

Radical Technologies The Design Of Everyday Life

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Technology as Experience John McCarthy 2007-08-24 In Technology as Experience, John McCarthy and Peter Wright argue that any account of what is often called the user experience must take into consideration the emotional, intellectual, and sensual aspects of our interactions with technology. We don't just use technology, they point out; we live with it. They offer a new approach to understanding human-computer interaction through examining the felt experience of technology. Drawing on the pragmatism of such philosophers as John Dewey and Mikhail Bakhtin, they provide a framework for a clearer analysis of technology as experience. Just as Dewey, in *Art as Experience*, argued that art is part of everyday lived experience and not isolated in a museum, McCarthy and Wright show how technology is deeply embedded in everyday life. The "zestful integration" or transcendent nature of the aesthetic experience, they say, is a model of what human experience with technology might become. McCarthy and Wright illustrate their theoretical framework with real-world examples that range from online shopping to ambulance dispatch. Their approach to understanding human computer interaction—seeing it as creative, open, and relational, part of felt experience—is a measure of the fullness of technology's potential to be more than merely functional.

How Artifacts Afford Jenny L. Davis 2020-08-11 A conceptual update of affordance theory that introduces the mechanisms and conditions framework, providing a vocabulary and critical perspective. Technological affordances mediate between the features of a technology and the outcomes of engagement with that technology. The concept of affordances, which migrated from psychology to design with Donald Norman's influential 1988 book, *The Design of Everyday Things*, offers a useful analytical tool in technology studies—but, Jenny Davis argues in *How Artifacts Afford*, it is in need of a conceptual update. Davis provides just such an update, introducing the mechanisms and conditions framework, which offers both a vocabulary and necessary critical perspective for affordance analyses. The mechanisms and conditions framework shifts the question from what objects afford to how objects afford, for whom, and under what circumstances. Davis shows that through this framework, analyses can account for the power and politics of technological artifacts. She situates the framework within a critical approach that views technology as materialized action. She explains how request, demand, encourage, discourage, refuse, and allow are mechanisms of affordance, and shows how these mechanisms take shape through variable conditions—perception, dexterity, and cultural and institutional legitimacy. Putting the framework into action, Davis identifies existing methodological approaches that complement it, including critical technocultural discourse analysis (CTDA), app feature analysis, and adversarial design. In today's rapidly changing sociotechnical landscape, the stakes of affordance analyses are high. Davis's mechanisms and conditions framework offers a timely theoretical reboot, providing tools for the crucial tasks of both analysis and design.

The Practice of Everyday Life Michel de Certeau 1984 Repackage of a classic sociology text in which the author develops the idea of resistance to social and economic pressures.

Digital Material Marianne van den Boomen 2009 This is a compelling study of the often controversial role and meaning of the new media and digital cultures in contemporary society. Three decades of societal and cultural alignment of new media yielded to a host of innovations, trials, and problems, accompanied by versatile popular and academic discourse. "New Media Studies" crystallized internationally into an established academic discipline, which begs the question: where do we stand now; which new issues have emerged now that new media are taken for granted, and which riddles remain unsolved; and, is contemporary digital culture indeed all about 'you', or do we still not really understand the digital machinery and how it constitutes us as 'you'. From desktop metaphors to Web 2.0 ecosystems, from touch screens to blogging to e-learning, from role-playing games to Cybergoth music to wireless dreams, this timely volume offers a showcase of the most up-to-date research in the field from what may be called a 'digital-materialist' perspective.

Moralizing Technology Peter-Paul Verbeek 2011-12-01 Technology permeates nearly every aspect of our daily lives. Cars enable us to travel long distances, mobile phones help us to communicate, and medical devices make it possible to detect and cure diseases. But these aids to existence are not simply neutral instruments: they give shape to what we do and how we experience the world. And because technology plays such an active role in shaping our daily actions and decisions, it is crucial, Peter-Paul Verbeek argues, that we consider the moral dimension of technology. *Moralizing Technology* offers exactly that: an in-depth study of the ethical dilemmas and moral issues surrounding the interaction of humans and technology. Drawing from Heidegger and Foucault, as well as from philosophers of technology such as Don Ihde and Bruno Latour, Peter-Paul Verbeek locates morality not just in the human users of technology but in the interaction between us and our machines. Verbeek cites concrete examples, including some from his own life, and compellingly argues for the morality of things. Rich and multifaceted, and sure to be controversial, *Moralizing Technology* will force us all to consider the virtue of new inventions and to rethink the rightness of the products we use every day.

