An Extended Time-Geographic Framework for Human Activities and Interactions in Physical and Virtual Spaces

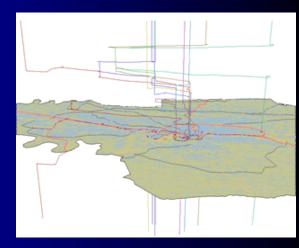


Shih-Lung Shaw

Department of Geography
University of Tennessee
Knoxville, TN, USA
Email: sshaw@utk.edu

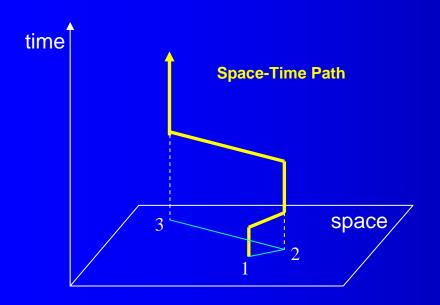
Acknowledgment: Hongbo Yu, Geography Univ. of Tennessee

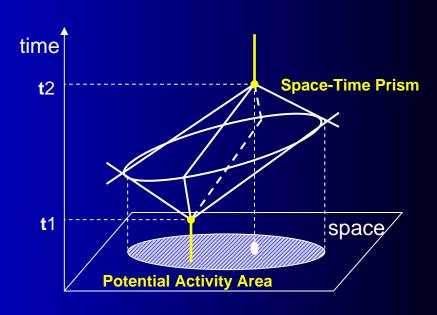
2005 AAG Meeting Denver, Colorado



Hägerstrand's Time Geography:

- Hägerstrand's (1970) time geography provides a useful framework for studying individual activities under different constraints (capability, authority, and coupling constraints) in a space-time context.
- Space-time path (ST path), space-time prism (ST prism), and potential activity area (PAA)





Information and Communications Technologies (ICT):

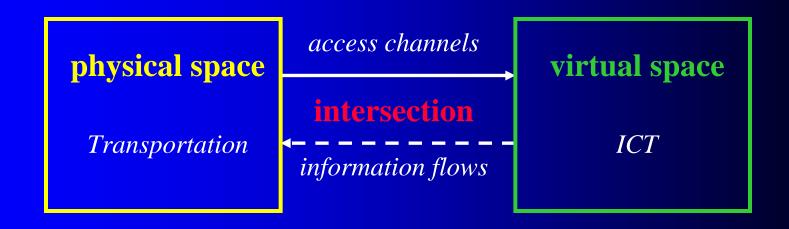
- Information and communications technologies (ICT)
 have introduced important changes to the ways that
 activities are carried out.
- For example,
 - Mobile phones provide people with new freedom in space because we are no longer constrained by the fixed locations of landline phone service.
 - We now can purchase air tickets or search for literature even when travel agencies and libraries are closed for business. This represents new freedom in time due to the use of ICT.

- While transportation serves as the means of carrying out individual activities in physical space, ICT provide the means for individuals to perform activities in virtual space.
- Activities performed in virtual space go beyond the traditional concept of spatial proximity, and require modifications to the conventional space-time path, space-time prism, and potential activity area.

An Extended Time-Geographic Framework:

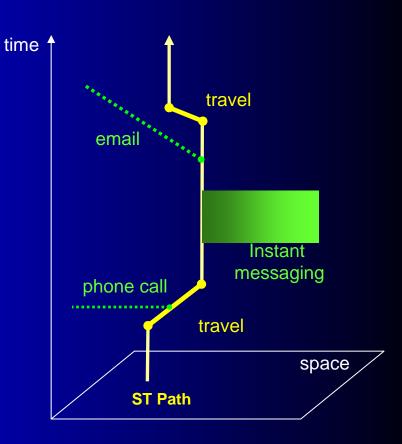
- This study extends Hägerstrand's time-geographic framework to explicitly consider both physical and virtual activities.
- It also develops a spatio-temporal GIS framework to represent and manage the physical and virtual activities carried out by individuals.
- In addition, the spatio-temporal GIS framework supports exploratory analysis of interactions among individual activities in physical and virtual spaces.

