

Thinking Contextualising Creating

Online tools for collaborative research and knowledge-making, cultivating alternative creative practices

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Project important links

These are currently a bit outdated and in need of update, but will get there eventually, sorry

In the meantime please focus on this presentation

Miro Board

Are.na Channel

Github Repo

Starting point

Which online tools are used by artists and designers for inspiration and research? Which ones allow collaborative approaches to sharing/organising knowledge?

A possibility is nurturing the commons and creating/using tools for cooperation and exchange. One in particular is digital gardening one's knowledge, with tools such as Are.na

A Digital Garden

is an evolving collection of interconnected ideas, notes, and resources that are organized and shared online. It serves as a platform for personal knowledge management and allows for non-linear exploration and collaboration.

Public Learning

refers to the process of acquiring knowledge and skills through open and inclusive educational practices that are accessible to a wider community. It emphasizes collaboration, shared resources, and collective participation to foster lifelong learning and empower individuals in a public setting.

Post-Capital

refers to a theoretical framework that envisions a future beyond the capitalist economic system. It explores alternative models that prioritize sustainability, social justice, and collective well-being, aiming to address the inherent flaws and inequalities of capitalism.

Attention Economy

refers to the economic system in which attention becomes a scarce and valuable resource. In this system, companies compete for individuals' attention through various platforms and services, often relying on techniques like targeted advertising and addictive design to capture and hold attention for financial gain.

Surveillance Capitalism

refers to the economic system where companies profit by collecting and analyzing massive amounts of personal data from individuals for targeted advertising and behavioral manipulation. It involves the exploitation of digital surveillance technologies to commodify and monetize people's private information. (Cf. Shoshana Zuboff)

Knowledge commoning

refers to the practice of collectively creating, sharing, and stewarding knowledge as a commons. It involves the collaborative and community-driven effort to generate and maintain a shared pool of knowledge resources, often through open and participatory processes that prioritize accessibility and collective ownership.

Research Question:
How can digital gardening tools and
collaborative research platforms help
cultivating alternative creative
practices in surveillance capitalism?

Key ressources on *Design and Economy*

[Design after Capitalism, Transforming Design Today for an Equitable Tomorrow, Matthew Wizinsky, MIT Press, 2022](#)

[Caps Lock: How Capitalism Took Hold of Graphic Design and How to Escape from it, Ruben Pater, Valiz, 2021](#)

[Post-Capital: A Reader, Edited by Michelle Cotton, Mousse, 2022](#)

[Designing Economic Cultures, Bianca Elzenbaumer, PhD Goldsmiths 2013](#)

[The Critical Makers Reader - \(Un\)learning Technology](#)

Key ressources on *Digital Gardening*

[The garden & the stream, a technopastoral, Mike Caufield, URL, 2016](#)

[A Brief History & Ethos of the Digital Garden, Maggie Appleton, 2020, URL](#)

[How do you use the internet mindfully, Creative Independent & Are.na](#)