Radical Technologies Adam Greenfield 2018-05-29 A "tremendously intelligent and stylish" guide to the new technologies that are transforming our everyday lives, in ways both good and bad (Guardian) Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the Blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

The Psychology of Everyday Things Donald A. Norman 1990-05-01

Furious Caroline Bassett 2019-11-20 A major work of feminist critical theory challenging the masculinist politics of digital media forms, practices and study.

Common Space Associate Professor Stavros Stavrides 2016-02-15 Space is both a product and a prerequisite of social relations, it has the potential to block and encourage certain forms of encounter. In *Common Space*, activist and architect Stavros Stavrides calls for us to conceive of space-as-commons – first, to think beyond the notions of public and private space, and then to understand common space not only as space that is governed by all and remains open to all, but that explicitly expresses, encourages and exemplifies new forms of social relations and of life in common. Through a fascinating, global examination of social housing, self-built urban settlements, street trade and art, occupied space, liberated space and graffiti, Stavrides carefully shows how spaces for communing are created. Moreover, he explores the connections between processes of spatial transformation and the formation of politicised subjects to reveal the hidden emancipatory potential of contemporary, metropolitan life.

The Second Media Age Mark Poster 2018-03-08 This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in

electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

Radical Technologies Adam Greenfield 2018-05-29 A "tremendously intelligent and stylish" guide to the new technologies that are transforming our everyday lives, in ways both good and bad (Guardian) Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the Blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Mismatch Kat Holmes 2020-09-01 How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his "Wall of Exclusion," which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called "sonification" so she can "listen" to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

Machine Landscapes Liam Young 2019-02-11 The most significant architectural spaces in the world are now entirely empty of people. The data centres, telecommunications networks, distribution warehouses, unmanned ports and industrialised agriculture that define the very nature of who we are today are at the same time places we can never visit. Instead they are occupied by server stacks and hard drives, logistics bots and mobile shelving units, autonomous cranes and container ships, robot vacuum cleaners and internet-connected toasters, driverless tractors and taxis. This issue is an atlas of sites, architectures and infrastructures that are not built for us, but whose form, materiality and purpose is configured to anticipate the patterns of machine vision and habitation rather than our own. We are said to be living in a new geological epoch, the Anthropocene, in which humans are the dominant force shaping the planet. This collection of spaces, however, more accurately constitutes an era of the Post-Anthropocene, a period where it is technology and artificial intelligence that now computes, conditions and constructs our world. Marking the end of human-centred design, the issue turns its attention to the new typologies of the post-human, architecture without people and our endless expanse of Machine Landscapes. Contributors: Rem Koolhaas, Merve Bedir and Jason Hilgefert, Benjamin H Bratton, Ingrid Burrington, Ian Cheng, Cathryn Dwyre, Chris Perry, David Salomon and Kathy Velikov, John Gerrard, Alice Gorman, Adam Harvey, Jesse LeCavalier, Xingzhe Liu, Clare Lyster, Geoff Manaugh, Tim Maughan, Simone C Niquille, Jenny Odell, Trevor Paglen, Ben Roberts. Featured interviews: Deborah Harrison, designer of Microsoft's Cortana; and Paul Inglis, designer of the urban landscapes of *Blade Runner* 2049.

Technosystem Andrew Feenberg 2017-10-02 We live in a world of technical systems designed in accordance with technical disciplines and operated by technically trained personnel—a unique social organization that largely determines our way of life. Andrew Feenberg's theory of social rationality represents both the threats of technocratic modernity and the potential for democratic change.

