My Git Hub BLOG Link: https://github.com/YingTao-22019022/Critical-Theory

WEEK12: Name of Article

Link: <https://github.com/YingTao-22019022/Critical-Theory/blob/main/week12.md>

**Literature retrieval exercise**

a) Identify a research topic

Research on the application of cultural hybridization in game design and development

b) Conduct your first search for relevant academic literature.；A record of your search terms and how many findings you encountered；A statement on how you improved/revised your search terms (which terms worked well and why, which ones did not and why?)；Relevant screenshots.

[Video game culture]

Inaccurate. Most of the search results are introducing the definition of video game culture, introducing what video game culture is. It's not relevant to the cultures and cultural hybrids that I'm looking for in games.

图形用户界面, 文本, 应用程序, 电子邮件

描述已自动生成

[video game and cultural]

It has been improved, and the searched content is roughly the same as the previous keyword, but there will be some information related to the culture reflected in the game.

图形用户界面, 文本, 应用程序, 电子邮件

描述已自动生成

[Cultural hybridization in games]

basically related. The searched content is basically a description of the phenomenon of cultural integration in the game. The content of the article is roughly related to cultural hybridization and games.

图形用户界面, 文本, 应用程序, 电子邮件

描述已自动生成

in the UAL library [Cultural hybridization]

I got very few search results, mostly related to cultural hybrids, but almost nothing related to games.

图形用户界面, 文本, 应用程序

描述已自动生成

change keywords[games culture]

There are more search results, and you can see some articles related to games and culture, but you can still use the conditional search on the left for further filtering.

图形用户界面, 文本, 应用程序, 电子邮件

描述已自动生成

in Google scholar [Cultural hybridization game]

The time limit is after 2015, and there are a lot of search results with high relevance

图形用户界面, 文本, 应用程序

描述已自动生成

**Write a 500 word short story using what we learned from crip technoscience to imagine a new space station, one where difference is not erased but embraced. What does the technology look like on ths space station? How is the crew selected? What is valued in this process**

Once upon a time, in a not-so-distant future, a space station was built with a mission to explore new frontiers and push the limits of human knowledge and innovation. However, this space station was not like any other before it. This station was designed to embrace difference, rather than erase it. It was built on the principles of crip technoscience, which values diversity, accessibility, and inclusivity in both technology and its users.

The technology on the space station was designed to work with, rather than against, the diverse bodies and abilities of its inhabitants. The modular and adaptive architecture of the station allowed it to be reconfigured to meet the needs of its inhabitants, whether they were able-bodied or disabled, tall or short, and so on. The station was equipped with cutting-edge assistive technologies, including exosuits that could be customized to support a wide range of physical abilities, and advanced prosthetics that could be integrated with the technology of the station itself.

The crew of the space station was carefully selected to reflect the diversity of the human population on Earth. The selection process valued difference, and the crew was made up of people from all walks of life, including people with disabilities, people from marginalized communities, and people from diverse cultural and ethnic backgrounds. The crew was trained in the principles of crip technoscience, and they worked together to create a truly inclusive and accessible environment in space.

One of the key values of the space station was to promote empathy and understanding among its inhabitants. The crew was encouraged to learn about each other's experiences and perspectives, and to find ways to support one another. The station was equipped with communication technologies that allowed crew members to stay in touch with loved ones back on Earth, and to share their experiences with the wider world.

The space station was a source of inspiration and hope for people on Earth, and it was a beacon of what was possible when difference was embraced rather than erased. The crew members were proud to be a part of this revolutionary experiment in crip technoscience, and they worked tirelessly to advance the frontiers of human knowledge and understanding.

As the years passed, the space station continued to grow and evolve, becoming a hub of scientific research and innovation. The crew members continued to push the limits of what was possible, and their work inspired a new generation of scientists, engineers, and innovators to embrace difference and work towards creating a more inclusive and accessible world.

In the end, the space station became a symbol of hope and possibility, a testament to the power of crip technoscience to bring people together and create a better future for all. The crew members returned to Earth, hailed as heroes and ambassadors for a new era of inclusivity and accessibility. And the space station remained, orbiting the Earth, a shining example of what could be achieved when difference was embraced rather than erased.

[1]Grados, C. G. (2020). Crip Times: Disability, Globalization, and Resistance: Autor: Robert McRuer. Páginas: 283. Editorial: New York University Press (NYU), 2018. Ciudad: New York. Papeles del CEIC, International Journal on Collective Identity Research, (2), 10.

[2]McRuer, R. (2018). Crip times: Disability, globalization, and resistance (Vol. 1). NYU Press.

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WEEK15

Link: <https://github.com/YingTao-22019022/Critical-Theory/blob/main/week15.md>

### **As part of this course, we would like you to choose one piece of art that is relevant to the topics of “computation”, “digital innovation”, “technology”, or any other topic we have discussed in the course of this unit.**

"From 'Apple' to 'Anomaly': An exploration of the digital sublime" is a solo exhibit at Autograph ABP Gallery, London. It was written by Canadian artist Trevor Paglen.

The exhibition begins with an apple, taken from René Magritte's 1964 painting Ceci n'est pas une pomme (This is not an apple). Through the "training set", many apples and apple-like apples can be identified according to the algorithm, but the categories will quickly deform and collide, and then identify new categories. From "apple" to the quickly recognizable "apple tree" "fruit" to "alcohol" "debtor" "drug addict" "homeless" "racist" and finally to the category "abnormal", Including people, many of whom are disguised, "masked," whose identities and classifications are uncertain. For example, "investors" can represent a group of men in suits; "crazy" means that humans have a series of perverted behaviors that only appear in horror movies.