Key ressources on *Knowledge*

& *Organisation*

EKSIG 2019 Conference,

Knowing Together –

**experiential knowledge and
collaboration, 2019**

As we may think, Vannevar

Bush, 1945

Tools for conviviality, Ivan

Illich

Key ressources on *Commons*

COMMUNITIES AT A

CROSSROADS, Annalisa

Pelizza, 2018

Art as social practice,

Technologies for change, Tine

Burrough & Judy Walgren,

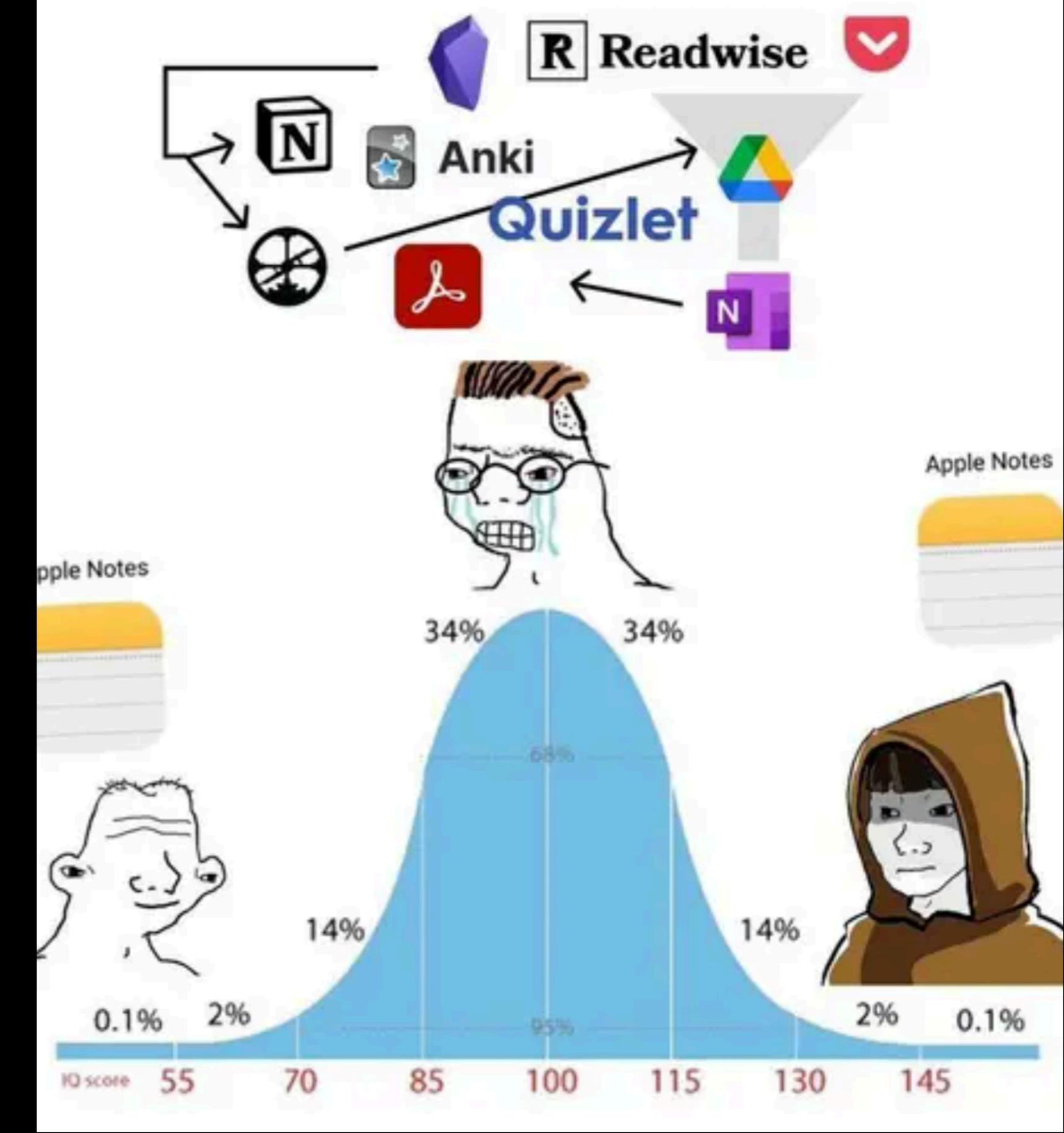
2022

***The Community Memory**

Project: an introduction, 1982

Observation Method #1: Survey of Online Toolbox

- Social Media: Tumblr, Pinterest, Instagram...
- Blogs
- Editorial Press Websites
- Academic & Research platforms
- No-code Personal Vault/Garden: TiddlyWiki, Obsidian, Zotero, Notion, etc.
- Fully-coded custom personal websites
- ...
- Are.na



FOCUS POINTS:
Digital gardens and the platform
are.na



THIS IS THE WEBSITE of **Gwern Branwen**. I write about psychology, statistics, and technology. I am best known for work on the [darknet markets](#) & [Bitcoin](#), blinded self-experiments, dual *n*-back & spaced repetition, and anime neural networks.

For information about my site's philosophy & method, see the [About page](#); for the website features & implementation, see the [Design page](#); for information about myself, my use of other websites, and contact information, see the [Links page](#); for information about new pages, see the [Changelog](#); to receive updates, news, & reviews, [subscribe](#) to the newsletter (archives). For an annotated version of this site index page, see the [long index](#).