Pressed for Time Judy Wajcman 2015 The technologically tethered, iPhone-addicted figure is an image we can easily conjure. Most of us complain that there aren't enough hours in the day and too many e-mails in our thumb-accessible inboxes. This widespread perception that life is faster than it used to be is now ingrained in our culture, and smartphones and the Internet are continually being blamed. But isn't the sole purpose of the smartphone to give us such quick access to people and information that we'll be free to do other things? Isn't technology supposed to make our lives easier? In *Pressed for Time*, Judy Wajcman explains why we immediately interpret our experiences with digital technology as inexorably accelerating everyday life. She argues that we are not mere hostages to communication devices, and the sense of always being rushed is the result of the priorities and parameters we ourselves set rather than the machines that help us set them. Indeed, being busy and having action-packed lives has become valorized by our productivity driven culture. Wajcman offers a bracing historical perspective, exploring the commodification of clock time, and how the speed of the industrial age became identified with progress. She also delves into the ways time-use differs for diverse groups in modern societies, showing how changes in work patterns, family arrangements, and parenting all affect time stress. Bringing together empirical research on time use and theoretical debates about dramatic digital developments, this accessible and engaging book will leave readers better versed in how to use technology to navigate life's fast lane.

Attention Equals Life Andrew Epstein 2016-06-01 Poetry has long been thought of as a genre devoted to grand subjects, timeless themes, and sublime beauty. Why, then, have contemporary poets turned with such intensity to documenting and capturing the everyday and mundane? Drawing on insights about the nature of everyday life from philosophy, history, and critical theory, Andrew Epstein traces the modern history of this preoccupation and considers why it is so much with us today. *Attention Equals Life* argues that a potent hunger for everyday life explodes in the post-1945 period as a reaction to the rapid, unsettling transformations of this epoch, which have resulted in a culture of perilous distraction. Epstein demonstrates that poetry is an important, and perhaps unlikely, cultural form that has mounted a response, and even a mode of resistance, to a culture suffering from an acute crisis of attention. In this timely and engaging study, Epstein examines why a compulsion to represent the everyday becomes predominant in the decades after modernism and why it has so often sparked genre-bending formal experimentation. With chapters devoted to illuminating readings of a diverse group of writers—including poets associated with influential movements like the New York School, language poetry, and conceptual writing—the book considers the variety of forms contemporary poetry of everyday life has taken, and analyzes how gender, race, and political forces all profoundly inflect the experience and the representation of the quotidian. By exploring the rise of experimental realism as a poetic mode and the turn to rule-governed "everyday-life projects," *Attention Equals Life* offers a new way of understanding a vital strain at the heart of twentieth- and twenty-first century literature. It not only charts the evolution of a significant concept in cultural theory and poetry, but also reminds readers that the quest to pay attention to the everyday within today's frenetic world of smartphones and social media is an urgent and unending task.

Duty Free Art Hito Steyerl 2017-11-21 What is the function of art in the era of digital globalization? How can one think of art institutions in an age defined by planetary civil war, growing inequality, and proprietary digital technology? The boundaries of such institutions have grown fuzzy. They extend from a region where the audience is pumped for tweets to a future of "neurocurating," in which paintings surveil their audience via facial recognition and eye tracking to assess their popularity and to scan for suspicious activity. In *Duty Free Art*, filmmaker and writer Hito Steyerl wonders how we can appreciate, or even make art, in the present age. What can we do when arms manufacturers sponsor museums, and some of the world's most valuable artworks are used as currency in a global futures market detached from productive work? Can we distinguish between information, fake news, and the digital white noise that bombards our everyday lives? Exploring subjects as diverse as video games, WikiLeaks files, the proliferation of freeports, and political actions, she exposes the paradoxes within globalization, political economies, visual culture, and the status of art production.

Design Meets Disability Graham Pullin 2011-09-30 How design for disabled people and mainstream design could inspire, provoke, and radically change each other. Eyeglasses have been transformed from medical necessity to fashion accessory. This revolution has come about through embracing the design culture of the fashion industry. Why shouldn't design sensibilities also be applied to hearing aids, prosthetic limbs, and communication aids? In return, disability can provoke radical new directions in mainstream design. Charles and Ray Eames's iconic furniture was inspired by a molded plywood leg splint that they designed for injured and disabled servicemen. Designers today could be similarly inspired by disability. In *Design Meets Disability*, Graham Pullin shows us how design and disability can inspire each other. In the Eameses' work there was a healthy tension between cut-to-the-chase problem solving and more playful explorations. Pullin offers examples of how design can meet disability today. Why, he asks, shouldn't hearing aids be as fashionable as eyewear? What new forms of braille signage might proliferate if designers kept both

sighted and visually impaired people in mind? Can simple designs avoid the need for complicated accessibility features? Can such emerging design methods as “experience prototyping” and “critical design” complement clinical trials? Pullin also presents a series of interviews with leading designers about specific disability design projects, including stepstools for people with restricted growth, prosthetic legs (and whether they can be both honest and beautifully designed), and text-to-speech technology with tone of voice. When design meets disability, the diversity of complementary, even contradictory, approaches can enrich each field.

