Design 4 this Century

LECTURE

LEGEND

- 🟥 : Assignments & Homework
- 🟨 : Storyboarding / Brainstorming
- 🟩 : Artist / Designer to look up
- 🟦 : Events & prospects to explore

○ looking at impact of working with art, design & tech.

○ Outside people would come & give talks.

○ It is an open course. Anyone can join. It is (recorded).

Put on canvas 1 hr after class.

○ ∃ diff^t levels:

→ individual level

→ systemic level

→ global level

○ Thinking of related questions.
   ↳ eg. how can creativity & design respond to climate disruption.

○ Grading (All on Canvas)
   ↳ 12 weekly reading responses, 2 short papers
      ↳ Mid-term : Manifesto
      ↳ Final   : Recipe

○ Melle Chin : Wake
   ↳ Piece on Times Square
   ↳ On display till Sep 5

§ Concept of META NARRATIVE

→ we look for reference for what be believe is true. We tend to ignore what other things exist.

°Horatio Alger : American Writer

eg° Physarum polycephalum — slime mold — discussion of its
⤷ goes through a path efficiently   property

eg° Steven Johnson's book : Emergence

eg 2 : Resnick's : Turtles, Termites & ﹟﹍.

⟹ Similar behavior in how body works, financial markets work etc.

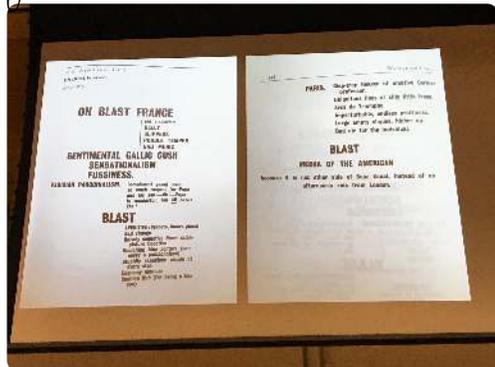Alan Turing's work on Morphogenesis → Cyclic AMP secreted by body

Evelyn Fox Keller : followed on Turing's paper

⤷ Working on the idea that human body behaves like slime mold

° Meta Narratives can be field of thoughts that we can build on.

Wyndham Lewis : Blast
⤷ Made a manifesto

Salvador Dali , 1925
⤷ Yellow Manifesto

manifesto 🔊

A manifesto is a public statement stating your views or your intention to do something. If you feel you should be voted "Most Likely to Succeed," you could issue a *manifesto* describing all the reasons why you deserve to win.

Manifesto comes from the Italian word of the same spelling, meaning "public declaration explaining past actions and announcing the motive for forthcoming ones." You'll most often hear about a manifesto that's been issued by a group, like a political party or government — for example, a set of new rules that an incoming regime is going to enforce. Though organizations are more likely to create a manifesto, it's also possible for an individual to issue one about more personal ideas.
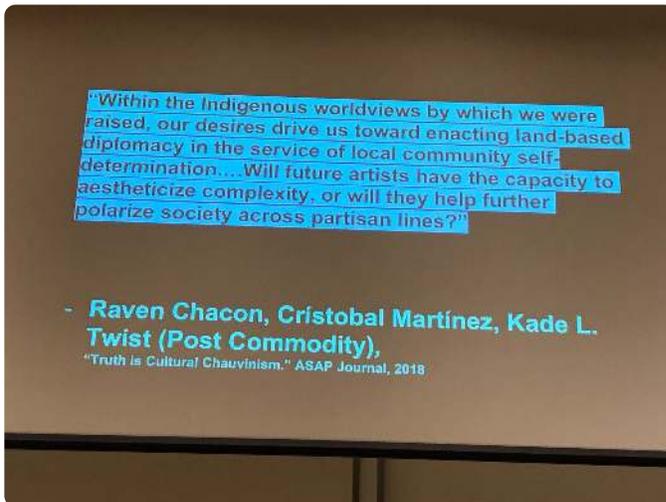
surrealism

Surrealism is a wild painting and writing style that creates images that might come from dreams, like a landscape with gold pocket-watches bending, or an eyeball with clouds inside.

Salvador Dali is one of *surrealism's* most famous painters. The surrealism movement attracted writers and painters between World War I and World War II. The artists wanted to get beyond reason and logic. Instead, they looked to dreams and the power of the unconscious mind, which is weird, odd, bizarre, illogical, and fantastic. In surrealism, anything can happen— it's the opposite of *realistic* art. We recognize the objects of surrealism, but they're not following the rules of our world.

"Within the Indigenous worldviews by which we were raised, our desires drive us toward enacting land-based diplomacy in the service of local community self-determination....Will future artists have the capacity to aestheticize complexity, or will they help further polarize society across partisan lines?"

- Raven Chacon, Cristobal Martínez, Kade L. Twist (Post Commodity),
"Truth is Cultural Chauvinism." ASAP Journal, 2018

Several examples of manifesto discussed in class.

{ The idea is to understand the topic people want to share their views on.

↳ Discussion took place on the topic that people chose & what they felt while writing a manifesto.

HOMEWORK
○ Read assignment on Canvas (Cultural texts)
 ↳ Answer/think of such questions — if you can answer them, you are on the right track

○ **RECITATION** ≡ Discussion

    ↳ Each week, there would be a student moderator pair

        ↳ They post that on Canvas, & everyone discusses them .

        ↳ Do an activity based on a topic you discussed.

            ↳ Just to increase engagement on topics

WHAT IS D4TC ABOUT

○ MFA : Idea behind the course is to think about ideas

        ↳ what kind of questions to ask around the world ?

        ↳ How to ask & form an opinion ?

§ _Identity, Representation & Power_

- X icon :

  List of meanings that you attribute to this mark

  ① Danger   Roman numeral
  ② Barrier to entry   Programming valuable
  ③ X-men   Arithmetic fn
  ④ Incorrect answer   Alphabet

Semiotics:
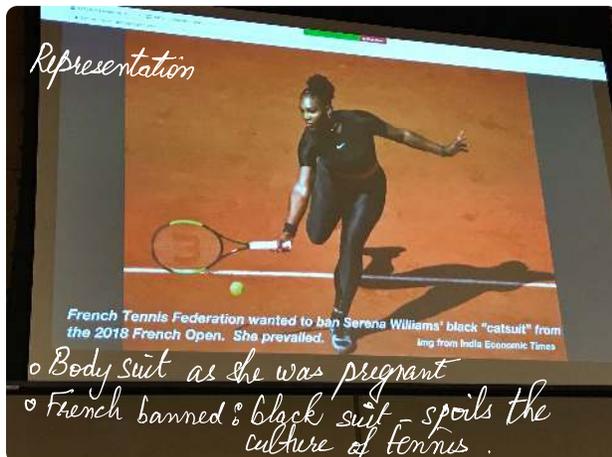Study of understanding meaning through signs
    Parts: Signifier, signified and referent

Representation
    for example: red: danger in west and auspicious and festivity in east

- When you think about concept/sth, think :
  ↳ who is represented, who isn't ? — why is that choice made ?

