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***Co-Proximity Events:  
Weaving Mobility and Technology into Social Encounters***

A recording of mobile conversations has yielded some scattered examples of conversations in which callers' first topic involves noticing, telling or enquiring about their own location and/or that of others. A particular class of such conversations which blend mobility, technology and sociality into a particular form of social engagement, are those in which the caller frames the way she mentions her location into an assertion about her proximity to the caller's current location, or the caller's likely current location, or to landmarks that are meaningful to both participants and relevant to the ongoing situations. Such talk simultaneously constructs co-proximity as a noticeable fact (on the cognitive side), and an event to be noticed and mentioned (on the normative side). 'Co-proximity events' are conversational accomplishments.

We will discuss a particular example in which a woman calls one of her friend and leaves a message on her friend's home voicemail informing her that she is close by, and that she has called to check in case the friend was home and potentially available. This show some of the key features of 'co-proximity' events as interactional resources:

- Mobility and shared relational histories may be thus be turned into occasions for mediated or face to face interaction, or, failing those, a form of asynchronous 'interaction' that is relevant to the experience of 'absent presence'
- 'Co-proximity' events occur between close participants because they require some biographically constituted relational common ground, and also because they involve 'ritual constraints' in Goffman's sense. Their legitimacy depend on the closeness of social relationships, and the less close the participants, the more remedial work is required to legitimize the conversational accomplishment of a co-proximity events (thus producing and reproducing the particular character of a given social bond, i.e. social cohesion).
- Because they are constructed as events, 'co-proximity' events shape the cause of the call in the noticing of some external feature highly relevant to both participants. As such, they are connected to the notion of 'connected presence'

While similar situations may occur without mobile phones, one can argue that the availability of mobile phones facilitates the production of 'co-proximity events'. In that way, mobile technologies are embedded in the taken for granted 'infrastructures of encounterability' that govern the emergence of occasions for social interactions in everyday life. We will eventually show how the design of mobile technologies may radically alter the 'infrastructures of encounterability' and shape 'co-proximity events'. In a location aware community of mobile gamers in which location is made public, co-proximity events come under many shapes, and some of them rather unusual for they are the consequence of a playful design of location awareness-supported 'co-proximity events' by the users themselves. One may expect 'co-proximity events' to become an ever more

important interactional resource with the development of futuristic mobile communication technologies.

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