2 December 2014 - Team 16 scribing

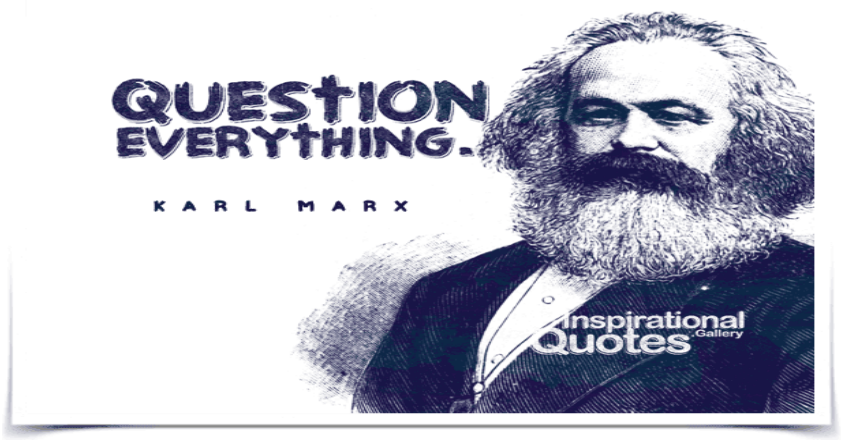
- Turning in video
    - For our video projects: Upload video to Google Drive, and "share" it to TA and Professor. A follow-up email from the professor will provide details. Also upload the narrative description to EEE DropBox.
- FUN FACT
    - The knights of malta that were set up in 1099 are now (non-voting) members of the united nations
- We should see that the following 5 processes are at work in contemporary debates around technology:

1. Historical Patterns
    a. What happened in the past determines a chain of events that lead to the present
    b. To be able to look at information technology and tech arrangements not purely in terms of their immediate shapes, but rather understand them as the outcomes of historical patterns as well.
    c. As people who are to be engaged in the future of technology and what it can offer us, as well as what we can offer, we are driven to understand technology as a result of designs, but we need to see them as a result of historical patterns as well.
        i. Processes that consider future needs and which are motivated by current technological constraints; past always affects future technology
    d. To be able to see current technological arrangements as not independently crafted.
2. Space of possibilities
    a. Current technology in its form is just one of many ways it could have been
    b. Trying to understanding how things came about; what decisions led to this current form of a particular technology
    c. Things existing within a range of alternatives; things are not the ONLY way they can be
        i. We must re-situate a thing within a space of possibilities; we have to acknowledge the ways this piece of technology could have been different
3. Stabilization/Closure - process of ←
    a. New technology is dynamic/open-ended.
    b. Over time we develop a consensus of how things should function in society.
    c. We come to a common consensus about why the way things are.
    d. It happens over time, and we have to understand the process. How did one position/alternative become dominant?
4. Dual socio-technical accounts
    a. One social group's ability to assert their needs over the needs of other social groups involved in design of technology
    b. Decentralization / flexibility ~ technical accounts
    c. Don't take technology as things that drive processes, but take into consideration the social aspects.
5. Sites of intervention

a. Arguing that technology inherently embodies particular values/needs and that technology is grounded in historical patterns (and it's evolution), it is a critique and an opportunity
    i. We have choices about what values technology should embody
    ii. How do we make these processes visible in technology so that they are open to reflection.
b. Responsibility to be conscious of choices that were made. Being conscious of whose choices those are and etc. and taking control of these processes

Critical Design

- critique rather than criticism
    - not so much to say things are crap but rather to critique through the process of design for the process of design
    - focus more on critique → the process of how certain things come into motion (a way of engaging)
    - Examination of how cultural ideas are developed, transmitted, examined
- Morphed into an academic term
- Terms comes from a letter written by Karl Marx.
    - The letter suggests that we should be ruthlessly critical of everything
    - More of a critique rather than a criticism.
    - "Question everything. Nothing is true"
    - The idea has morphed into, " where did this come from?" rather than taking things at face value.
    - Critical design is not to criticize design, but rather to be critiquing in the process of design.



    - A way to engage with technological design.