Representation

French Tennis Federation wanted to ban Serena Williams' black "catsuit" from the 2018 French Open. She prevailed. Img from India Economic Times

- Body suit as she was pregnant
- French banned: black suit — spoils the culture of tennis.

✱ **Interpellation**
   ↳ Discussion on how people are accepted in the society
        eg : girls ≡ pink
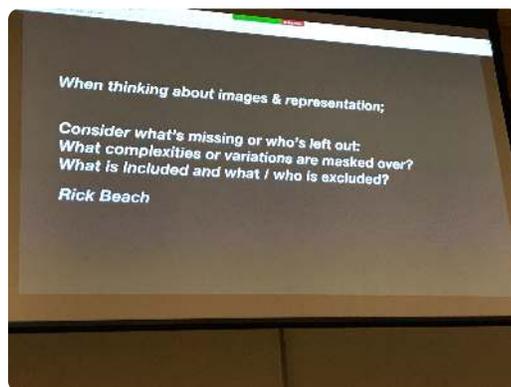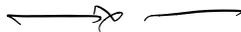   : FB mkt categoriz^n - who you are, how much do you spend, etc.

✱ **The Gaze**

Rear Window, Alfred Hitchcock, 1954

Men are generally the action of the film
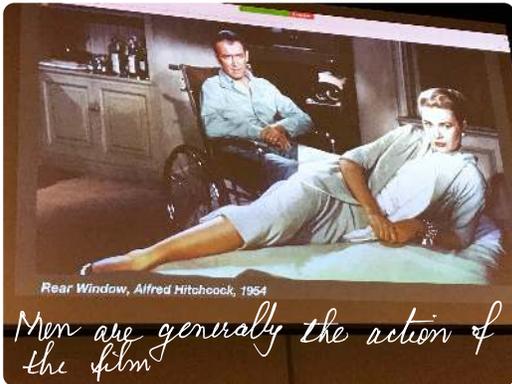
→ Men are generally the instigator

✱ **Panopticon**
   ↳ a prison architecture involving centralized control

Black Lives Matter
Millions March, Oct 10, 2015
BVG: eyes of Eric Garner Jr.

When thinking about images & representation:

Consider what's missing or who's left out:
What complexities or variations are masked over?
What is included and what / who is excluded?

Rick Beach

§ Following from last week's discussion — Panopticon.
  Lauren McClaren has a project in which she is tracking everyone who join her.
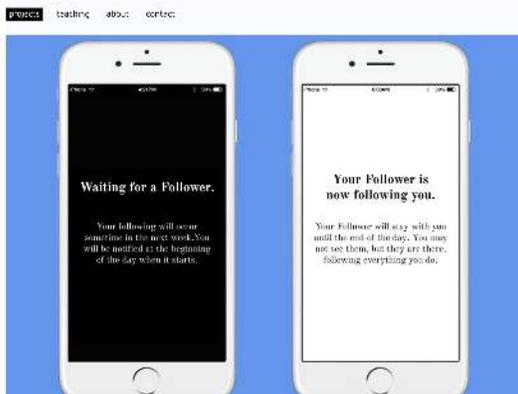
§ <u>DESIGN ONTOLOGY</u> :

○ Designers working on Futuring :
  ↳ Mathew Mazzotta : The Storefront Theater
  ↳ Temple Grandin : Created a different slaughterhouse for cattle.
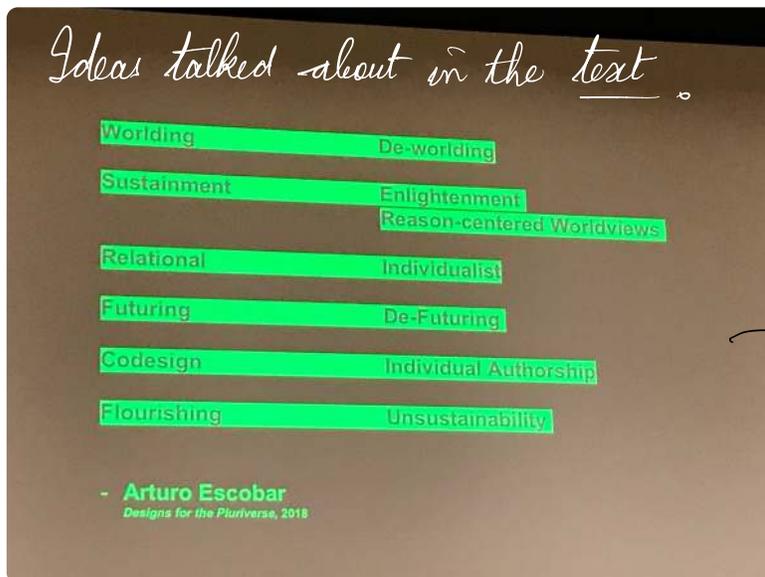   ↳ better way for treating livestock.

         ↳ + Wendy Jacob : Squeeze chair for autistic people

  ↳ Camille Turner : Miss Canadiana
  ↳ Pedro Reyes — Palas for Pistolas : voluntary donation for arms
                ↳ weapons were melted & converted to shovels.
         — Imagine : converted weapons to musical
                     instruments

→ Antanas Mockus — wearing superhero costumes and spreading awareness about traffic — mimes making fun of people breaking traffic rules.

→ Mierle Ukeles — Touch sanitation
     ↳ act of shaking hands with all workers

→ Tomas Jonsson — Buy goods from big stores & sell them outside (no gain or margin — at the same price)

↳ Adrian Blackwell : Model for public space

Ideas talked about in the text.

Worlding   De-worlding
Sustainment   Enlightenment
      Reason-centered Worldviews
Relational   Individualist
Futuring   De-Futuring
Codesign   Individual Authorship
Flourishing   Unsustainability

- Arturo Escobar
Designs for the Pluriverse, 2018

→ Codesign: Designing by taking opinions of users.

§ Discussion on <u>Disability</u>

↳ + Alice Sheppard.

"Disability is an art, an ingenious way to live."
Neil Marcus

{ Integrated dance & disability dance

↳ Analysis of relationship of the body with a wheelchair

↳ Call a wheelchair a technology

↳ Destigmatizing it by <u>not</u> calling it a device

↳ Assistive technology

↳ A wheelchair is an extension of the body

↳ A diff^t cartography of the world

[Read the slopes through the wheels of a chair — texture

↳ Find <u>sensuality</u> in movement through wheelchair

↳ Technology enhances the joy of disability

cartography.