Think in Public Sharon Marcus 2019-06-25 Since 2012, Public Books has championed a new kind of community for intellectual engagement, discussion, and action. An online magazine that unites the best of the university with the openness of the internet, Public Books is where new ideas are debated, old facts revived, and dangerous illusions dismantled. Here, young scholars present fresh thinking to audiences outside the academy, accomplished authors weigh in on timely issues, and a wide range of readers encounter the most vital academic insights and explore what they mean for the world at large. Think in Public: A Public Books Reader presents a selection of inspiring essays that exemplify the magazine’s distinctive approach to public scholarship. Gathered here are Public Books contributions from today’s leading thinkers, including Jill Lepore, Imani Perry, Kim Phillips-Fein, Salamishah Tillet, Jeremy Adelman, N. D. B. Connolly, Namwali Serpell, and Ursula K. Le Guin. The result is a guide to the most exciting contemporary ideas about literature, politics, economics, history, race, capitalism, gender, technology, and climate change by writers and researchers pushing public debate about these topics in new directions. Think in Public is a lodestone for a rising generation of public scholars and a testament to the power of knowledge.

Everyware Adam Greenfield 2010-03-10 Ubiquitous computing--almost imperceptible, but everywhere around us--is rapidly becoming a reality. How will it change us? how can we shape its emergence? Smart buildings, smart furniture, smart clothing... even smart bathtubs. networked street signs and self-describing soda cans. Gestural interfaces like those seen in Minority Report. The RFID tags now embedded in everything from credit cards to the family pet. All of these are facets of the ubiquitous computing author Adam Greenfield calls "everyware." In a series of brief, thoughtful meditations, Greenfield explains how everyware is already reshaping our lives, transforming our understanding of the cities we live in, the communities we belong to--and the way we see ourselves. What are people saying about the book? "Adam Greenfield is intense, engaged, intelligent and caring. I pay attention to him. I counsel you to do the same." --HOWARD RHEINGOLD, AUTHOR, SMART MOBS: THE NEXT SOCIAL REVOLUTION "A gracefully written, fascinating, and deeply wise book on one of the most powerful ideas of the digital age--and the obstacles we must overcome before we can make ubiquitous computing a reality."--STEVE SILBERMAN, EDITOR, WIRED MAGAZINE "Adam is a visionary. he has true compassion and respect for ordinary users like me who are struggling to use and understand the new technology being thrust on us at overwhelming speed."--REBECCA MACKINNON, BERKMAN CENTER FOR INTERNET AND SOCIETY, HARVARD UNIVERSITY Everyware is an AIGA Design Press book, published under Peachpit's New Riders imprint in partnership with AIGA.

Soonish Kelly Weinersmith 2019-10-03 What will the world of tomorrow be like? How does progress happen? And why don't we have a lunar colony already? In this witty and entertaining book, Kelly and Zach Weinersmith give us a snapshot of the transformative technologies that are coming next - from robot swarms to nuclear fusion powered-toasters - and explain how they will change our world in astonishing ways. By weaving together their own research, interviews with pioneering scientists and Zach's trademark comics, the Weinersmiths investigate why these innovations are needed, how they would work, and what is standing in their way.