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- ✧ [Genius Revisited School Flaws](#)
- ✧ [Leaky Pipeline/Log-normals](#)
- ✧ [Selection Scenarios](#)

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CRYPTO/BITCOIN

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- ✧ [CO₂ Coin: Carbon Blockchain](#)
- ✧ [Trustless Trade: 2-Of-2 Nash](#)

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- ✧ [Twin Power: Milk Experiment](#)
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- ✧ [A/B Testing CSS & HTML](#)
- ✧ [Frank P. Ramsey Papers](#)

DARK NET MARKETS

- ✧ [Silk Road 1 Buyers’ Guide](#)
- ✧ [DNM Archive: 2013–2015](#)
- ✧ [DNM Arrests: 2011–2015](#)
- ✧ [DNM Lifetime Census](#)



experiments in hypertext thinking

[home](#) / [wiki](#)

Welcome to wikifolder

This is my personal digital garden. A wild garden, loosely tended. There's drafts, ideas, partials, fragments and ideas.

Architecture

Books

Cms-nerd

Design

Gaming

Glitch-gowanus

Maps

Networked-writing

Parenting

Public-digital

Wikis

Art

Branding

Cooking

Drafts

Gig-economy

Gluten-free

Media-theory

Notebooks

Pedagogy

Strategy-consulting

Workshops

Blogging

Businessmagik

Ctrl-p

Fixcions

Glitch

Little-futures

Music

Nurturing

Poetry

Web-books

Zines

All notes

[wiki/architecture/architecture-x-media.md](#)
[wiki/architecture/crashing-the-city.md](#)
[wiki/architecture/index.html](#)
[wiki/architecture/links.md](#)
[wiki/architecture/videogames.md](#)
[wiki/architecture/zine-culture.md](#)
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[wiki/art/creative-coding.md](#)
[wiki/art/index.html](#)
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[wiki/blogging/aggregators.md](#)
[wiki/blogging/annotations.md](#)
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[wiki/blogging/indeweb.md](#)
[wiki/blogging/index.html](#)
[wiki/blogging/links.md](#)
[wiki/blogging/new-blogging.md](#)
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Are.na / Explore

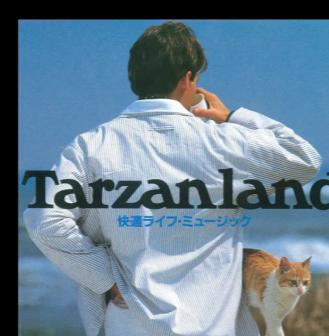
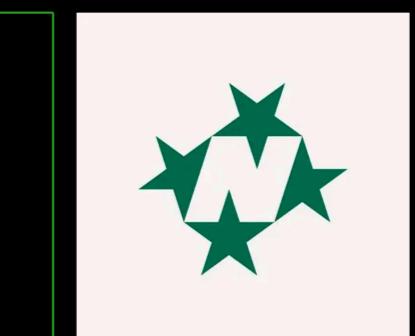
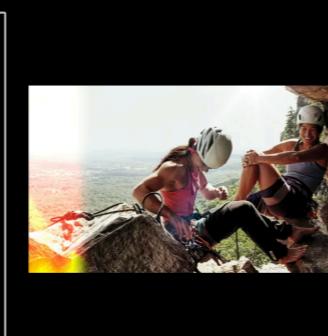
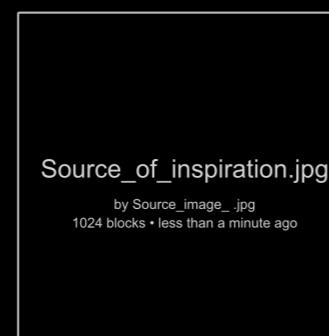
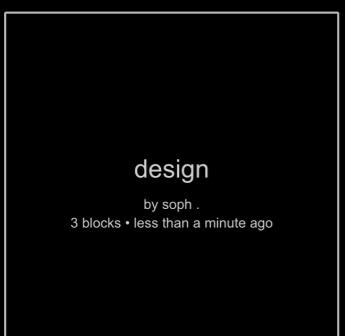
Feed

Profile

View

[All](#)
[Channels](#)
[Blocks](#)

Sort

[Recently updated](#)
[Random](#)

Why are.na and why it echoes digital gardening?

- the tool I personally use everyday**
- founded by artists, for artists**
- Alternative and resistance to algorithmically-filtered ephemeral streams of content**
- exploratory – content linked through contextual associations**
- accumulate knowledge, connect disparate information**
- open-ended for various purposes with API (custom sites)**
- Mindful Community behaviour around information**
- Can be fully collaborative, open or private**

Hypothesis

Digital gardening and using open-ended tools like are.na extends an opportunity for creatives to nurture a more open & collaborative process, encouraging an alternative to streams of monetised data.

