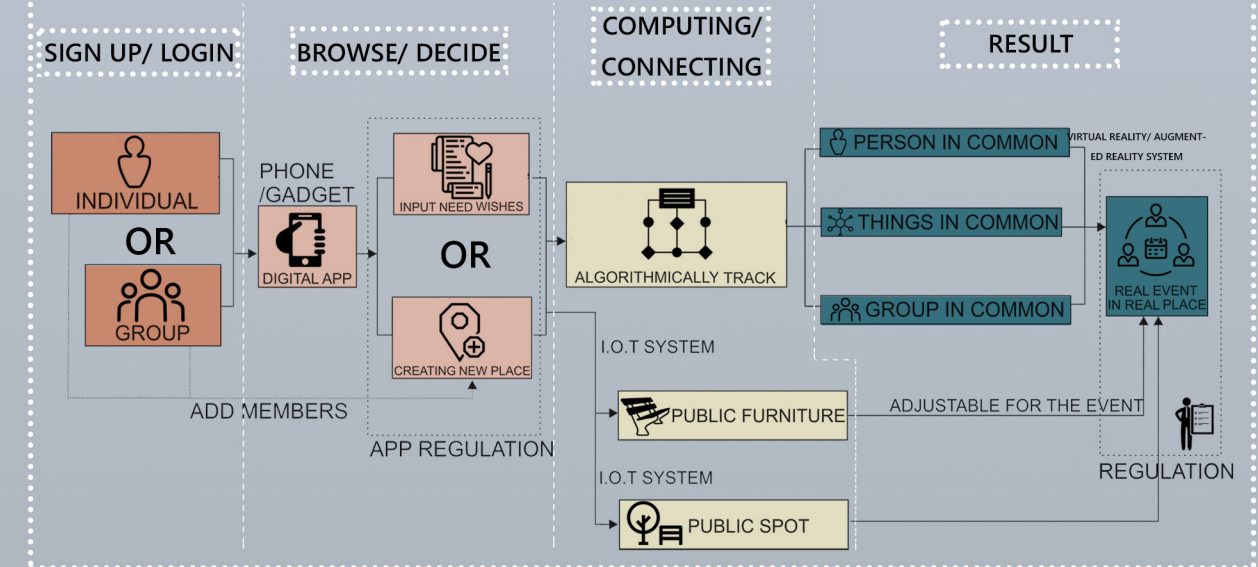# VIRTUAL CITY WITHIN CITY
Enabling people to achieve the equity
by creating their own virtual city to get more connected with people in the real city

