Contents

Preface ix
Acknowledgements xi
Introduction xiii

Part I Expectations
1 Interactive Futures 3
2 Embodied Predispositions 27
3 Habitual Contexts 47

Part II Technologies
4 Embedded Gear 67
5 Location Models 97
6 Situated Types 117

Part III Practices
7 Designing Interactions 147
8 Grounding Places 171
9 Accumulating Value 193

Part IV Epilogue
10 Going Native 211

Notes 215
Further Reading 253
References 255
Index 267