Have you ever tried to draw a map of your neighborhood? If you're drawing your map to scale, taking into account every little hill and valley, you can appreciate the challenge of cartography, the science of making maps.

You may think cartography has gone the way of the dodo bird, now that we've got Google maps and GPS devices. You don't have to draw maps by hand anymore, but you still need cartography skills to bring digital representations into something people can use with ease. While the word cartography dates only from the mid-19th century, maps were around for a long, long time before that. Cartography comes from the French carte, "map," and graphie, "writing."

- Design is not thinking about <u>access</u> for the disabled.
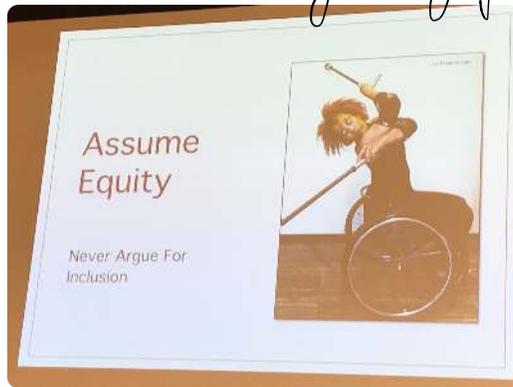- Design concentrates on functionality, not on aesthetics.

→ Guggenheim Museum Ramp
  ↳ Not ADA compliant

↳ Ramp <u>Placement</u> in buildings → the experience is lacking
  ↳ #RampFail
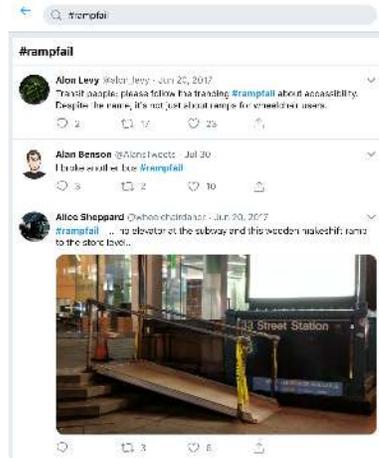
↳ If you go to a restaurant & find the ramp area separate from the std. entrance, you are disconnecting the people with disability from the rest.

↳ #RampJoy
 ↳ Ramps that give a joy of movement.

○ (ADA) compliance : min. compliance. It misses the experience.
            Compliance is not enough. It's not equitable.
     ↳ Americans with Disability Act

○ Consider audio descriptions for dance events.
     ↳ How do you RENDER dance? Not how you describe
        dance!
     ↳ Create an audio experience for listeners.
          ↳ Give them a choice — Content based on the track
             you want to listen to.

Thinking about the
future : Age related
disability.

↳ How can you as designers make the world better (inclusive for disability)?

    ↳ Do your research
    ↳ Talk to disabled people.

� Thought

    ○ We think that technology will fix disability. Why don't we create a culture that makes disability more inclusive?

—⌒—

§ Disability Models

Medical
↳ Caused by health conditions
↳ ≡ Institutional model

Social
↳ ≡ Identity model
↳ Caused by the structure of society.
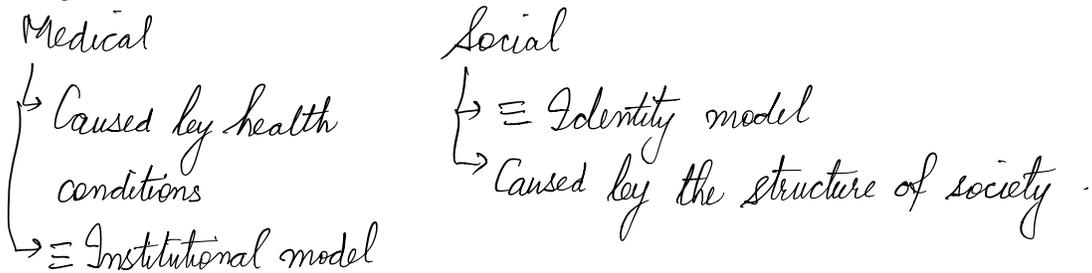
§ Diff. b/w Impairment & Disability
    ↳ Actual medical condition
    ↳ Problems that come due to that impairment.

§ Talk by Amelia Winger-Bearskin

↳ VR/AR director & producer
↳ Background in AI

○ Decentralized Storytelling
  ↳ <u>Wampum</u> ≡ Modern day blockchain ≡ a contract
      ↳ in old culture, it was done in front of people
        (a declaration) instead of digital or ledger based.

  ↳ Telling stories in real-time
      ↳ eg: Minecraft, Fake News

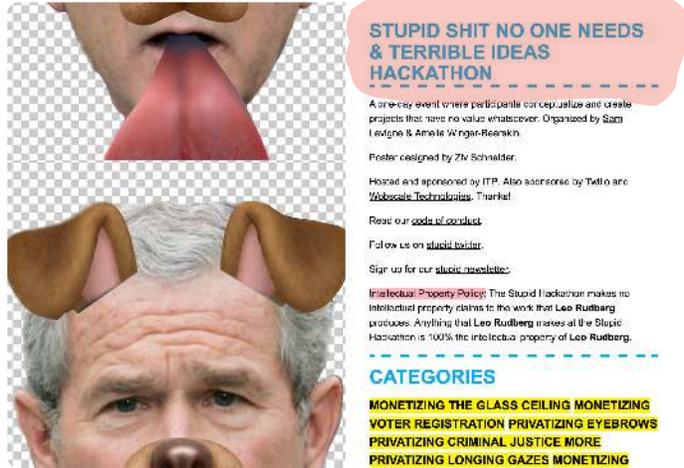 ↳ Work on New York Museum project : <u>Monsters</u>
      ↳ Installation next month.
      ↳ 360° video piece
      ↳ with Wendy Red Star
      ↳ 2nd project of Monsters : Unearth : The forest underground
          ↳ Depth map layer on 3D.

→ Another project : Your Hands are Feet

→ Found the Hackathon :

STUPID SHIT NO ONE NEEDS & TERRIBLE IDEAS HACKATHON

A one-day event where participants conceptualize and create projects that have no value whatsoever. Organized by Sam Lavigne & Amelia Winger-Bearskin.

Poster designed by Ziv Schneider.

Hosted and sponsored by ITP. Also sponsored by Twilio and Webscale Technologies. Thanks!

Read our code of conduct.

Follow us on stupid twitter.