THE NOVELTY OF IDEA

In a dense populated modern city nowadays, people are increasingly dependent on "technology" that somehow replacing "physical" human interaction. However, we must embrace and utilize the same "technology" to help the human properly. This is where our "50:50" proposal derived, with the means of balancing between "technology" and "reality" fairly. The main idea is "Enabling people to achieve the equity by creating their own 'virtual' city to get more connected with the people in the 'real' city". Naturally, The "Real" City could not answer every specific needs of the citizen. It can be anything depends on the people individually or socially. By looking at this condition, the proposed program is making people to create their own version of the city virtually. Algorithmically it will track their needs and encourage them to connect with others in the "real" world. This system could fill the "blank spot" that the "real" city could not.
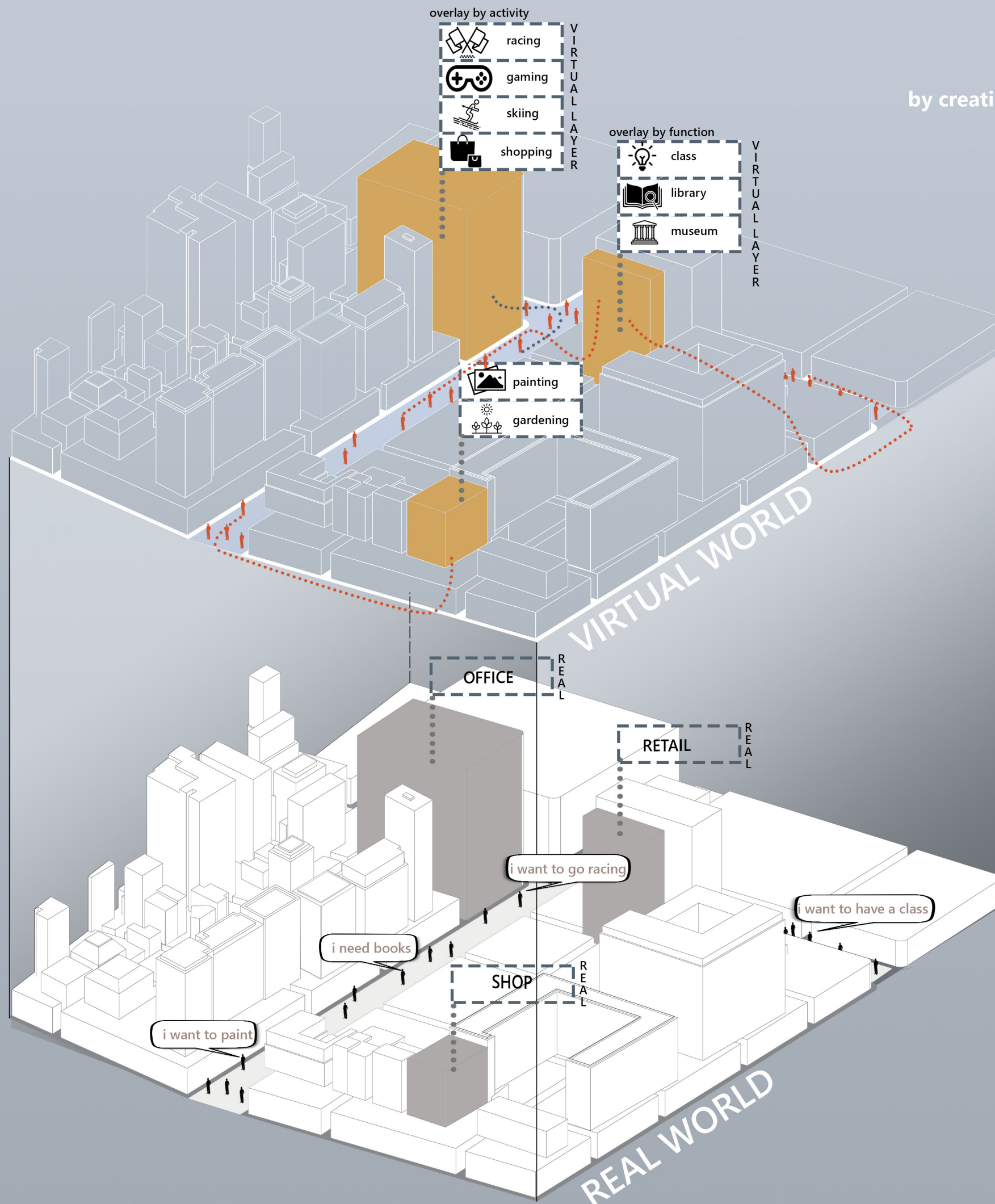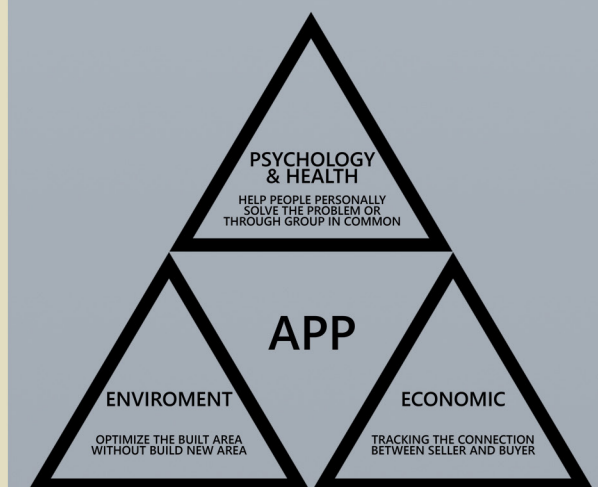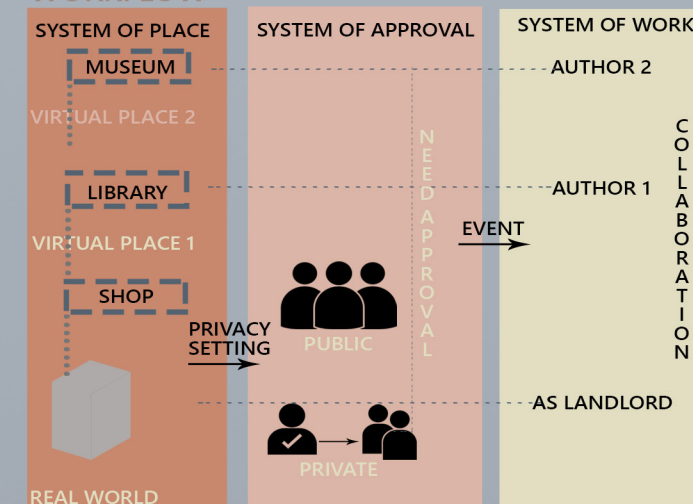
GENERAL FLOW

