**Introduction**

Interaction design is increasingly situated beyond the desktop and demands new approaches, if it is made for Urban Space.

Public and semi-public spaces add new challenges in terms of interaction theory, technology and sociology.

SMSlingshot is an interactive urban installation (also named a Shared Encounter) and research vehicle that helps to explore these new challenges.

**Technology**

Built to shoot personal messages to media façades. Wooden case equipped with ultra-high frequency radio, microprocessor, laser and batteries, phone-sized wooden and leather keypad.

**Informal Observations**

Observers and bystanders can easily infer what is happening from cues: shape of the interaction device, visual appearance of the coloured splat, gesture of the performer, the affordance of the device, simulated physical behaviour.

Stepping in the performance space means pressure for the performer, but like Brignull & Rogers (4) also observed, composing a message in a semi-hidden way seems to take the pressure away.

**Conclusion**

Orchestrate available elements in a way that makes performers' interaction easily understandable for others.

Creating meaningful interactive systems in the dynamics of urban space is technically challenging and results often in a technological heterogeneous overall system.

Physical interfaces make the performers interactions more meaningful for others than intangible interfaces.

The association between interface and digital content needs to be as clear as possible.

**Future Work**

Currently it is unclear how the environment and context influences the installation's meaning and if there are environmental or contextual patterns that can be designed upon.

My future work will investigate the role of the environment and context to find out how to integrate human computer interaction tightly to the urban space.