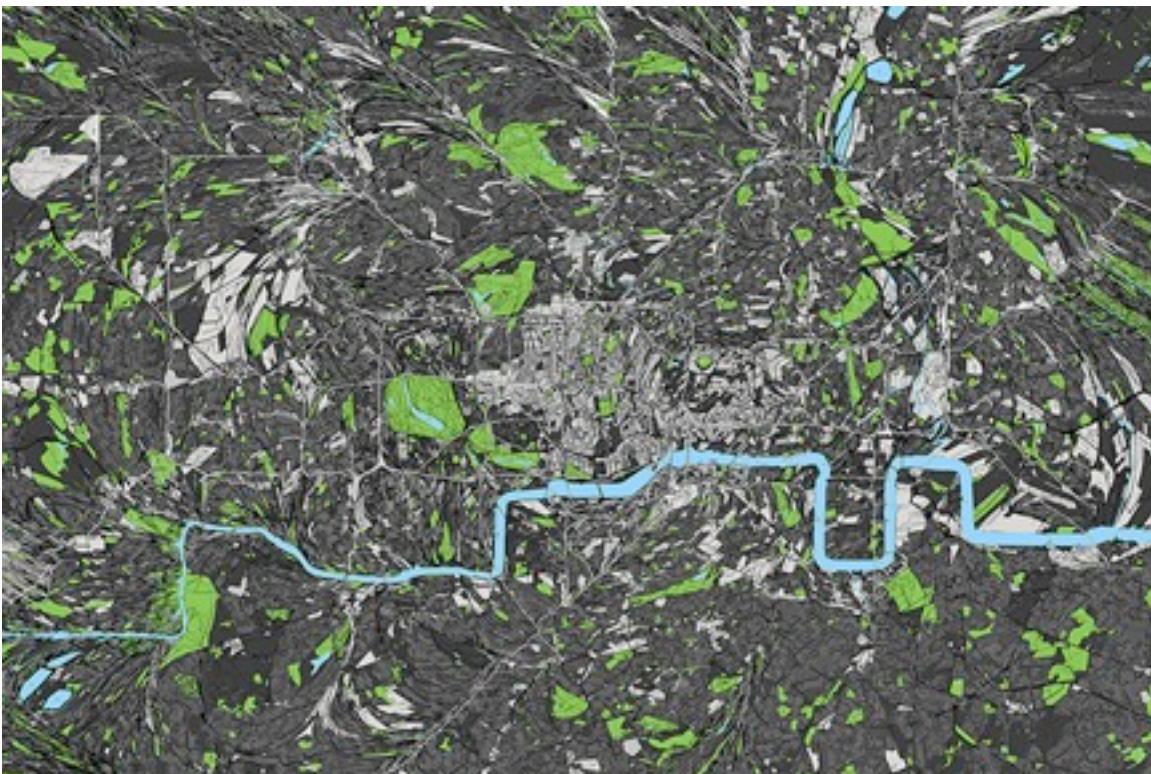
https://dl.dropbox.com/u/2700930/02_map.mov

https://dl.dropbox.com/u/2700930/03_creating_nodes.mov

Metrography

Art project based on OpenStreetMap data. Currently on display at the [Data as Culture art collection at the Open Data Institute](#).

Maps offer distorted projections of the real world, and these deformations get stored mentally to the point that they can become collective representations of the real world's geography. 'Metrography' attempts to explore this phenomenon using the most famous of transit maps: the London Underground.