SIGN UP/ LOGIN · BROWSE/ DECIDE · COMPUTING/ CONNECTING · RESULT

INDIVIDUAL OR GROUP — PHONE /GADGET DIGITAL APP — INPUT NEED WISHES OR CREATING NEW PLACE — ALGORITHMICALLY TRACK — PERSON IN COMMON · THINGS IN COMMON · GROUP IN COMMON — VIRTUAL REALITY/ AUGMENTED REALITY SYSTEM — REAL EVENT IN REAL PLACE

ADD MEMBERS · APP REGULATION

I.O.T SYSTEM — PUBLIC FURNITURE — ADJUSTABLE FOR THE EVENT — REGULATION

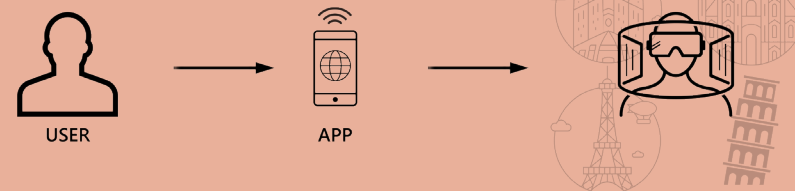I.O.T SYSTEM — PUBLIC SPOT

THE FEASIBILITY

Everyone can access and create their own unique and personalized "virtual" place in the city. This "enhanced" world will use "real" world geographical coordinates where the augmented reality take place. It will create the second or more layers "virtually" to suit the people needs. Various properties can be applied within these layers depending on its purpose. For instance, a shop in the "real" world can be a museum, a movie theater, or even a classroom "virtually". The "physical" anchor can be any street furniture that will be integrated to the application to activate it. Most importantly, any data inputs, shout outs, and suggestions, can be generated to improve both the "real" city and the "virtual" city over time.

WORKFLOW

SYSTEM OF PLACE · SYSTEM OF APPROVAL · SYSTEM OF WORK

MUSEUM — AUTHOR 2
VIRTUAL PLACE 2

LIBRARY — AUTHOR 1
VIRTUAL PLACE 1

SHOP

NEED APPROVAL · EVENT · COLLABORATION

PRIVACY SETTING · PUBLIC

REAL WORLD · PRIVATE · AS LANDLORD

PSYCHOLOGY & HEALTH
HELP PEOPLE PERSONALLY SOLVE THE PROBLEM OR THROUGH GROUP IN COMMON

APP

ENVIROMENT
OPTIMIZE THE BUILT AREA WITHOUT BUILD NEW AREA

ECONOMIC
TRACKING THE CONNECTION BETWEEN SELLER AND BUYER

overlay by activity
racing
gaming
skiing
shopping

VIRTUAL LAYER

overlay by function
class
library
museum

VIRTUAL LAYER

painting
gardening

VIRTUAL WORLD

OFFICE — REAL
RETAIL — REAL

i want to go racing
want to have a class
i need books
SHOP — REAL
i want to paint