- Intersection of physical and virtual spaces:
 - Physical space provides access channels to virtual space
 - Virtual space feeds back information to impact activity and travel patterns in physical space

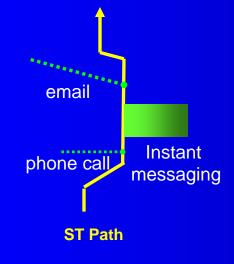


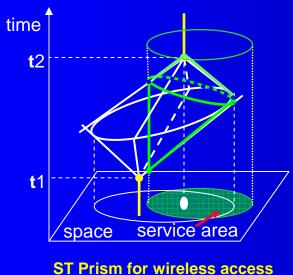
Human as Extensible Agents:

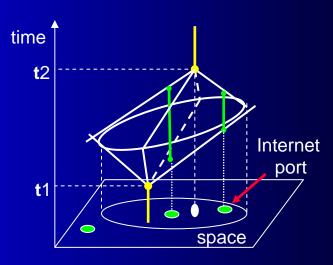
- ICT allow people to interact with others beyond the physical proximity in virtual space (i.e., the concept of extensible agents; Adams, 1995, 2000; Kwan, 2000).
- Based on the concept of extensible agents, Hägerstrand's space-time path concept is extended to represent both physical and virtual activities, with virtual activities represented as *relations* reaching out from a space-time path.



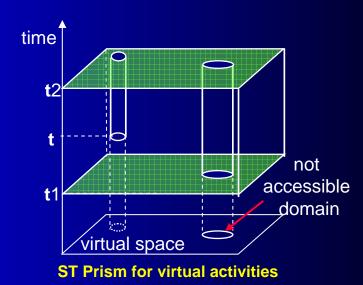
ST Path and ST Prism of Physical and Virtual Activities:







ST Prism for wired access



Four Types of Communication Modes:

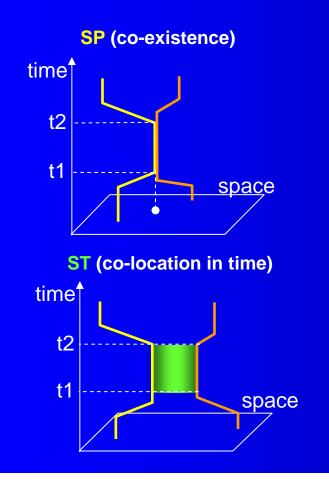
- With ICT, people can participate in activities through telepresence in addition to the conventional physical presence.
- Literature identifies four types of communication modes based on their spatial and temporal characteristics (Janelle, 1995; Harvey and Macnab, 2000; Miller, 2003).

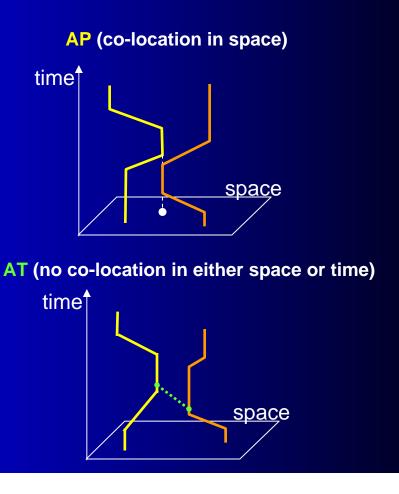
Spatial		
Temporal	Physical presence	Tele-presence
Synchronous	SPFace-to-face meeting	STTelephoneInstant messaging
Asynchronous	APPost-it noteBulletin board	AT • E-mail • Voice mail

(Source: Miller, 2003)

Spatio-temporal Relationships of Human Activities:

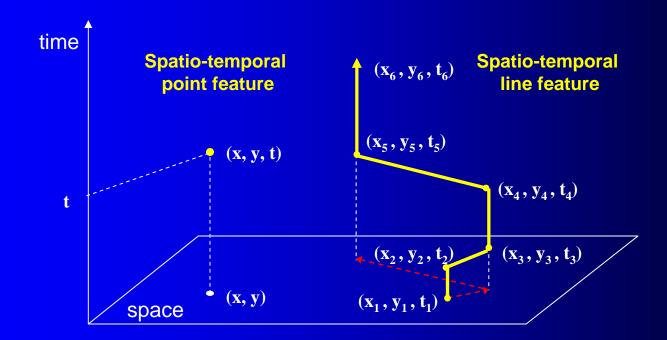
 Four types of human interactions based on their spatio-temporal relationships and represented by extended space-time paths:





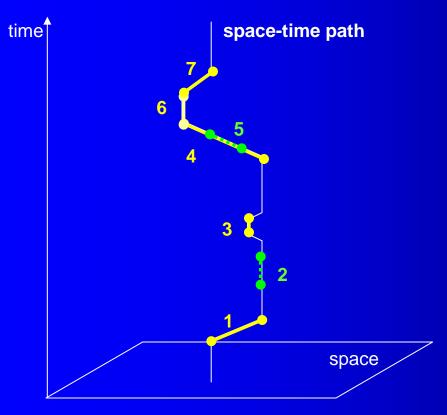
Spatio-temporal Representations in GIS:

- 3 dimensional spatio-temporal features: 2D space + 1D time
 - ST point feature: (x, y, t)
 - ST line feature: $\{(x_1, y_1, t_1), (x_2, y_2, t_2), ..., (x_n, y_n, t_n)\}$, where $t_1 < t_2 < ... < t_n$.



Representation of Individual Activities in GIS:

 Represent individual activities on a space-time path using spatio-temporal linear referencing and dynamic segmentation



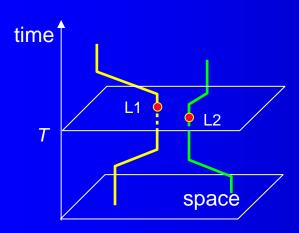
Physical activities:

- 1. Drive to work
- 3. Have lunch
- 4. Drive back home
- 6. Grocery shopping
- 7. Return home

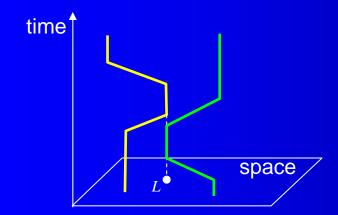
Virtual activities:

- 2. Instant messaging with colleagues
- Receive a cell phone call from spouse to do grocery shopping

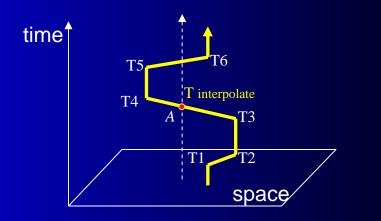
Exploratory Analysis of ST Relationships:



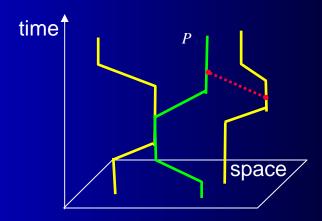
Find locations of ST paths at time T



Find ST paths visiting location L



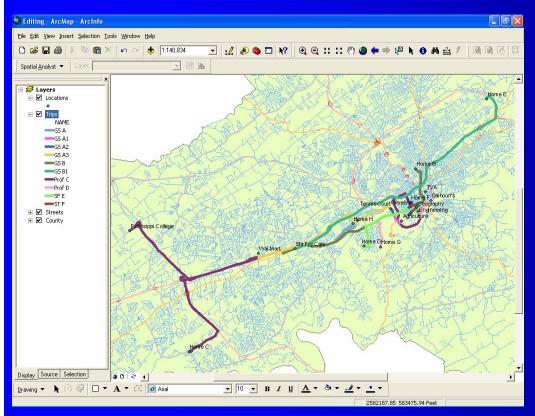
Locate time for point A on the ST path



Find ST paths interacting with person P

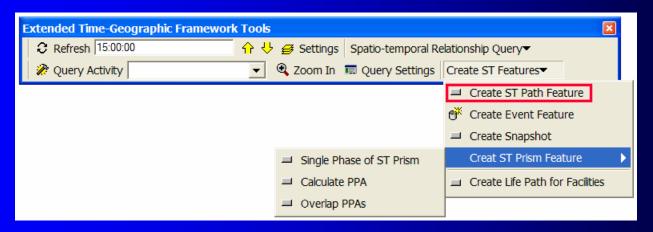
ArcGIS Implementation:

