**What is your starting topic? What importance does it hold for you? For others?**

**Why is it important to make this topic into an explorable networked space?</h2>**

My starting topic is feminism as an ideology and philosophy. I have been actively supporting feminism and gender equality for many years now and I still think western society lacks the empathy to look at scenarios through a more feminine lens. I think it is incredibly important that we push people to try and break down their biases against feminism (saying thing like Feminist Propaganda and Femi-Nazi and Feminist Bitch) and try and learn from and understand this sort of perspective. I think it is important to make this concept explorable because a big part of Feminism is to explore and challenge ideas about femininity, masculinity, oppression and opportunity while trying to include as many people as possible into the discussion.

**<h2>Think about the kind of relationship you wish to encourage between your users and this “space”. How can you use this “space” to destabilize the users and make them reflect on themselves, their environment and society?</h2>**

As I mentioned before, I think it is important for people to try and think critically about feminism, and I think that includes addressing all its positive and negative aspects. Many shun feminism for criticizing men when feminists claim to want equal rights, and some define feminism as empowerment for white women and not people of colour, gay/bisexual women, trans women, and non-gender conforming people. My mission is to hopefully encourage people to think beyond their personal scopes and try and consider people and situations they might have never considered before. Furthermore, many people believe that they are not affected by patriarchy or misogynistic cultural practices, but they are deeply embedded in our day-to-day lives without us even realising it. I want to make people more aware of how this type of culture can affect everyone involved, not just women but men too.

**<h2>Think about the notion of empowerment. Will your “space” help, challenge, teach, enable collaboration, understanding between user(s)? How and Why?</h2>**

I really hope that my project will empower feminists with different backgrounds to appreciate their experiences and to appreciate the active work they are doing to promote equality and inclusion. I am hoping that by simulating a conversation with a “feminist” will allow people to feel less afraid about approaching this topic and embracing its nuances as well as the aspects people find empowering. Hopefully, my space will help people understand the complexities behind the movement and allow them to appreciate it even more.

Examples:

All New Gen was one of the first recognizable pieces of cyber-feminist art. This artwork was a computer-art game and installation first released in 1993. The art piece was created in the early stages of the short-lived movement of Cyberfeminism. The movement began as the world wide web was becoming more accessible and many believed that it would offer a genderless haven for oppressed genders and minority groups. The game was created as reflection of this genderless space, thus the game starts with the question 'What is your gender? Male, Female, Neither.' The correct answer is ‘Neither’, as any other answer will send the game into a loop that ends it.

Although cyber-feminsim is a very small online movement nowadays, many of its core beliefs are still discussed today for both online and real life contexts.

FemTechNet is an online community whose mission is to recommend readings, sources and support for feminists and gender scholars online. The website offers readings, manifestos, videos, tutorials, workshops and other learning resources for those interested in the subject. On the site, you can find a page dedicated to cybersecurity and avoiding online violence, as well as resources to protect your online identity. This website allows its users to think critically and educate themselves about online identity, cyberfeminism, cultural effects of online violence and how we take in media online.

My project will be different than the ones mentioned above because I will be directly confronting the user about their possibly gendered biases in relation with today’s social, political and environmental issues. I want to build my concept on many of the common themes associated with cyberfeminism, such as lack of gender, while also demonstrating how important feminism is in the real world as well as the online world. I think the subtle aesthetic of my project will also allow it to be more digestible to certain user, so that the experience won’t feel too intense when you begin but will gradually increase in intensity as the user progresses. Thus, this will allow the users to get a better sense of how complex and nuanced the topic can be.

Brandon was a website dedicated to the murder of Brandon Teena, a transgender man who was raped and murdered upon the discovery of his genitals being female. The non-linear and participatory nature of the online medium was meant to explore his tragic death, using imagery, hyperlinked photographs and live chats. The piece is also considered a cyberfeminist work of art, since it plays with notions of gender identity or lack thereof.