Refactor Camp 2013: DRAFT Program

Speaker affiliations are listed below are for biographical context only. Speakers will be attending Refactor Camp in their personal capacity, and any views they express will not necessarily represent the views of the organizations they are affiliated with.

Saturday, March 2

8:30 - 9:00: Warm up and opening remarks (Nick Pinkston and Venkatesh Rao)

9:00 - 10:00: Bay Area Housing Policy: The State of Play (David Chudzicki)

David will lead a discussion on the politics of Bay Area housing policy, including connections to broader Bay Area politics. How does housing policy affect who gets to live where? Who are the major players in this game? How do all of these forces interact?

David Chudzicki has a background in mathematics, works as a data scientist at Kaggle, and just last year moved into an apartment in the Mission that he already wouldn't be able to afford at current market rates.

10:00 - 11:00: Behind the Urban Interface: Hacking vs. Building (Drew Austin)

The contemporary city is hacked through and through - Foursquare, Uber, AirBnb, OkCupid and a multitude of similar tools have arisen to provide a convenient user interface for messy, overwhelming urban environments. Meanwhile, the "meatspace" being hacked--the bricks-and-mortar city--lags far behind the digital in terms of innovation and investment. Can we simply keep hacking the city, or should we direct more attention toward building it?

Drew lives in New York and recently joined Uber's operations team there. He has previously worked for the Port Authority of NY & NJ, the Chicago Transit Authority, and Northwest Airlines. When he's not wrangling with urban transportation problems, he blogs about cities, culture, and technology at Kneeling Bus.

11:00 - 11:15: Break

11:15 - 12:15: Configuring the Perfect City (Jason Ho)

After 3 years of vagabonding in over 30 countries, Jason explores the various elements that make up the perfect city, and how those elements could be adapted and ported anywhere.

Jason is the founder of Clockspot.com, a lover of sushi, perennial vagabond, and a bodybuilder-in-training.

12:15 - 1:00: Lunch

1:00 - 3:00 Back to the Land Simulation (Mark Maxham)

You and a group of like-minded acquaintances have had enough with the city, for a variety of reasons -- desire for self-sufficiency, love of the outdoors, romantic view of country life, hedge against collapse of civilization. You've become infatuated with the beautiful coastal counties north of SF, so you decide to pool your resources and make a go of getting back to the land.

In this game, we're going to explore strategies for transplanting from urban to rural. You'll start with an empty parcel (with USGS topo map) and a grub stake. You'll decide how to obtain water, power, and shelter, and figure out how to support yourself. Each year you'll allocate your resources, generate income as best you can, and weather the setbacks that invariably occur. As game master, I'll keep track of how you invest your time and money, and operate a store for equipment. At the end, we'll see if we have become self-sustaining in a satisfying fashion.

I had no idea what I was doing when I bought my 160 bare acres ten years ago. I'll pull from my experiences to provide a sufficiently realistic environment for a five-year transition from city slickers to self-sufficient pastoral authorities.

3:00 - 3:15: Break and head over to beach (weather permitting)

3:15 - 4:45: Open session time on the beach! (Probably 2-3 barcamp style sessions)

4:45 - 5:00: Closing remarks and adjourn, Day 1 (Steve Hoover, CEO, PARC)

Sunday, March 3

9:00 - 10:00: TENTATIVE: Michael Strong (to speak about Honduras Charter City project) and Col. Stan Coerr, USMC (to speak about Iraq reconstruction)

10:00 - 10:20: Perspective #1 on Bay Area technology future (Kartik Agaram, Google)

10:20 - 10:40: Perspective #2 on Bay Area technology future (Keith Adams, Facebook)

10:40 - 11:00: Open discussion: future of area technology

11:00 - 11:15: Break

11:15 - 12:00: Educological possibilities: Reasoning by analogy about the Silicon Valley of the future of learning (Alec Resnick)

If we take claims of knowledge work and everything that comes after it so seriously, why do schools look so similar to their predecessors? Looking through pedagogical, technological, and sociological lenses, this session will explore how the knobs and levers of the urbanist are converging with the knobs and levers of the technologist, and how new tools might support a deschooled vision of learning. A school Sprout & co is starting in Somerville, MA will serve as a concrete example to think with. Preliminary materials will be posted at http://bit.ly/sprout-talks at a time TBA.

Alec co-founded sprout & co, an R&D organization whose mission is to make science a cultural activity. Compelled by computation's potential to transform learning, Alec cares about the _tools_ we use to think & explore. Before sprout, he studied math & physics at MIT and co-founded nublabs, an electromechanical design firm where he created educational tools & toys.

12:00 - 1:00: Lunch

1:00 - 3:00: Zoo time!

3:00 - 4:30: Open agenda time (probably broken up into 2-3 barcamp style sessions)

4:30 - 5:00: Closing remarks (Andrea Kuszewski, The Linus Group)