Attack of the 50 Foot Blockchain David Gerard 2017-07-24 An experimental new Internet-based form of money is created that anyone can generate at home; people build frightening firetrap computers full of video cards, putting out so much heat that one operator is hospitalised with heatstroke and brain damage. A young physics student starts a revolutionary new marketplace immune to State coercion; he ends up ordering hits on people because they might threaten his great experiment, and is jailed for life without parole. Fully automated contractual systems are proposed to make business and the law work better; the contracts people actually write are unregulated penny stock offerings whose fine print literally states that you are buying nothing of any value. The biggest crowdfunding in history attracts \$150 million on the promise that it will embody “the steadfast iron will of unstoppable code”; upon release it is immediately hacked, and \$50 million is stolen. How did we get here? David Gerard covers the origins and history of Bitcoin to the present day, the other cryptocurrencies it spawned including Ethereum, the ICO craze and the 2017 crypto bubble, and the attempts to apply blockchains and smart contracts to business. Plus a case study on blockchains in the music industry. Bitcoin and blockchains are not a technology story, but a psychology story. Remember: if it sounds too good to be true, it almost certainly is. “A sober riposte to all the upbeat forecasts about cryptocurrency” — New York Review of Books “A very convincing takedown of the whole phenomenon” — BBC News

New Dark Age James Bridle 2018-07-17 “New Dark Age is among the most unsettling and illuminating books I've read about the Internet, which is to say that it is among the most unsettling and illuminating books I've read about contemporary life.” — New Yorker As the world around us increases in technological complexity, our understanding of it diminishes. Underlying this trend is a single idea: the belief that our existence is understandable through computation, and more data is enough to help us build a better world. In reality, we are lost in a sea of information, increasingly divided by fundamentalism, simplistic narratives, conspiracy theories, and post-factual politics. Meanwhile, those in power use our lack of understanding to further their own interests. Despite the apparent accessibility of information, we're living in a new Dark Age. From rogue financial systems to shopping algorithms, from artificial intelligence to state secrecy, we no longer understand how our world is governed or presented to us. The media is filled with unverifiable speculation, much of it generated by anonymous software, while companies dominate their employees through surveillance and the threat of automation. In his brilliant new work, leading artist and writer James Bridle surveys the history of art, technology, and information systems, and reveals the dark clouds that gather over our dreams of the digital sublime.

Design Noir Anthony Dunne 2021-07-15 Introduction to the second edition -- 1. Manifesto -- 2. Placebo -- 3. Conversations.

Machine Habitus Massimo Airoldi 2021-12-13 We commonly think of society as made of and by humans, but with the proliferation of machine learning and AI technologies, this is clearly no longer the case. Billions of automated systems tacitly contribute to the social construction of reality by drawing algorithmic distinctions between the visible and the invisible, the relevant and the irrelevant, the likely and the unlikely – on and beyond platforms. Drawing on the work of Pierre Bourdieu, this book develops an original sociology of algorithms as social agents, actively participating in social life. Through a wide range of examples, Massimo Airoldi shows how society shapes algorithmic code, and how this culture in the code guides the practical behaviour of the code in the culture, shaping society in turn. The ‘machine habitus’ is the generative mechanism at work throughout myriads of feedback loops linking humans with artificial social agents, in the context of digital infrastructures and pre-digital social structures. Machine Habitus will be of great interest to students and scholars in sociology, media and cultural studies, science and technology studies and information technology, and to anyone interested in the growing role of algorithms and AI in our social and cultural life.

Against the Smart City Adam Greenfield 2013

Digital Sociology Deborah Lupton 2014-11-05 We now live in a digital society. New digital technologies have had a profound influence on everyday life, social relations, government, commerce, the economy and the production and dissemination of knowledge. People’s movements in space, their purchasing habits and their online communication with others are now monitored in detail by digital technologies. We are increasingly becoming digital data subjects, whether we like it or not, and whether we choose this or not. The sub-discipline of digital sociology provides a means by which the impact, development and use of these technologies and their incorporation into social worlds, social institutions and concepts of selfhood and embodiment may be investigated, analysed and understood. This book introduces a range of interesting social, cultural and political dimensions of digital society and discusses some of the important debates occurring in research and scholarship on these aspects. It covers the new knowledge economy and big data, reconceptualising research in the digital era, the digitisation of higher education, the diversity of digital use, digital politics and citizen digital engagement, the politics of surveillance, privacy issues, the contribution of digital devices to embodiment and concepts of selfhood and many other topics. Digital Sociology is essential reading not only for students and academics in sociology, anthropology, media and communication, digital cultures, digital humanities, internet studies, science and technology studies, cultural geography and social computing, but for other readers interested in the social impact of digital technologies.

