Information sharing in the past century was based and produced in geospaces where people could gather to interact with each other or with the material space itself.

The introduction of high-speed motorways into city's core combined with the growth of the subway and urban transportation in general gave a new rhythm of development.

Today's augmented reality, the urban space in which humans act and interact, is something more than a material space. It's a hybrid of the geospatial space combined with an abstract world, the world of cyberspace. This combination gives a powerful add-on, creating new social dimensions and possibilities to public spaces of our cities.
We live in the information age. The information that surrounds us is converted in binary code creating new spaces. Material space is not any more the only sense of the city and in extend of architecture itself. Architecture, in our era, is not only the wonderful game between light and building volume but must also include the game of digital information. Community, connection, information and circulation, mirror the new contemporary urban scale. Architecture and urbanism must be developed according to technology and materials. Nowadays transparent and interactive planning is necessary. To make this possible and functional, architecture HAS to be involved in the designing of both worlds.
Information technologies are creating a new layer upon the city. Through this new skin travels the essence of the city, information, economies, multicultural data, social activity and density, love, hatred, gossip, peace, in two words city life. The urban space is being transformed into a "digital" earth plane on which data are moving rapidly from user to user. By this way urban area regains the important role that it had in our communities in a more global way. Any public spot in town is useful and ready to emit and receive information’s ether in digital or material form accordingly to the social programs ans parameters that encircle them. Because public space essence is human activity, the users are defining the identity and the evolution of urban spaces. As a result urban spaces can be the most popular and a flexible spot in the city if urban planning and architectural design take in concern the new needs of public space users.
Today's open public space is divided into two large categories. The first one refers to the places that are destination points in the city. Usually, these spaces are distinguished by increased social density as a result of commercial programs, history interest, tourism etc. In these places social activities and groups are mixed to the maximum defining city's cultural/civil space. The second category refers to the spaces that are passages, or in-between spaces. In these places the part of material space as social contact is reduced to the minimum as the only purpose that they serve is the one of the passage from place to place.

Wireless technology in open public spaces is an idea that has been applied in many metropolitan regions in the last decade hoping to bring economical and social benefits into public spaces. In some cases this idea is successfully applied but in others it was a total economical catastrophe. The success is based on the right selection of the public space that the technology is going to be applied. It has been noticed that in places of passage and in business centers, wireless technology can revitalize the real space in social density and activity.
In-between spaces are connected with a highly complex system of infrastructures which makes any attempt to map them nearly impossible since any of those spaces is consisted of variable infrastructures such as subways, pedestrian networks etc. A new common parameter is the digital exchange of information through the wifi spots. Users became members in an invisible network of data. Remapping of the city via this process create new transparent skins which are visible and shaped from wherever there is access to network. As a result in every public space user could intervene to the urban environment. Public space became an online organism in which people become its cells.
We place autonomous wifi infrastructures at in-between spaces; and enforce those urban “unused” in between areas. This type of public WiFi service is diffused all over the city and connects the in-between spaces with comfortable seats and in parallel maps a part of the city. In essence this is a “game” between information and real space. Its succeeded by mapping real space digitally through wifi spots-notes. Based on information and communication provided by wireless technology and digital iconography eventually renaissances a new layer on urban infrastructure networks. This new skin revitals the in between spaces making them the hottest spots in the city giving them the social dencity that they need. Through this new way of mapping spaces and visualising them in to both worlds we create a new experience of the city.