- ArcScene for 3D visualization of spatio-temporal features
- ArcObjects programming for custom functions

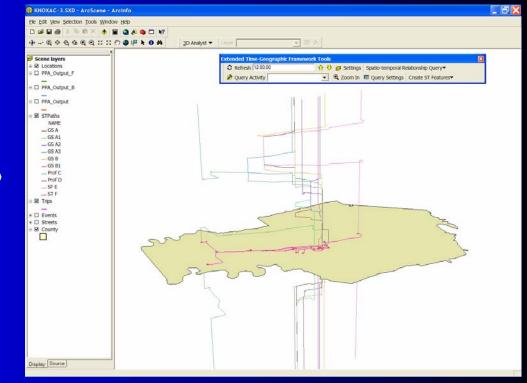


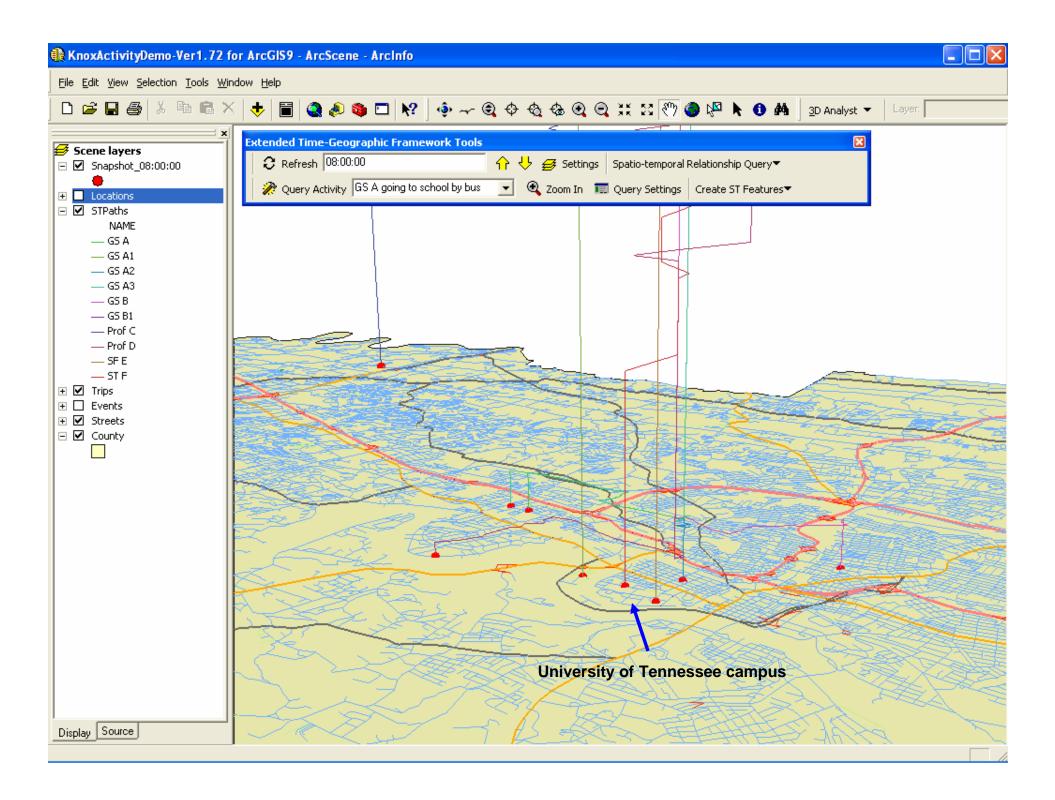


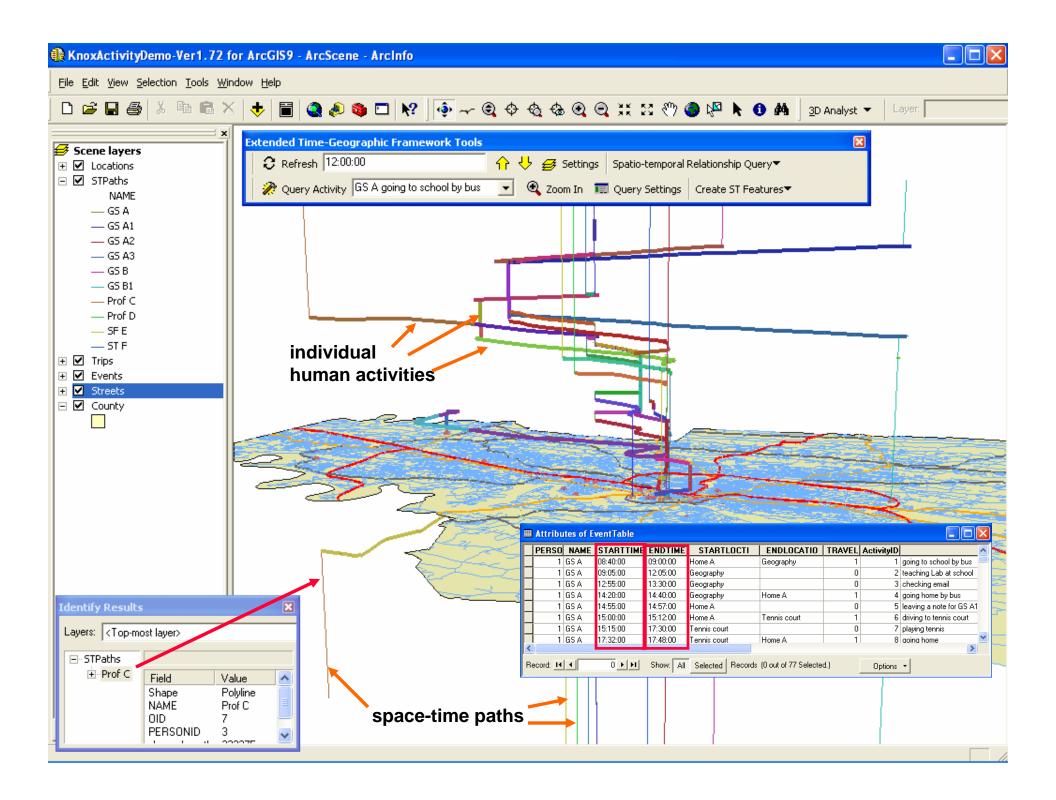
Creation of 3D spatio-temporal features from 2D data

