URBAN ASSEMBLAGE: THE CITY AS ARCHITECTURE, MEDIA, AI AND BIG DATA.

• Paper / Proposal Title:
Mobile Tourism and Tourist Knowledge at Viral Society – A Research Game against Covid-19 within Big Knowledge context

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• Abstract (297 words):

Objectives
This paper aims to understand some main articulations between mobile tourism and daily life within the urban fabric, under Covid-19 pandemic. Mobile tourism is circumscribed as tourism supported by locative digital devices, for example mobile phones and their apps. Before mobile revolution, tourists often just collected descriptive information on the travel and about the visited society. E.g. data on booking trips and hotels, leisure places, food and drinks. Nowadays, s(he) searches more and more knowledge about the visited societies, using a strategy named ‘touristic knowledge’. Such concept means the production and consumption of experiences and memories, that articulate knowledge originated within societies where the tourist belongs, with knowledge and savoirs generated in the visited countries/cultures.

Big Knowledge
The information society, for decades, has produced cyclopean quantities of data, a phenomenon known as Big Data. Such process makes it extremely difficult to analyze information in a timely manner for its application to economy, cultural industries, education and research. The recent network society only exacerbates such situation. One of the recommended solutions to solve this problem is the use of knowledge management systems, such as Knowledge Sites and Bases (e.g. Freebase). These systems use varied software for the extraction, analysis and dissemination of knowledge.
(Knowledge Graph in Google, Facebook, etc.). In other words, today Big Data becomes Big Knowledge, a strategy that overcomes some shortcomings of Big Data, but at the same time raises other risks.

**Method**

Research/Sociological Games are visual methods, developed by the author using Unity and 3D software, to construct game apps for mobile devices, to be used in particular against Covid-19, by tourists within urban locations/territories of visited countries. These games’ scope is not just to consult informative data, but also comprehend different visited cultures and risks, by playing/applying multiple modes of interconnected knowledge.

- **Author(s) Biography (200 words each):**

**Dr. Pedro Andrade** is a Sociologist, researcher at University of Minho. PhD in Sociology of Urban Culture. Teaching: Universities of Coimbra and Lisbon, in Sociology of Culture, Communication, Sociological Methods and Digital Humanities. Major areas of research: urban cultures, art communication, art and science museums, literacies, digital social networks (Web 2.0/3.0), methodologies and hypermedia. Coordinator of several research projects/teams e.g. Scientific-Technological Literacy and Public Opinion: the case of science museums; Public Communication of Arts: the case of local/global art museums, both funded by Foundation for Science and Technology, Lisbon. Author of several books and of scientific papers published in international and national journals with peer review, some with high impact factor in their areas and indexed in prestigious bibliographic databases, e.g. Web of Science; Scopus; Google Scholar; WorldCat; Library of Congress; Latindex; Bulletin Signalétique du CNRS-Paris; LORETO: Base données Culture Temps Libre-Bruxelles; PORBASE: Repositório UM. Director of the first Luso-French scientific journal, Atalaia-Intermundos (since 1995). Participation within international university webs, e.g. Virginia Comm. Univ., USA co-coordinated by Marcel Pope; member of project Manifesto Art and Social Inclusion in Urban Communities, coordinated at Univ. Loughborough, and including King’s College, Chelsea School of Arts, Universities of Plymouth, Leuven, Utrech, Gronigen, Minho.