Sign up for our stupid newsletter.

Intellectual Property Policy: The Stupid Hackathon makes no intellectual property claims to the work that Leo Rudberg produces. Anything that Leo Rudberg makes at the Stupid Hackathon is 100% the intellectual property of Leo Rudberg.

CATEGORIES

MONETIZING THE GLASS CEILING MONETIZING VOTER REGISTRATION PRIVATIZING EYEBROWS PRIVATIZING CRIMINAL JUSTICE MORE PRIVATIZING LONGING GAZES MONETIZING

→ IDEA residency
 ↳ New Rochelle .

→ Kind of a workshop you can Participate over Summer .

→ Applications open next week .

→ The idea about storytelling : Take up technologies of the past
 & sharing it for the future .

 ↳ Creating a story to explain a concept such that people would understand it 7 generations from now.
 ↳ why ? Because stories stick .

✠ Good book to read:
10 reasons to delete your social media accounts right now

Ten Arguments for Deleting Your Social Media Accounts Right Now by Jaron Lanier – review

Lanier was there for the creation of the internet and is convinced that social media is toxic, making us sadder, angrier and more isolated

▲ 'Sometimes, out of nowhere, I would get into a fight with someone ...' Photograph: Alamy

§ Talk by Ram from Priya Shakti.

○ Facts :
    34000 rapes reported, 20% are taken forward.

○ Priya Shakti : target audience : Teenagers

○ Chapters :
    ① : Rape
    ② : Acid Attacks
    ③ : Sex Trafficking (in 2019)

✗ Mid-Term Assignment : MANIFESTO

 → 1000 words
 → No format to follow
 → Add references
 → Submission to Recitation Faculty (RF)

→ Make a lot of risky statements so that people can challenge you on them.

 → What you write here would be integrated with MS1's final project.

§ Talk by Mattie Brice (mattie@ newschool.edu)
 → Thesis faculty & MS2 faculty → MFADT

○ Divinatory history of games
 → ☰ Divination ☰ Divine ☰ Diviners

→ a game design playing with life & trying to change the future.

○ Performance — a history of games.
 →

→ Yoko Ono
 → Comparing a performer like Yoko Ono to a gamer.

- Game designers use games to solve issue.
  - ↳ It's like using a hammer to solve every problem in a house
    - ↳ Not everything is a nail
      - ↳ Not always you want people to have fun in a game.

- Design: <u>Gamer Centered</u> vs <u>Situation Centered</u>
  - ↳ ≡ human centered design
  - ≡ player centered design
  - → thinking about the context – dynamics ⟧
    & how we can intervene in those dynamics.
  - ↳ You need to be embedded in that situation to experience design.

- Instrumental games vs <u>Participatory design/art</u>.
  - → how can we make people start design for themselves?
  - ↳ A design that allows you to solve your problems yourself.

- Playtesting: A session in which people interact with your game & collect data from it.

✸ Games for change festival at TNS.

○ Design for change vs design for speculation
   ↳ how can we make designs that helps people speculate about their future?

○ Future of games: divining utopias through play.

○ One of her projects:
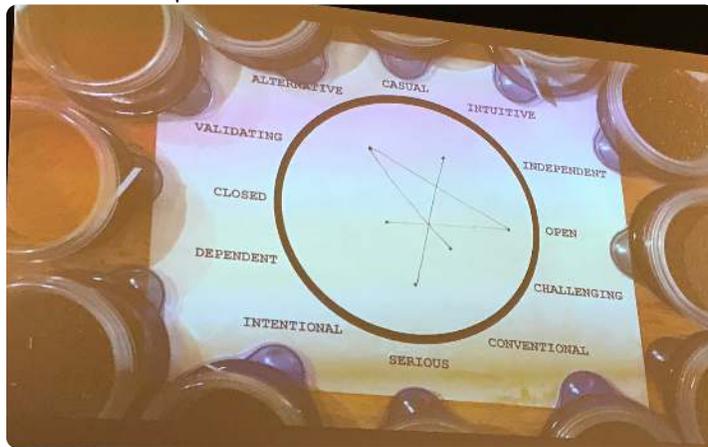
○ It's desirable to design for 1 person/community than designing for everyone.

○ How do we move forward in the practice of designing for social issues?

- Example of connecting design with Divination
  ↳ eg: Tero Playing Cards.

- Using games to explain a design method
  ↳ Done in role playing games.
  ↳ This is called Scaffolding.

-
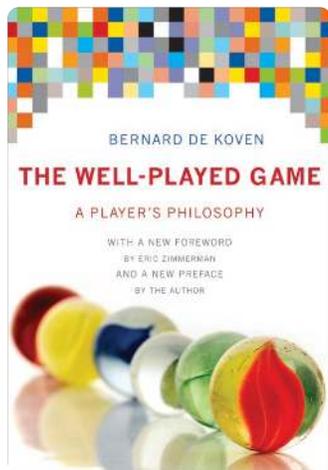
→ Good book to read about games.

§ Talk by Ariel Kennan : Housing for the homeless in NYC.
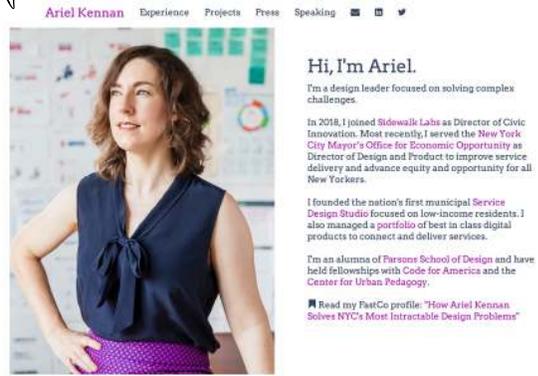
○ Civic Service Design
↳ Designing for someone influenced by civic services.

○ A job role of a designer is rare in the government.
(even in NYC)

○ References:

○ Inspired by :

GOV.UK
Blog
Government Digital Service

Building a better GOV.UK, step by step

2019 x NYC DESIGN
CELEBRATING A WORLD OF DESIGN
MAY 10-22, 2019
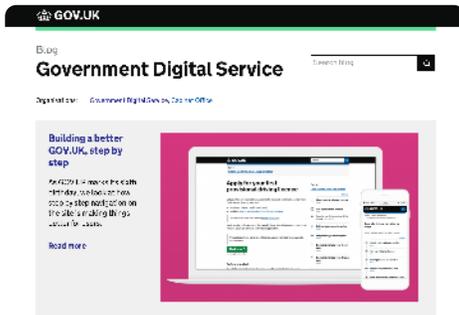
↳ nyc.gov/xdesign

○ Downloadable templates

What is Civic Service Design?