Xenofeminism Helen Hester 2018-05-21 In an era of accelerating technology and increasing complexity, how should we reimagine the emancipatory potential of feminism? How should gender politics be reconfigured in a world being transformed by automation, globalization and the digital revolution? These questions are addressed in this bold new book by Helen Hester, a founding member of the 'Laboria Cuboniks' collective that developed the acclaimed manifesto 'Xenofeminism: A Politics for Alienation'. Hester develops a three-part definition of xenofeminism grounded in the ideas of technomaterialism, anti-naturalism, and gender abolitionism. She elaborates these ideas in relation to assistive reproductive technologies and interrogates the relationship between reproduction and futurity, while steering clear of a problematic anti-natalism. Finally, she examines what xenofeminist technologies might look like in practice, using the history of one specific device to argue for a future-oriented gender politics that can facilitate alternative models of reproduction. Challenging and iconoclastic, this visionary book is the essential guide to one of the

most exciting intellectual trends in contemporary feminism.

How to Be a Revolutionary C.A. Davids 2022-02-08 Named one of ESSENCE's "9 South African Entertainers You Should Know" An extraordinary, ambitious, globe-spanning novel about what we owe our consciences Fleeing her moribund marriage in Cape Town, Beth accepts a diplomatic posting to Shanghai. In this anonymous city she hopes to lose herself in books, wine, and solitude, and to dodge whatever pangs of conscience she feels for her fealty to a South African regime that, by the 21st century, has betrayed its early promises. At night, she hears the sound of typing, and then late one evening Zhao arrives at her door. They explore hidden Shanghai and discover a shared love of Langston Hughes—who had his own Chinese and African sojourns. But then Zhao vanishes, and a typewritten manuscript—chunk by chunk—appears at her doorstep instead. The truths unearthed in this manuscript cause her to reckon with her own past, and the long-buried story of what happened to Kay, her fearless, revolutionary friend... Connecting contemporary Shanghai, late Apartheid-era South Africa, and China during the Great Leap Forward and the Tiananmen uprising—and refracting this globe-trotting and time-traveling through Hughes' confessional letters to a South African protege about the poet's time in Shanghai—How to Be a Revolutionary is an amazingly ambitious novel. It's also a heartbreaking exploration of what we owe our countries, our consciences, and ourselves.

The Laws of Simplicity John Maeda 2020-09-01 Ten laws of simplicity for business, technology, and design that teach us how to need less but get more. Finally, we are learning that simplicity equals sanity. We're rebelling against technology that's too complicated, DVD players with too many menus, and software accompanied by 75-megabyte "read me" manuals. The iPod's clean gadgetry has made simplicity hip. But sometimes we find ourselves caught up in the simplicity paradox: we want something that's simple and easy to use, but also does all the complex things we might ever want it to do. In *The Laws of Simplicity*, John Maeda offers ten laws for balancing simplicity and complexity in business, technology, and design—guidelines for needing less and actually getting more. Maeda—a professor in MIT's Media Lab and a world-renowned graphic designer—explores the question of how we can redefine the notion of "improved" so that it doesn't always mean something more, something added on. Maeda's first law of simplicity is "Reduce." It's not necessarily beneficial to add technology features just because we can. And the features that we do have must be organized (Law 2) in a sensible hierarchy so users aren't distracted by features and functions they don't need. But simplicity is not less just for the sake of less. Skip ahead to Law 9: "Failure: Accept the fact that some things can never be made simple." Maeda's concise guide to simplicity in the digital age shows us how this idea can be a cornerstone of organizations and their products—how it can drive both business and technology. We can learn to simplify without sacrificing comfort and meaning, and we can achieve the balance described in Law 10. This law, which Maeda calls "The One," tells us: "Simplicity is about subtracting the obvious, and adding the meaningful."

Critical Play Mary Flanagan 2009-08-07 An examination of subversive games—games designed for political, aesthetic, and social critique. For many players, games are entertainment, diversion, relaxation, fantasy. But what if certain games were something more than this, providing not only outlets for entertainment but a means for creative expression, instruments for conceptual thinking, or tools for social change? In *Critical Play*, artist and game designer Mary Flanagan examines alternative games—games that challenge the accepted norms embedded within the gaming industry—and argues that games designed by artists and activists are reshaping everyday game culture. Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of "playing house" include Dadaist puppet shows and *The Sims*. She looks at artists' alternative computer-based games and explores games for change, considering the way activist concerns—including worldwide poverty and AIDS—can be incorporated into game design. Arguing that this kind of conscious practice—which now constitutes the avant-garde of the computer game medium—can inspire new working methods for designers, Flanagan offers a model for designing that will encourage the subversion of popular gaming tropes through new styles of game making, and proposes a theory of alternate game design that focuses on the reworking of contemporary popular game practices.