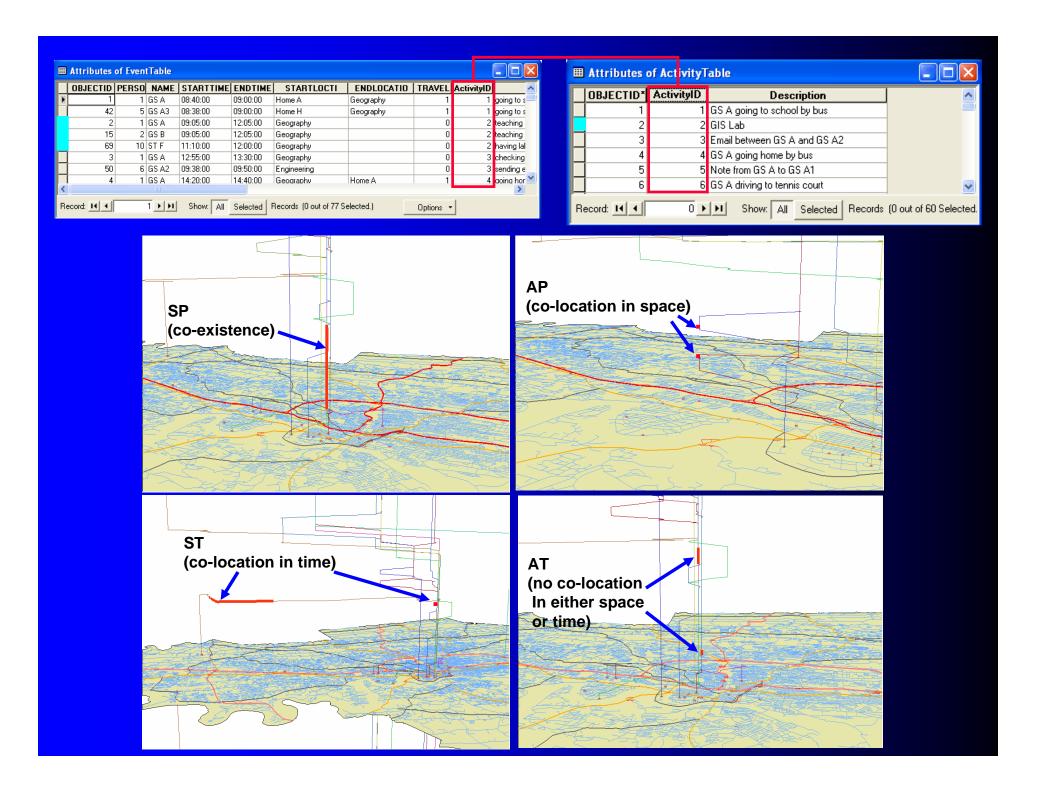




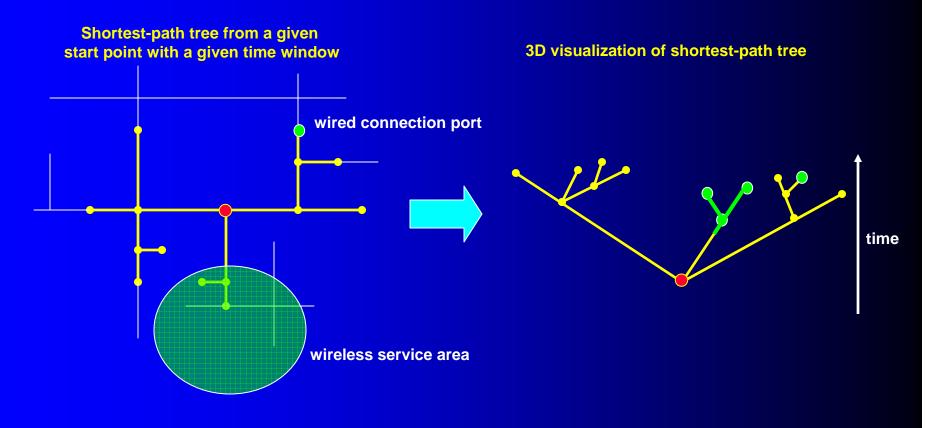


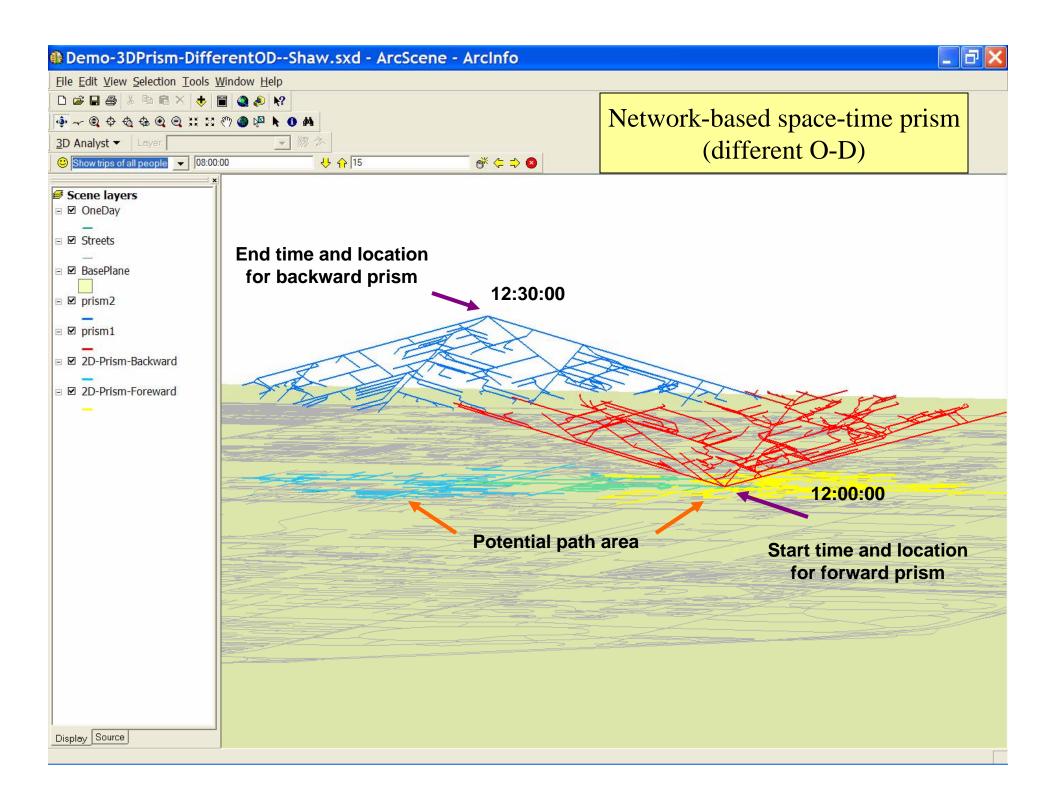


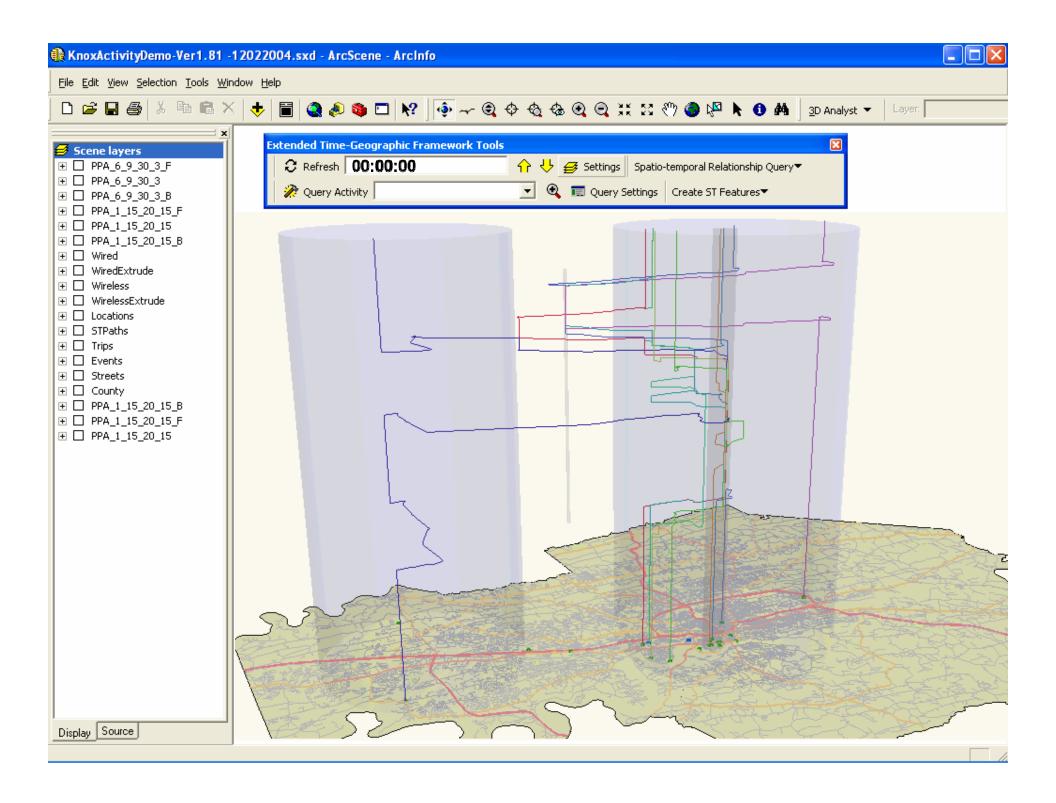




- Create and Represent Network-based ST Prisms in 3D Environment
 - ST Prism for physical activities: from shortest-path tree to polylines with z and m values
 - ST Prism for virtual activities: subset of shortest paths tree that can access virtual space







Concluding Remarks

- Based on an extended time-geographic framework, this study provides a spatio-temporal GIS framework for exploration of human interactions in both physical and virtual spaces. It offers useful representations and functions to investigate *spatial-temporal patterns* of individual activities.
- This framework and its GIS implementation can be useful for applications that involve spatio-temporal individual activities, e.g., modeling spread of infectious diseases, tracking terrorist activities, and providing location-based services (LBS).

Thank You!