Set the Stage   Talk with People   Connect the Dots
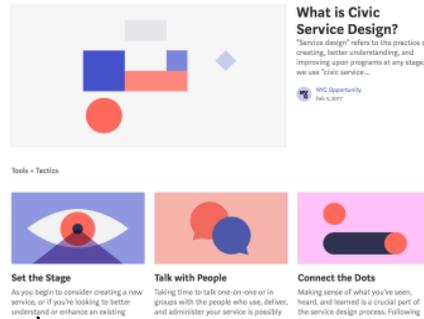
↳ civicservicedesign.com

✦ How can we get involved as a Civic Service Designer
↳ Federal level : Govt Digital Service, US Digital Service

Design on the inside.

Government Digital Service   Federal
Digital Services GEORGIA   Ontario   CWDS   State/Province
NEW URBAN MECHANICS   CDL   NYC   City

✦

Some of My Favorite Resources

Jobs   www.designgigsforgood.org
How To   www.civicservicedesign.com
Book   Dark Matter and Trojan Horses:
            A Strategic Design Vocabulary
Newsletters Civicist
            Civic Makers
            Data & Society
            FutureGov

→ Resources on Civic Service Design

DARK MATTER AND TROJAN HORSES
A STRATEGIC DESIGN VOCABULARY
DAN HILL
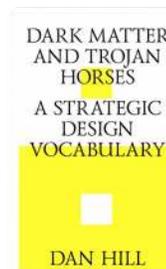
§ Talk by Melanie Crean : data & machine learning

○ Machines are now creating images to be used by machines.
↳ machines → digital data ⟹ invisible to humans

#○ Farocki → drone vision & digital image culture
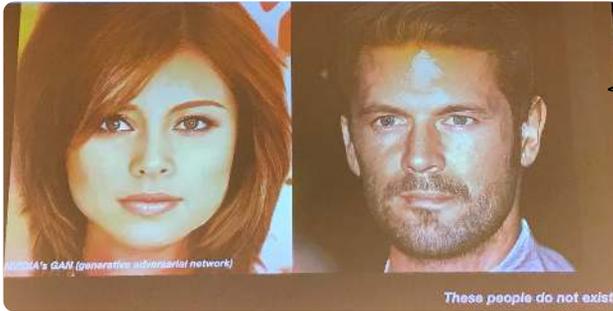
→ Artificially created images

○ Eigenface → facial signature (≡ FB's deep face algorithm)
↳ recognizing people

○ Zach Blas
↳ Artist trying to deceive AI by using masks

○ Adam Harvey
↳ Artist trying to deceive AI through makeup

- Recognizing people
  - movement patterns, typing patterns, drone surveillance info
- "Predictive Policing"
  - Edward Snowden's archive, using IBM Watson's tech

⭐ James Bridal
  - Artist studying drone data

- Brownian motion used to calculate people's movement
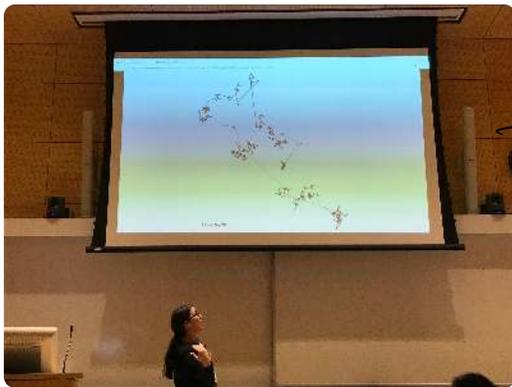
→ Movt. samples of sharks

- Financial risk is calculated using Brownian motion

- Surveillance Capitalism
  - Predictive analytics industry — data sold for advertisements
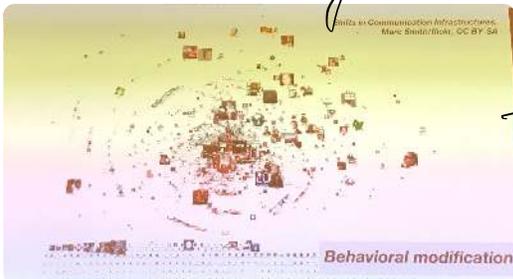
→ Understanding user behaviour
  - recording & analyzing it

→ Personal information on social media websites like FB allows linking your email with your image. It creates your identity

o Axion, Oracle — companies interested in creating your global ID.

o Credit score is created legally by FB.

o Another imp. reading on the same topic

→ How your preference data is collected & is used to serve you custom ads.

→ A model that has been used for modeling people's behaviour.

→ Interesting read.

01 Nov. 2018

§ FIBRE OPTIC COMMUNIC^{ns} ⟶ Marissa John

✗ Century Optic : Global leader of fibre optic connection.
  ↳ Level 3 Communication's

° Fibre optic cables — thicker towards the shore — most vulnerable area
      — outer layers ✗ inside the ocean
  ⟹ ≡ sending messages through light

Wires, cables, and WiFi (video) | Khan Academy
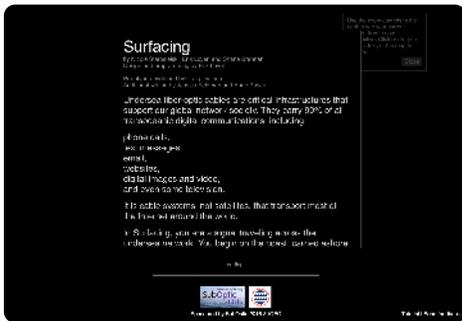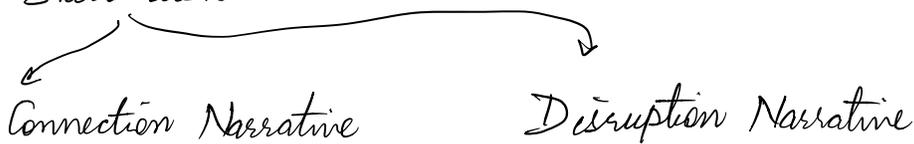Khan Academy › internet-works-intro › t...

Oct 26, 2015 · So I'm not sure if this is related to internet connection but I ...

