

the story so far....

Problems we know we've got...

- Climate change
- Population boom
- Species loss
- Decimation of fisheries
- Soil loss
- Bottlenecks in fresh water availability
- Nonrenewable energy resources

Early cultural roots of (some of) our problems...

- Nature vs. civilization
 - Move away from ties to natural cycles
 - Settled locales of use
- Commodification of nature
 - Resources seen as unlimited
 - Ownership = exclusive use
- Consumption as social status: Unlimited need
 - Accumulation of wealth

Industrialized values

- Shift from production to consumption;
 - centralization of the economy
 - Distance from products' origin
 - Optimization / mechanization of production
 - Changes in standards
- Rise of marketing
 - Artificial creation of needs
 - Proliferation of packaging
- Rise in population
- Development of non-biodegradable substances

Modernist values...

- Belief in infinite progress
- Rational orientation
- Rise of experts
- One Best Way / one truth
- Abstract models drive action
- Manipulation of nature to conform to abstraction
- Formal rules and procedures (context side-lined)

but...

Belief in infinite progress	Uncertainty [Global Climate Models]
Rational orientation	Too narrow vision [Scientific Forestry]
Rise of experts	Unintended consequences [Atchafalaya]
One Best Way / one truth	
Abstract models drive action	
Manipulation of nature to conform to abstraction	
Formal rules and procedures (context side-lined)	

.... Postmodernism

Belief in infinite progress	Recognition of complexity
Rational orientation	Human meaning
Rise of experts	Engaging communities
One Best Way / one truth	Dialogue/multiple truths
Abstract models drive action	Engaged processes
Manipulation of nature to conform to abstraction	Raising awareness about nature
Formal rules and procedures (context side-lined)	Focus on understanding and responding to context

Thinking about IT...

Belief in infinite progress	Recognition of complexity
Rational orientation	Human meaning
Rise of experts	Engaging communities
One Best Way / one truth	Dialogue/multiple truths
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In this class: looking at alternative approaches to IT suggested by the arts.

In the art world:

Modernism	Postmodernism
Artist as grand creator	Collaboration in communities
Expressive	Dialogic
Monolithic audience	Diversified audiences
Privileged	Questioning privilege
Politically neutral	Politically active
True	Effective
Focus on product	Focus on process
Value in novelty	Building on others
Good = beautiful (or interesting)	Good = ? ...



In the art world:





Postmodernism

- Collaboration in communities
- Dialogic
- Diversified audiences
- Questioning privilege
- Politically active
- Effective
- Focus on process
- Building on others
- Good = ? ...




This week: making invisible aspects publically visible

Wodiczko: Interrogative design



“The appearance of interrogative design may ‘attract while scandalizing’ – it must attract attention in order to scandalize the conditions of which it is born.” (p. 17)

Exercise

- 1) **How is this project postmodern?**
- 2) **What design strategies might we usefully learn from this project?**

Postmodernism

Collaboration in communities
Dialogic
Diversified audiences
Questioning privilege
Politically active
Effective
Focus on process
Building on others
Good = ? ...