Observation Methods #2

- (REMOTE) Interviewing digital gardeners and are.na users (zoom, screensharing) documenting their various use, opinion on curating and sharing knowledge, limits and risks of such platforms? Influence on their practice?
- (PHYSICAL) Direct observation: monitoring a user's exploratory journey on are.na: how one element meets another and how they are connected and contextualized by the user

Pertinent example uses of are.na

- classroom collaboration
- personal curation
- ideas and note-taking
- moodboards
- personal portfolio
- public learning
- CMS via API

...

Casting (WIP)

This list is not
exhaustive/final and
results will depend on
availability/possibility
during summer 23

Casual are.na users

- Clément Gicquel,
designer, FR
- Florian Hilt, 3D artist &
photographer, FR/CH
- Lucas Erin, artist,
FR/CH
- Frederik Mahler-
Andersen, designer &
developper, DK/CH

Casting (WIP)

Regular/Advanced are.na users

- Baker Wardlaw, artist, US/CH
- Jonas Pelzer, developper, DE
- Mindy Seu, designer, educator, US
- David Reinfurt, designer, educator, US
- Laurel Schwust designer, educator, US

Casting (WIP)

This list is not exhaustive/final and results will depend on availability/possibility during summer 23

are.na Team

(found interviews online, if possible interview them myself)

- Daniel Pianetti, co-founder, CH/US
- Charles Broskoski, co-founder, US
- Chris Sherrón, co-founder, design, US
- Christopher Barley, Press/PR, US
- Damon Zucconi, Engineering, US
- Meg Miller, Editorial & Events, US

Casting (WIP)

Extreme Digital Gardeners (WIP)

- Gwen Branwen, US
URL
- Maggie Appleton,
US URL
- Others URL

INTERVIEW KIT

- Are.na General Use
- I've seen you are a user of Are.na, how would you describe your use of it?
- How did you discover it? What made you keep using it? Advantages/constraints Compared to others online research tools?
- How often do you use it? Is it key to your creative process?
- What role does Are.na and other visual research tools play in your creative process?
- Do you use it alone/with others? for yourself / others?
- How do you use it? Which functionnalities do you use most? Can you describe your daily experience and/or specific use?
- Do you use Are.na in an unconventional way? for unusual other purposes?

INTERVIEW KIT

Are.na Content

- How are your channels self-curated? Do your channels follow an underlying structural logic?
- Do you have a particular channels or suite of blocks you would like to describe?
- What do you make of your blocks once connected? How often do you come back to it?
- Is your connected content searched for , or rather stumbled upon?
- How would you gauge the agency you have over the content you browse and connect?
- How are things connected to each other? How do they fit together?
- Do you connect elements outside from are.na or only connect existing blocks already on are.na?
- How would you describe finding and connecting someone's block/channel that's relevant to you?

INTERVIEW KIT

On Are.na Community, Sharing Knowledge

- Which of your channels in open access/visible/hidden? Why?
- How often do you share access to your channels to others? in what circumstances?
- Do you contribute to other's open access channels?
- Did Are.na help you to spark collaboration with other user?
- Which users are you following

INTERVIEW KIT

Other tools/platforms than Are.na

- Which other online visual research tools do you use? did you use? What comparison between?
- Do you feel limited by what are.na can do, consider something else?

On Social Media

- What is your relationship with social media?
- How is your practice affected by your online research?
- What tools do you use for your practice?

INTERVIEW KIT

On Digital Gardening
TODO

Found Data #1 ([source](#))

Lucy Siyao Liu, architectural designer, teacher at MIT

“Are.na is kind of like my brain; it’s what I’ve been thinking about lately” she says.

- has a channel called “Thoughts Not Ready” that she keeps private.
- When ready to share and collaborate with her students or other pros, Liu will collect or create content for her public channels that anyone can see, follow, and even borrow from.

Found Data #2 (source)

David Reinfurt,
graphic designer,
teacher at Princeton

charged his students
with redesigning the
interface of the Apple
Watch, instructing
them to take
photographs of all the
clocks around them
and post the images
to a social network
called Are.na.

Todo before mid July 2023

- Review w/Anthony Masure
- contact people for interviews, setup dates
- Finish interview kit and casting

during summer 2023

- Interview! (Summer 2023)
- Analyse Interviews (Summer 2023)
- Update Github & Miro (Summer 2023)
- Keep reading/collecting on are.na

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