Smart Cities Antoine Picon 2015-11-16 As cities compete globally, the Smart City has been touted as the important new strategic driver for regeneration and growth. Smart Cities are employing information and communication technologies in the quest for sustainable economic development and the fostering of new forms of collective life. This has made the Smart City an essential focus for engineers, architects, urban designers, urban planners, and politicians, as well as businesses such as CISCO, IBM and Siemens. Despite its broad appeal, few comprehensive books have been devoted to the subject so far, and even fewer have tried to relate it to cultural issues and to assume a truly critical stance by trying to decipher its consequences on urban space and experience. This cultural and critical lens is all the more important as the Smart City is as much an ideal permeated by Utopian beliefs as a concrete process of urban transformation. This ideal possesses a strong self-fulfilling character: our cities will become 'Smart' because we want them to. This book opens with an examination of the technological reality on which Smart Cities are built, from the chips and sensors that enable us to monitor what happens within the infrastructure to the smartphones that connect individuals. Through these technologies, the urban space appears as activated, almost sentient. This activation generates two contrasting visions: on the one hand, a neo-cybernetic ambition to steer the city in the most efficient way; and on the other, a more bottom-up, participative approach in which empowered individuals invent new modes of cooperation. A thorough analysis of these two trends reveals them to be complementary. The Smart City of the near future will result from their mutual adjustment. In this process, urban space plays a decisive role. Smart Cities are contemporary with a 'spatial turn' of the digital. Based on key technological developments like geo-localisation and augmented reality, the rising importance of space explains the strategic role of mapping in the evolution of the urban experience. Throughout this exploration of some of the key dimensions of the Smart City, this book constantly moves from the technological to the spatial as well as from a critical assessment of existing experiments to speculations on the rise of a new form of collective intelligence. In the future, cities will become smarter in a much more literal way than what is often currently assumed.

Knitting for Radical Self-Care Brandi Cheyenne Harper 2022-01-04 From knitting expert Brandi Harper, a must-have pattern book for modern knitters, with essays on self-care and sourcing creativity There is no such thing as being kind-of a knitter—the wobbly scarves and that oversized sweater you tried to shrink all count too. Each contribution that you make to the world through knitting is meaningful, but maybe you've slowed your commitment to this craft, or you can't seem to find the time to be creative. There's a lot to be distracted by, and the path forward isn't always clear. Brandi Harper aims to bring those challenges to the forefront and help you unearth the immense benefits that knitting has to offer. In her debut book, *Knitting for Radical Self-Care*, Harper offers tips and suggestions for carving out time for creativity, alongside beautiful patterns to try yourself. The book includes ten original patterns inspired by revolutionary women of color, and Harper will speak to these women and their immense impact on her life and our world. The patterns include detailed instructions, alongside her original prose, all designed to inspire.

Data Power Jim E. Thatcher 2021 In recent years, popular media have inundated audiences with sensationalised headlines recounting data breaches, new forms of surveillance and other dangers of our digital age. Despite their regularity, such accounts treat each case as unprecedented and unique. This book proposes a radical rethinking of the history, present and future of our relations with the digital, spatial technologies that increasingly mediate our everyday lives. From smartphones to surveillance cameras, to navigational satellites, these new technologies offer visions of integrated, smooth and efficient societies, even as they directly conflict with the ways users experience them. Recognising the potential for both control and liberation, the authors argue against both acquiescence to and rejection of these technologies. Through intentional use of the very systems that monitor them, activists from Charlottesville to Hong Kong are subverting, resisting and repurposing geographic technologies. Using examples as varied as writings on the first telephones to the experiences of a feminist collective for migrant women in Spain, the authors present a revolution of everyday technologies. In the face of the seemingly inevitable dominance of corporate interests, these technologies allow us to create new spaces of affinity, and a new politics of change.

