Commuter-Assisted Visitor Exploration

The future of local-visitor interaction

Once upon a time, there was a Melbourne local guy. As usual, he waited full of boredom at the tram/bus stop on a hot, dry Sunday.

That Sunday, two guys from Europe just arrived in Melbourne for holidays. They wanted to find a nice place to have a coffee that reminded them of home. They had heard about the CAVE system.: a novel local-visitor interaction system that helps visitors experience a new place through the local eyes.

CAVE is all about losing yourself in the city of Melbourne – in a good way. CAVE can tell you how to get lost, but only if you tell it a bit about your preferences first.

- Interested in coffee?
- What's your price range?
- How far are you willing to walk?

CAVE takes this information and gives you a bearing on where to travel rather than telling you exactly where to go.

CAVE leverages the recommendations of bored local humans waiting for public transport. Through public displays, locals are able see where CAVE is sending visitors and redirect them to places only locals know about. Should local users of CAVE be few in number, CAVE will be able to function without them.

Visitors are largely kept in the dark by CAVE. CAVE only gives bearings on where to go, not turn by turn navigation and the bearings are only given when the visitors are inside range of a CAVE sign in the city. It's up to visitors to go weave their way through the hidden laneways and delights of Melbourne. CAVE doesn't tell the visitors what or where they are going towards. They only know their heading will roughly match the preferences they entered into CAVE.

When the visitors interfere with CAVE's well-calculated directives, they are given the choice of following their original bearing or following the recommendation by any number of locals.

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