Recently, the experience of living in cities has been transformed by multiple factors, including social networks, mobile devices, reactive environments, cloud-based data services and public digital signage, which provide interactive information service (Kohno, Masuyama, Kato, & Tobe, 2011). These new municipal infrastructures evolve to meet the needs of citizens looking for the type of real-time information, configurability, and interaction they have come to expect from various applications (Memarovic, Langheinrich, & Alt, 2011). City life nowadays is undergoing tremendous transformation, and this requires an alternative way of thinking and dealing with the complex changes brought by new technologies. There is a need for new governance mechanisms that allow for innovative urbanism, and there is also a need to develop smarter ways of living to accommodate both human necessities and natural ecology, and smart technologies to enhance the quality of human interactions in urban environment (Memarovic, et al., 2011). The deployment of ubiquitous and pervasive computing infrastructures in urban contexts will provide ambient intelligence-based support for the creation of interactive information service and experience spaces.

The notion of smart cities describes an ICT-approach to the challenges we are facing in the Urban Age, where economic prosperity and quality of life will largely depend on the abilities of cities to reach their full potential. As point out by several researches: “It seems like a paradox but it will soon become reality: The rate at which computers disappear will be matched by the rate at which information technology will increasingly permeate our environment and our lives.” (Streitz & Nixon, 2005).

This research is focused on the effects of establishing an interactive information service in the scenario of city employing the concepts of smart city development based on ambient intelligent. It begins with a literature review of smart city development, the techniques and applications of ambient intelligent, and the servicescape concept of interactive information service design in daily city life. Then, the research plan and methodologies are proposed based on design thinking that introduce interdisciplinary integration of both design and engineering perspective of this study. Furthermore, user scenarios, user observation plan, and ambient intelligent technology survey are proposed and implemented in a case study area which is a smart city node located near Exit 4 of the ZhongXiao-Xinsheng Taipei MRT station. The issues and challenges that will be addressed in this research include:
"system-oriented vs. people-oriented"; digitization of content and visualization of social communication behavior spreading from virtual worlds back into real environments; and implications of sensor-based smart environments for interactive information service. These developments require to reflect on the ambient intelligence research agenda and to include a vision for reconciling humans and technology resulting in a smart city.

Keywords: Smart City, Ambient Intelligent, Interactive Information Service, Design Thinking, Digital Signage

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