The Charisma Machine Morgan G. Ames 2019-11-19 A fascinating examination of technological utopianism and its complicated consequences. In *The Charisma Machine*, Morgan Ames chronicles the life and legacy of the One Laptop per Child project and explains why—despite its failures—the same utopian visions that inspired OLPC still motivate other projects trying to use technology to "disrupt" education and development. Announced in 2005 by MIT Media Lab cofounder Nicholas Negroponte, One Laptop per Child promised to transform the lives of children across the Global South with a small, sturdy, and cheap laptop computer, powered by a hand crank. In reality, the project fell short in many ways—starting with the hand crank, which never materialized. Yet the project remained charismatic to many who were captivated by its claims of access to educational opportunities previously out of reach. Behind its promises, OLPC, like many technology projects that make similarly grand claims, had a fundamentally flawed vision of who the computer was made for and what role technology should play in learning. Drawing on fifty years of history and a seven-month study of a model OLPC project in Paraguay, Ames reveals that the laptops were not only frustrating to use, easy to break, and hard to repair, they were designed for "technically precocious boys"—idealized younger versions of the developers themselves—rather than the children who were actually using them. *The Charisma Machine* offers a cautionary tale about the allure of technology hype and the problems that result when utopian dreams drive technology development.

Radical Technologies Adam Greenfield 2017-06-13 A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon

Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Speculative Everything Anthony Dunne 2013-12-06 How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose “what if” questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

In the Bubble John Thackara 2006-02-17 How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, *In the Bubble: Designing for a Complex World*. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if “tech” ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? *In the Bubble* is about a world based less on stuff and more on people. Thackara describes a transformation that is taking place now—not in a remote science fiction future; it's not about, as he puts it, “the schlock of the new” but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. *In the Bubble* describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of *In the Bubble* is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without impeding social and technical innovation.

Sensemaking Christian Madsbjerg 2017-03-21 A FINANCIAL TIMES BUSINESS BOOK OF THE MONTH (APRIL 2017) Humans have become subservient to algorithms. Every day brings a new Moneyball fix - a maths whiz who will crack open an industry with clean fact-based analysis rather than human intuition and experience. As a result, we have stopped thinking. Machines do it for us. Christian Madsbjerg argues that our fixation with data often masks stunning deficiencies, and the risks for humankind are enormous. Blind devotion to number crunching imperils our businesses, our educations, our governments, and our life savings. Too many companies have lost touch with the humanity of their customers, while marginalising workers with arts-based skills. Contrary to popular thinking, Madsbjerg shows how many of today's biggest success stories stem not from 'quant' thinking but from deep, nuanced engagement with culture, language, and history. He calls his method sensemaking. In this landmark book, Madsbjerg lays out five principles for how business leaders, entrepreneurs, and individuals can use it to solve their thorniest problems. He profiles companies using sensemaking to connect with new customers, and takes readers inside the work process of sensemaking 'connoisseurs' like investor George Soros, architect Bjarke Ingels, and others. Both practical and philosophical, Sensemaking is a powerful rejoinder to corporate groupthink and an indispensable resource for leaders and innovators who want to stand out from the pack.

The Mind-Technology Problem Robert W. Clowes 2021-09-28 This edited book deepens the engagement between 21st century philosophy of mind and the emerging technologies which are transforming our environment. Many new technologies appear to have important implications for the human mind, the nature of our cognition, our sense of identity and even perhaps what we think human beings are. They prompt questions such as: Would an uploaded mind be 'me'? Does our reliance on smart phones, or wearable gadgets enhance or diminish the human mind? and: How does our deep reliance upon ambient artificial intelligence change the shape of the human mind? Readers will discover the best philosophical analysis of what current and near future 21st technology means for the metaphysics of mind. Important questions are addressed on matters relating to the extended mind and the distributed self. Expert authors explore the role that the ubiquitous smart phone might have in creating new forms of self-knowledge. They consider machine consciousness, brain enhancement and smart ambient technology, and what they can tell us about phenomenal consciousness. While ideas of artificial general intelligence, cognitive enhancements and the smart environment are widely commented on, serious analysis of their philosophical implications is only getting started. These contributions from top scholars are therefore very timely, and are of particular relevance to students and scholars of the philosophy of mind, philosophy of technology, computer science and psychology.