

# Private Spaces, Public Places

## *Deconstructing Privacy and Anonymity in the CMU Public Clusters*

Through encoded behavior, users of campus computing clusters maintain the illusion of privacy and anonymity in public spaces. But what happens when we use interactive technology to disrupt these artificial boundaries?

**Terminal Tag** Any user in the cluster can select another user's screen to be displayed on the overhead projector, such that everyone in the cluster can observe the user's computer activities. As in the game of tag, this user is now "it" and can select another user's screen to be projected. Users are compelled to continue the game in order to preserve their personal privacy.

**Voyeur Cam** Each workstation is equipped with a webcam. A user can "spy" on another user in the cluster by activating that user's webcam. The voyeur remains anonymous unless the user being observed activates the voyeur's camera, at which time the users are notified they are spying on each other.



**Virtual Journal** Users may contribute to a virtual guest book by leaving text messages, audio recordings, and webcam images on the workstation. The journal will evolve over time into a collaborative story of the space.

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