REAL WORLD

SCENARIO 1

RECREATION
Recreation is something people do to balance daily stress. In virtual world, recreation is taken to the next level. People will be able to visit any museum, library, tourist attraction, etc.
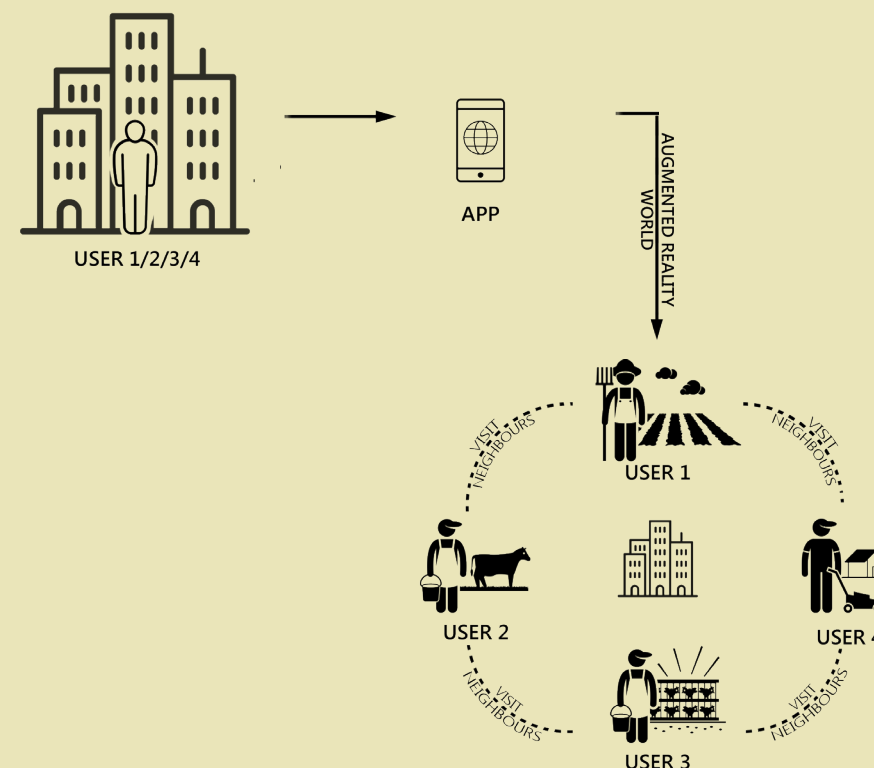

SHOPPING
Ginza is popular of their shopping areas. Walking through Ginza virtually will be helpful to manage people's time and energy so that they can decide things to buy or places to visit easily.

SCENARIO 2

SOCIAL
The lack of social interaction is one of the main problems we face nowadays. Therefore, through this virtual world, it is expected that people can meet each other and share their problems to relieve stress to make a better quality of life.

EDUCATION
Everyone needs education. Virtual world makes education very easy to be accessed. Students, teachers, and tutors can meet both in virtual or real world and share knowledge.
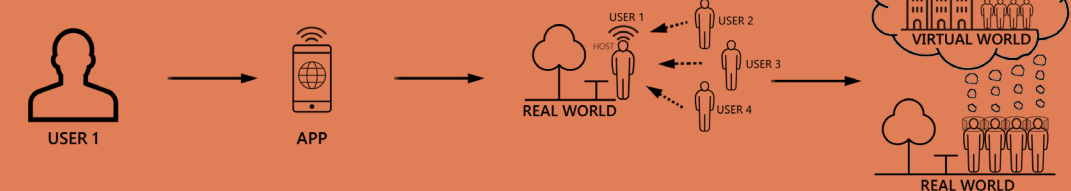