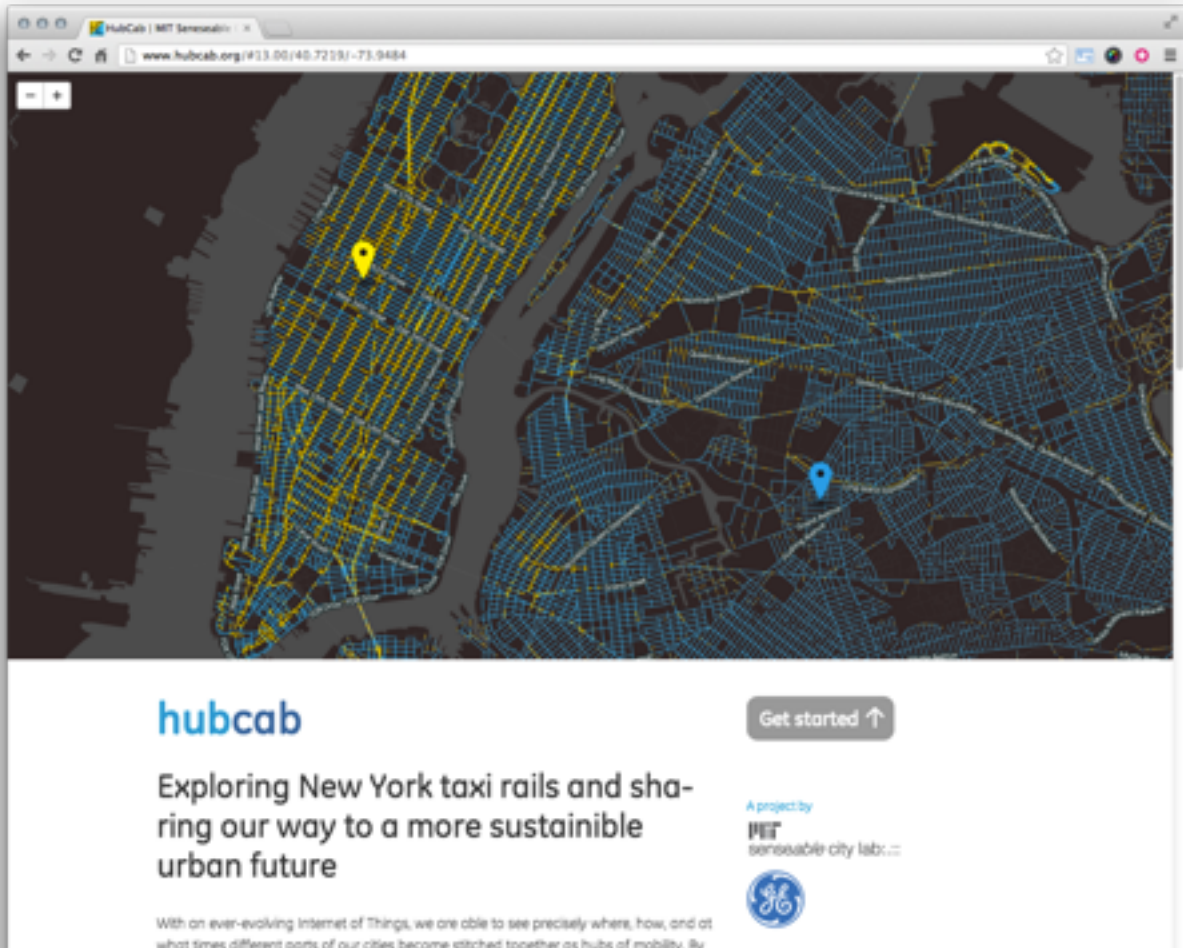


More details and background videos etc.:

<http://benedikt-gross.de/log/2012/02/metrography-london-tube-map-to-large-scale-collective-mental-map/>

Hubcab (in collaboration with [MIT Senseable City Lab](#))

work in progress!



Exploring New York taxi rails and sharing our way to a more sustainable urban future.

HubCab is an interactive visualization that invites you to explore the ways in which over million taxi trips connect the City of New York in a given year. This interface allows you to navigate to the places where your taxi trips start and end and to discover how many other people in your area follow the same travel [trip] patterns [origins and destinations]. How many of these cabs might you have been able to share with the people around you? What do these visualizations tell you about your travel network? And how might entertaining these questions be the first step in building a more efficient and cheaper taxi service?

Current version: <http://www.hubcab.org/>. The website hasn't been communicated yet and is on hold until the corresponding paper has been published.

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It would be pleasure to have the opportunity to contribute to the workshop!

Best, Benedikt Gross