→ Good reference to understand telecom methods

○ Trevor Paglen's Deep Web Dive
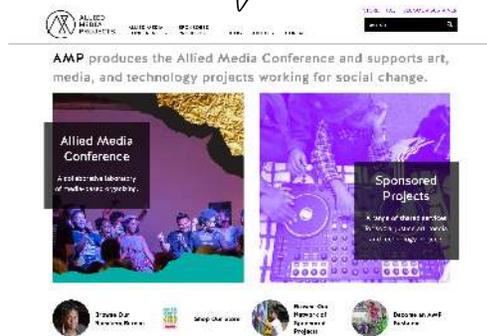

○ Starosielski

Connection Narrative   Disruption Narrative
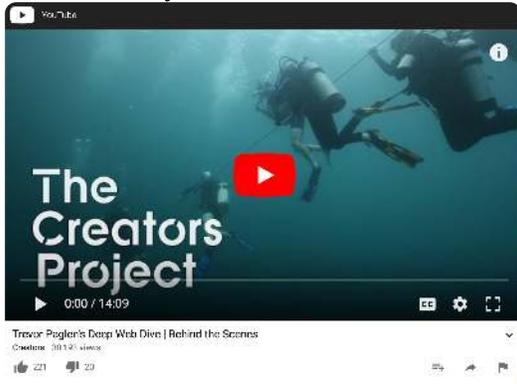
→ Example of Nodal Narrative

surfacing.in

○ Other resources/projects :
   welcome to cup.org

○ Allied Media Projects : made a
   mesh network for better internet
                                    access

- Due to the issue of Net Neutrality, ∃ communities which try to offer a neutral internet to the regions.

- Countries in Africa are trying to work with VR. So, access of proper infrastructure is imp. for those areas.

- Redhook wireless network - example of a community network

— ∞ —

→ TV rocks made out of Ulexite
  ↳ has optical characteristics
  ↳ Used for fibre optic transmission

§ Talk by Lina Srivastava
  ↳ Lawyer ↝ switched to cultural work
  ↳ Producer of Priya Shakti

✗ Narrative & Social Impact & Making your Media Matter

° For a community related change, we should tell the story together.

° Trying to push an ecosystem of stories to get a better perspective.

→ Process flow of Social Change projects.

- Business model generation — entire plan on 1 page
  ↳ made by Alex Austerwalder — slideshare

- Inspiring movies for Lina's project
  ① Born Into Brothels

  ② The Devil Came on Horseback

  ③ Inocente → a film by
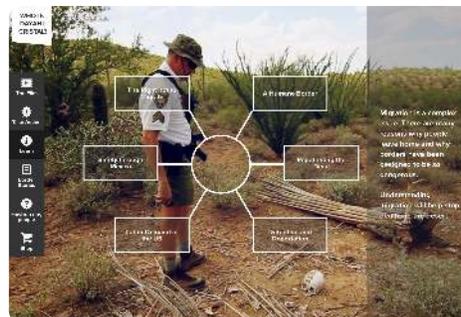   Lina & Marissa

→ Story of Inocente:
   homeless + artist

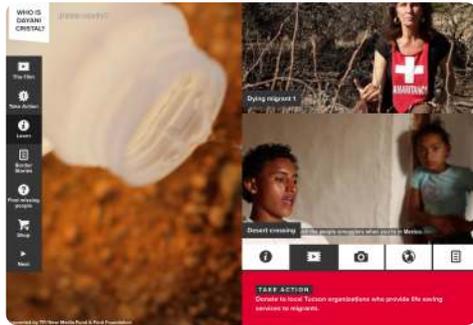- Who is Dayani Cristal ?
  ↳ Project started in 2008.
  ↳ Movie debut : 2013.
  ↳ 6 main issues of the
     project

∘ whoisdayanicristal.com — free resource for referencing, focusing on all 6 issues.

∘ My City Istanbul
  ↳ A VR project

∘ The Enemy
  ↳ Another VR project on social impact strategy

→ Creating an experience & observing empathy generation

∘ Another project — Lakou Mizik
  ↳ A band that came out of earthquake events in the US.

∘ Music video shown in class : Pran Ka Mwen

✗ Risk & Challenges
- → Techno-determinism — use the platform that works for the story. Don't just choose sth you love.

- → Hijacking narrative
- → Intellectual Property
- → Funding & Distribution
- → Impact Measurement

→ Solve by community centered participation

— ∞ —

§ SOCIAL ALGORITHM
↳ by Melanie Crean

○ Benjamin's Stack model
eg ↳ Think about the international
borders & the identity cards used
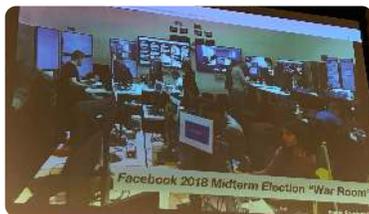to manage them — stacked

Benjamin Bratton

✗ Second Century

○ Alan Turing & the Turing Test ⟶ Replaced females with
computers for detection

○ Think of anthropomorphic framing of AI
↳ female voice assistants : Siri, Alexa

○ Cambridge Analytica
↳ Psychographic profiling of millions of Americans
↳ firm based in the UK.
↳ Used Facebook's data to tweak the US elections

⟶ In the news today

○ Think : What role should the State play in regulating AI ?

— x —

✷ IDENTIFICATION CARDS
    ↳ Aadhaar Card (India)
        ↳ One ID ∀ people. Usually countries have more than 1
   IDs.

○ Q: How do you rate someone's trust worthiness ?
      ↳ How about people who have no credit history

✷ CHINA
    ↳ Does the govt use Sesame's Credit History (data by a
    private corp → Alibaba) to give benefits to the citizens ?
      ↳ This info may not be correct. For cases like this,
        check your sources & the authenticity of the author.

○ Nadia — a chatbot with Emotional Intelligence
      ↳ Created by Soul Machines
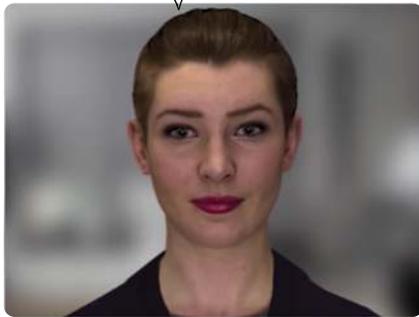
✳ D4TC Finals : RECIPE

↳ Recipe ≡ Ingredients, Measurements

> Set of instructionals that are a kit which suggest a future to come.

> Reference : Prisoner's Instructions book

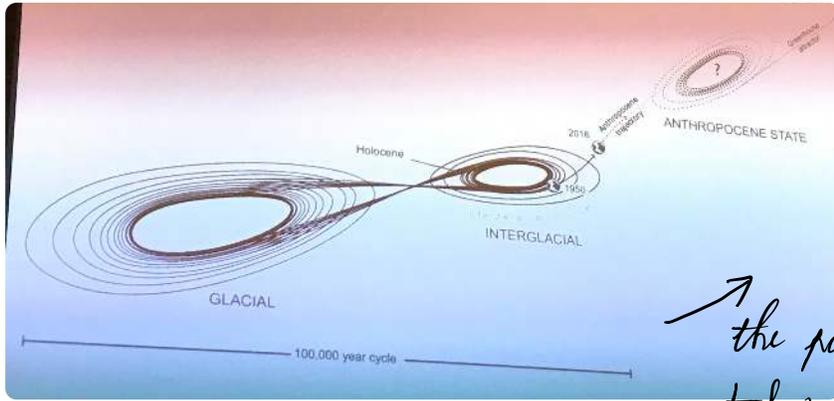↳ eg. a rule book of sorts — how to do sth — created for someone to follow.