THE IMPACT

Accordingly, the people will have to engage physically with the surroundings rather than just glued to their devices. And then, when the people have the ability to fulfill their own needs, then their quality of life will be improved. Especially this system encompassed many aspects from primary needs to leisure purpose. Economically, the "app" can tracked the connection between suppliers and users. The "app" can optimized the current built area without building any new area which could contribute to the environment for a better future. At the end, the balance between "virtual" and "real" world can be achieved ("50:50" rule).
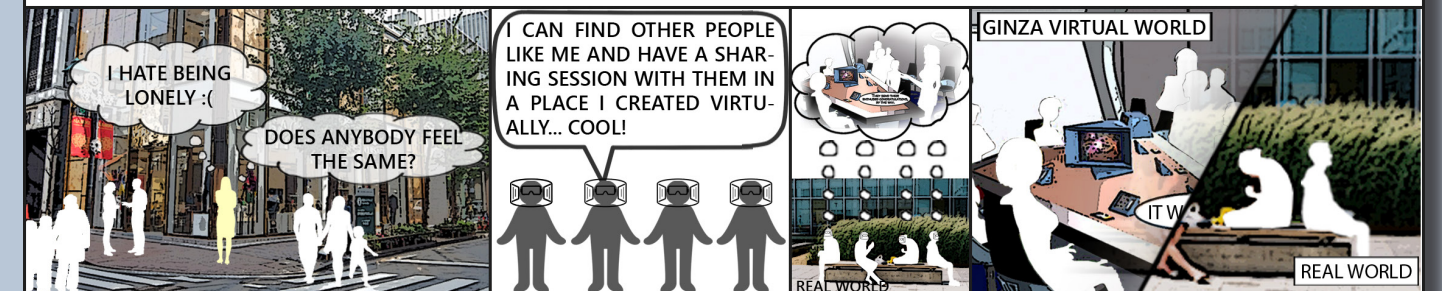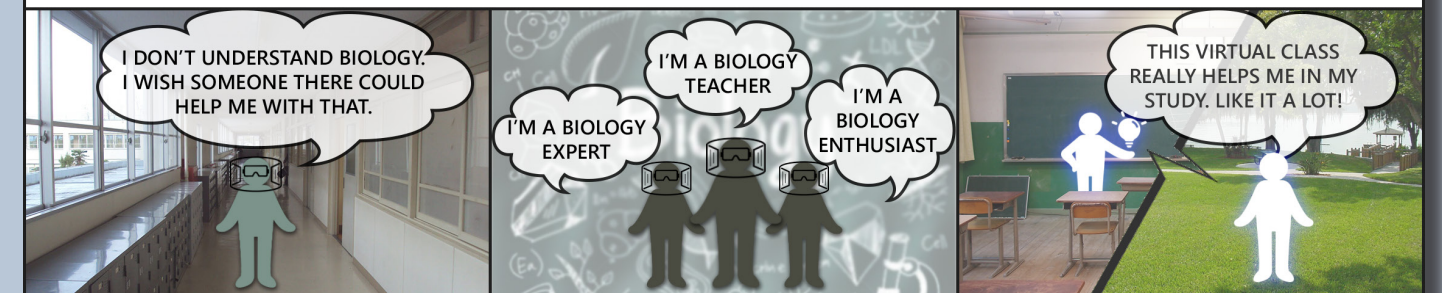
SCENARIO 3

EVENT CREATION
Through this apps, we can gather people to discuss about a specific topic accomodated by public furniture in a specific public spot we've ordered and tagged before.

COMMUNITY
Everybody has their own hobbies, but sometimes we are lack of space and equipments too. Therefore, sharing hobbies in a community is a good activities to radiate happiness.