

Student: Bosco

Assessor: MAUTS

Interim Presentation of Major Project Design 30%

Comments: SLOWING DOWN THIS SYSTEM
SLOW COMPUTING - SLOW FEED.

- * ACT OF ANALYZING IS ALSO THE END PRODUCT.
- * TIME BLOCKED EXPERIMENTS
- * SYSTEM AVAILABILITY AND RESPONSE TIMES.
- * WHAT IS YOUR PHILOSOPHICAL POSITION?
WRITE A MANIFESTO!
- * SARAH - CONSIDER YOUR STYLING!
- * WHAT IS YOUR RATIONAL? OR IS THIS JUST
A SCATTER - IF YES, HOW CAN YOU
AMPLIFY THIS?
- * JEFF - WHAT IS THE MEANING BEHIND THOSE EXPERIMENTS?

	0-49% NN	50-59% P	60-69% CR	70-79% D	80-100% HD
CONTEXT					
VISUAL COMMUNICATION					
VERBAL COMMUNICATION					
PROJECT PROPOSAL					

76%

Grade:

/30

SARAH: NEEDY TECHNOLOGY,

JACQUES TATI: MON MUSEE.

slowing down the system:
using tech to mediate a
more meaningful relationship
to tech "slow computing"

Student:

Bosco

Assessor:

Sarah

Interim Presentation of Major Project Design

30%

Comments:

- how much have you engaged with STS / hist. of tech. theories / analyses of people and tech, to inform your understanding of us & tech.
- when you present on a book or article, give the bibliog. 'Slow Tech' info. What ideas are there? Slow Computing a bit disrespectful not to cite them in the present.
- good ^{communication} ~~use of~~ experimental process.
- I appreciate the open-ended approach to how to do slow tech - e.g. env (like the lighting in a modern plane) ~~more~~, slow (c. 1990-style) electronic messaging.
- on the flip side: what direction ^{of} slow tech will you choose, and why? If shotgun technique, amplify that

0-49% NN

50-59% P

60-69% CR

70-79% D

80-100% HD

CONTEXT

VISUAL COMMUNICATION

VERBAL COMMUNICATION

PROJECT PROPOSAL

Grade:

27/30

- what about the styling design of the series?
- "Needy" look?
- this all screams Tony Duane earlier work - including my questions about styling.
- disursive design - sense
- 1970s Italian anti-design.
Tati, the little printer,

Student: Bosco

Assessor: / m c

Interim Presentation of Major Project Design

30%

Comments:

Slowing Down the System

- 'slow computing'
- Experiments with interface - reflective experience
- Make a lot of experiments.
- Meaningful decisions + interacting with technology
- Surreal / Dadaist objects Monty Python
- Retro feel - hand made - back yard shed aesthetic. - Apple in a garage.
- can this move into a domestic aesthetic
- 'anti-design' - non technological
- Productivity

	0-49% NN	50-59% P	60-69% CR	70-79% D	80-100% HD
CONTEXT				•	
VISUAL COMMUNICATION				•	
VERBAL COMMUNICATION				•	
PROJECT PROPOSAL				•	

Grade:

/30

Student: Bosco

Assessor: JH

Interim Presentation of Major Project Design 30%

Comments: Slowing down the system
mediating technology.

- slow technology - slow computing
- availability, mindfulness, disconnecting
- 2 experiments / week
- technology that walks with the user.
- the tech is always ~~with~~ mediating / requires input.
- android / Microsoft phone creates a movie from all photos during week / month.
- interactions with technology, but what are these interactions?

	0-49% NN	50 - 59% P	60 - 69% CR	70 - 79% D	80 - 100% HD
CONTEXT					
VISUAL COMMUNICATION					
VERBAL COMMUNICATION					
PROJECT PROPOSAL					

Grade: /30