——— ✕ ———

𝄞 Talk by <u>Stephanie Wakefield</u>　　[Instagram: @backloop_tv]
　↳ Urban geographer　　　　　　　 [YouTube : Back loop TV]
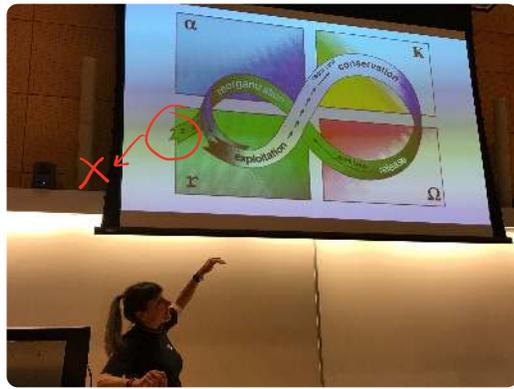
◦ Anthropocene ≡ age of the human

> popular term — comes up a lot these days

↳ Geology : measuring the traces of our civilizations deep inside the earth — studying what would be left of us, several years after we are gone.

the path we are taking

Front loop — white

Back loop — green

front loop : stable path to living ≡ generation
back loop : upheaval, taking new shape ≡ transformⁿ
     ↳ eg : forest fire

○ Presently, we are in the back loop
○ Think about : what forces are responding to back loop
     ↳ Where this is seen : Resilience : an approach to maintain
         the physical parameters of a system — by govt.
     ↳ The idea of resilience really gained popularity after
         Hurricane Sandy, 2012. Bloomberg took charge.
             ↳ Hit New York
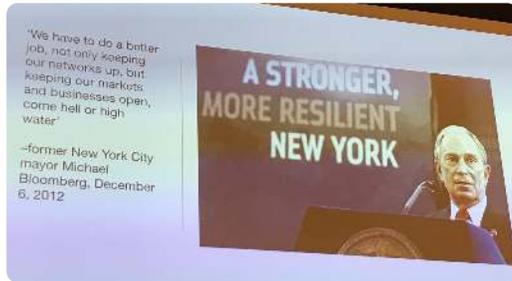
° Rockefeller Foundation help fund — Rebuild By Design

° Idea: Study Oyster's Lifecycle to create a protection border around NY using oysters.

✪ Miami : Ground zero for sea level

→ Flooding happens due to high tides (king tides) [even if there are no rains.]

° Working on resilience in Miami
 ↳ Sea walls, elevated streets — old style infrastructure
   ↓ There was a pushback. So, this is what they did

○ Miami's new motto : Living with water
  ↳ Rebrand for resilience — hiring designers, etc. to
    create a cool version of resilience

→ Elevated Streets
  (at Sunset Harbor)
    ↳ in rich areas

↳ A lot of pushback from land owners

→ Pumping system to send water
  back to the bay

↳ Issues : Out of electricity
         ○ Sends fecal matter to the bay
             ↳ Beaches closed

✱ Question : How do we think of these practices in relation
            to the back loops?
    ↳ Resilience infrastructure : the oyster borders won't hamper
      the ship movement

○ Miami : the real estate market (housing market) is very
prominent
↳ tax collected is used for infrastructure projects

What now?
↳ Getting out of the front loop & back loop cycle

○ Some regions have adapted to it – close to Louisiana

Amphibious
Housing

↳ Metal rods on the sides with styrofoam
at the bottom — houses elevate as per the
water flow ———— all done by residents

○ People in California are thinking about how to have
fireproof housing.

- Geo-engineering, Mars colonization, rain seeding are some modern examples of resilience

- Peter Kingsley : a great Philosopher
  - ↳ It's already over & we are running away from it, denying that its not over. How we end things is really imp. & we are running from it.

§ User Centered Design
    ↳ Talk by Paul — Peripheral Vision International

○ As designers, we continuously face challenges. So, we should ask ourselves — how is this an opportunity?

○ ABOUT AFRICA
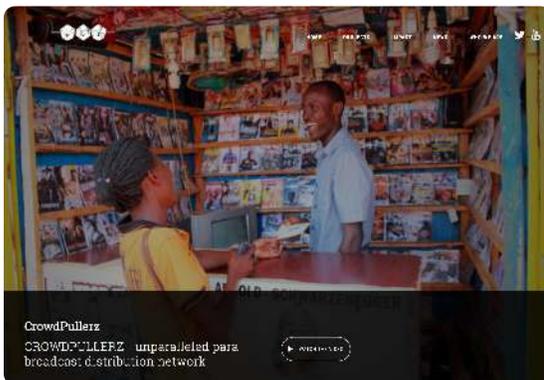   ↳ Most of Africa has issues of electricity
    ↳ Uganda
   ↳ Watching TV is a major thing
            ↳ People like action movies because ∃ limited language barrier in such films
            (comedy has language barriers across nations)

○ Launched a music video company: Crowd Pullerz

CrowdPullerz
CROWDPULLERZ unparalleled para
broadcast distribution network

○ Kikanda Boda
    ↳ Moving display → ∃ in Uganda
        ↳ Provides access to everyone
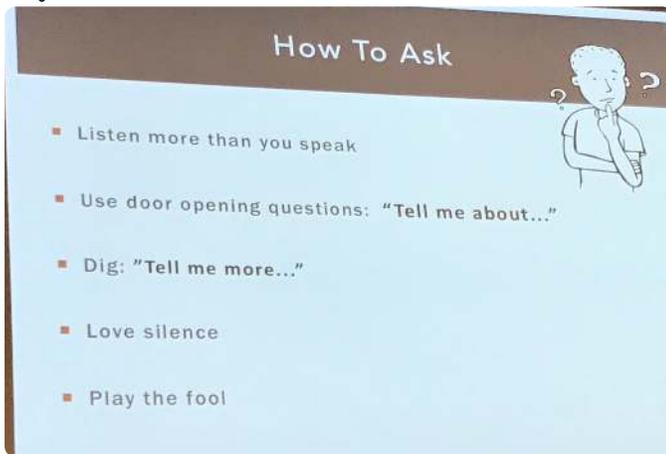
Public screenings
where anyone could
join
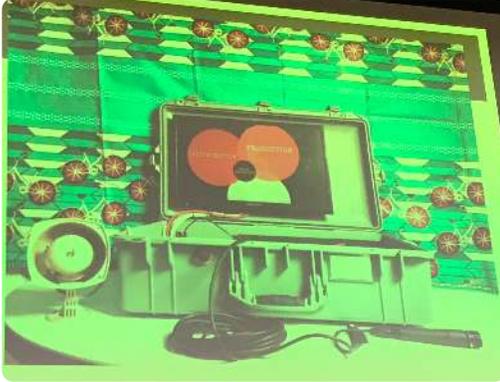
○ Started Newz Beat
    ↳ Rappers read news


