Critical Studies

Computation Thinking and Critical Practice

Week 1

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Learning Outcomes

As the first session of Critical Studies, it aims to address the concept of computational thinking and its implications for society, the future, and our thinking.

During the class, we were given three questions discussed in groups about computational thinking in terms of thinking, culture, and practice.

I concur with Dr. Hunter's views on the impact of technological developments on society in today's world. As technology has advanced by leaps and bounds since the end of wars, it is in arguably true that individuals have become largely or thoroughly dependent on technology without even realizing it. As I recall the statistics I read on the internet earlier, more young people admit that they can't go a day without their mobile phone, leaving them with nothing to do. While somewhat ashamed, I admit that a single day away from my phone would be too much for me to spend, which is due to the influx of news coming through fragmented reading on phones in recent years.

Are we talking about technology per se or the added value it brings? Our lives are permeated by technology, which to me is always an objective development, but the people who avail themselves of it ascribe different meanings to it. Since the outbreak of the COVID-19, for example, we have been able to attend classes online with students who were prevented from school due to the pandemic. Whereas, as a result of the era of big data, countless amounts of privacy have been compromised during the pandemic and people's privacy and security is a matter of concern. Given the different positions and cultures of each person, those who benefit from the era of big data will certainly be grateful for the convenience it brings, while those whose privacy have been compromised may be left to grieve alone. Perhaps we are all beneficiaries of the Big Data era, but do we have to compromise to an extent on the privacy of those breached?

If not, can we resist the lure of technological development?But if we do compromise, are we still free individuals? Can computer algorithms simulate portraits of ourselves through our behavior to replace us? Will we be reborn in the online world if in the future computers collect enough data to simulate ourselves in the future? Does free will still exist, running a midst piles of code and algorithms?

My Interest

My obsession with machinery and electronic products made me to explore a subtle combination of drawing and computer programming. I am also interested in games (including VR/AR), I am eager to learn more about making games.

In my earlier learning process, I focus on how to solve the user problem rather than analyzing the cause of the problem. I think critical thinking will change my perspective of the world and open my mind.

It seems to me that I'd like to pass information in a design project by virtue of sensory devices, performance, moving images, and sound, physical systems. My style of creation tends to be people-oriented and functional. The rational thinking has always driven me to attach great importance to practicability of the interactive products. More importantly, I am reminded whether the design project conforms to users' demand. From my perspective, people-centered design can really build a bridge between human and interactive devices.

Under the backdrop of the era of intelligence and scientific technology advancement, it is my long-cherished expectation that I will be a high-caliber in interactive design field. In a short time, I am aimed at smartly combining different materials to probe into integrating point of interactive technology design and human life.