* Steps for starting to do field work
    ↳ Start at your desk — do research
    ↳ Go to the field — look around, observe, ask questions

        You find that DVDs don't work in
        Mozambique. They use flash drives

→ Follow Desire
    ↳ what are people stealing?
        ↳ how is that an opportunity
→ Follow Money

○ Designers should ask questions

How To Ask

- Listen more than you speak
- Use door opening questions: "Tell me about..."
- Dig: "Tell me more..."
- Love silence
- Play the fool

○ When doing a survey, don't do ==Snowball Samples==
    ↳ Just taking 1-2 opinions & building on that

SNOWBALL SAMPLING
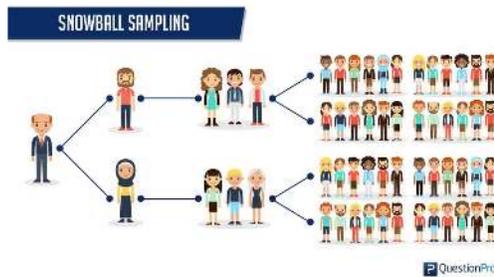
QuestionPro
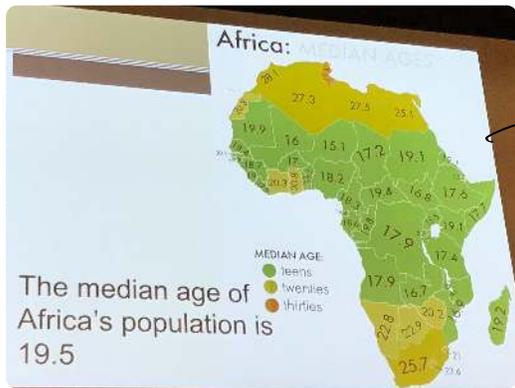
○ At one pt. of time, Uganda didn't have phones. Then, technology leap-frogged & in about 2 yrs, 60% of people got flip-phones

✷ His Future Projects

○ Telenovela : TV genre
    ↳ Stories of love, sex, conflict
    ↳ He is planning to bring that to Uganda

○ young audience
The population is an opportunity — Animation

→ Future of Africa
    ↳ Majority of the population would be youth.
    ⇓
Youth related content is getting popular

↳ Plan to develop a TV show with Africans as the protagonist

○ American average ($60K - 70K)
    ↳ If you earn that much, you would be happy (content).

○ Another project :
Using puppets to communicate a message
   ↳ Talks about sex knowledge

Katwe Corner

§ FINAL LECTURE + RECITATION

TALK BY ED KELLER: Post-Planetary Design

- Talk about scale: 1 meter and 1 second (scaled up)
- Coordination: The cosmopolitan gesture
  - ○ Talk about our evolution through history
- Planetary systems
  - ○ Speaking with the AI
  - ○ Is the earth communicating with itself, if so, how?
  - ○ How do we control planetary systems?
  - ○ Trees communicate with each other
- Thought as not thought: a cosmopolitics
  - ○ Biopolitics: Structure of people working on a mine
  - ○ Black mirror: 15 million miles
  - ○ Vertov: Man with a movie camera
  - ○ SuperSurface: Superstudio, 1972
- Cosmopolitics
  - ○ Dark examples: The Three Body Problem by Cixin Liu
  - ○ Orthogonal cosmopolitics: Annihilation (2018), Ex Machina (2014), Garland
    - ‣ Idea: Living together with the world
    - ‣ Reference movies: Mirror (Tarkovsky), Arrival (Villeneuve, Ted Chiang)

Final comments: there is no difference between communicating with the AI and the alien
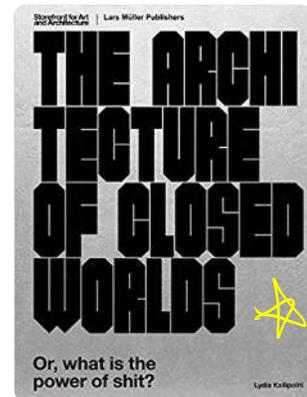
MODERATION COMMENTS

Talk by Ed Keller
1. Thank for how the course made us think about our role as designers in different instances
2. Question to Ed: How has the talk about design and technology changed over the decade? For instance, we had discussions on VR this semester. What kind of technologies did we start talking about when the course started?
3. To Ed: You talk about the alien. What is your definition of it? Do you refer it as systems or communities which we don't totally understand, and how we can understand it?
4. To Ed: You talk about Orthogonal cosmopolitics. I understood it as living with other planetary species and maintaining a balance. How is it relatable to us now? We see these elements in science fiction and the movies. Do you see this as an indication of how the future would be like, and how we would have to act in it?
5. To Ed: Realizing science fiction and designing around it. What are your thoughts on that?

Student Manifestos
1. Ryan: Design does not require technology
2. Johnney: The last of us game: queer inclusive
   A. Queer games does not tell me about my identity
   B. The future of games requires more embodied experiences
3. June: Gender based division of labor
   A. Explore territories of multi sensory design
4. Natalie (Trans D): Design is compromised
   A. Designer should address women and men issues differently
5. Laurey: Breathing exercise
   A. Take control of body's physiology
6. Jae: Age of information warfare
   A. Role of technology agency
   B. Breaches in big companies
7. Waverly: Play has become to be associated with digital systems

8. Dias (Trans D): Public policy in Japan
   A. About individual happiness
9. Emani (graduate student): (pic)
10. Carolina: Stretching oneself and self espionage
    A. Observing ourselves and stretching our boundaries
11. Zihao: Non visual data visualisation
    A. Exploring data through our senses and not just seeing it digitally: sight, smell, taste, etc.

> Thoughts by Andrea Lipps
     Organized the Senses Exhibition at Cooper Hewitt

> Thoughts by Anke Lopes (Alumni, Trans D)
     Quote by Renee Watson

     Assignment:
Tell me where you are from: Hissar, India

END OF COURSE