Works demonstrate the widespread application of technologies such as artificial intelligence, data mining, and machine learning in contemporary society, especially in large-scale digital surveillance and data collection. Using material such as computer-generated imagery, audio, and text, Paglen seeks to present the depth and breadth of this digital surveillance and data collection, and to demonstrate the potential dangers they hold. In addition, Paglen also attempts to explore the "sublime" quality of the digital world, where "sublime" refers to a sense of beauty that makes people feel frightened and incomprehensible. He uses a variety of technological means to present this magnificent feature of numbers, aiming to challenge people's perception and understanding of the digital world.

The dangers of the digital age and the theme of a digitized world is one of the very hot topics in contemporary art. Radical Love by Heather Dewey-Hagborg and Chelsea Manning: This work explores notions of privacy and publicity, illustrating the plight of certain groups of people facing digital surveillance and data collection. The work includes sculptures made using Manning's DNA, as well as a documentary recounting Manning's experiences. Blockchain Future States by Simon Denny: This work explores the future development of blockchain technology and cryptocurrencies, and the impact these technologies may have on social, economic and political structures. The Tower by Hito Steyerl: This work explores the impact of digital technologies on societies and cultures around the world. The work includes a gigantic digitally generated architectural model that demonstrates the ubiquity of digital technology in contemporary society. The above works explore the theme of the digital world from different angles and ways, some of which focus on the issues of digital surveillance and data collection, while others focus on the development of digital technologies such as blockchain technology, artificial intelligence, machine learning and so on. and cultural influences. Each entry offers a different perspective, helping viewers better understand the potential threats and opportunities in the digital world.

More than any other artist, Paglen's work includes not only digital images and videos, but also software programs and custom hardware devices created by himself. Secondly, his works pay great attention to the collection and analysis of data. He uses machine learning and artificial intelligence technology to analyze massive data sets and find rules and patterns from them. At the same time, his works pay great attention to social and political issues. He explores issues such as power, privacy, and surveillance in the digital world through digital art. Paglen presents a unique digital art style through custom hardware devices, data analysis techniques, and social issue-focused expression. His works not only have certain scientific and research value, but also have certain social and political significance, providing us with a new perspective and way of thinking about the digital world.

[1]ÇOKOKUMUŞ, H. İ. T. B. (2014). Gerçeküstücülük, Rene Magritte'den Jerry Uelsmann'a. Sanat ve Tasarım Dergisi, 1(13), 121-140.

[2]Schmitt, P. (2018). Augmented imagination: machine learning art as automatism. Plot (s), the Design Studies Journal, 5, 25-32.

[3]Narag, M. J. G., & Soriano, M. (2021). Discovering artistic influences of painters from expressionism, impressionism, and surrealism art movements using convolutional neural network. Journal of Cultural Heritage, 51, 182-193.

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WEEK17

Link: <https://github.com/YingTao-22019022/Critical-Theory/blob/main/week17.md>

### **Look at small scale and/or community-based projects/ideas/experience/curation from the list below, and select one to write about your reflection (try to use 1-2 quotes from any of the assigned readings - within 500 words) on minor/small technology**

We can see a lot of data about low technology and the Internet. The Internet accounts for 7% of global electricity consumption, and this figure is still growing at a rate of 12% per year. In terms of materials, the production of electronic products requires a large amount of metals with special properties, and these metals are not recycled well after use. This leads to less and less special metals, and more and more old electronic waste. These questions also lead to thinking about whether the Internet needs to be transformed into low technology.

First of all, I think the development of the Internet and technology is an irreversible process. As the main achievement of the third technological revolution, the Internet has become an indispensable thing for millions of households today. Supported by the rapid expansion of the Internet and the increasing number of high-tech devices available to consumers. From smartphones to smart homes, the internet and high-tech forces are ubiquitous in modern life. While there are certainly concerns about the impact of this development on the environment and human society, it's hard to deny that the internet and high-tech forces are here to stay. Because the way of life and even the way of generation of human beings has been changed by the Internet.

In low technology and the Internet, what we can do is reduce energy consumption reasonably and build green IT. The Internet and high-tech power are potentially negative effects. The environmental and energy consumption is indeed a concern. But the solution to this problem should not be banning the use of the Internet or banning technological development. What we should do is, one, use renewable energy to power data centers or design more energy-efficient equipment, and two, not choose IT as productivity when alternatives can be used. Low technology does bring benefits to people in some areas. But we cannot blindly support low technology and oppose the Internet. This is a practice that is not conducive to the development of science and technology and human progress.

From the perspective of artists and designers, whether to choose low-tech or high-tech to create is indeed a topic worth thinking about. With the continuous development of technology, artists and designers also want to use new technologies to assist art creation and design. From this, many majors such as computer art, human-computer interaction, and experience design have been derived. As an artist, you can reflect on whether you must use new technologies to achieve the artistic effect you want to present. It is incorrect for artists to blindly cater to technological development without considering cost and resources, and to inappropriately apply high technology in artistic creation.

[1] Colin, C., & Martin, A. (2022). The user experience of low-techs: from user problems to design principles. *Journal of User Experience*.

[2] Cook, G., Lee, J., Tsai, T., Kong, A., Deans, J., Johnson, B., & Jardim, E. (2017). Clicking clean: who is winning the race to build a green internet. *Greenpeace Inc., Washington, DC*, *5*.

[3] Abrassart, C., Jarrige, F., & Bourg, D. (2020). Introduction: Low-Tech et enjeux écologiques–quels potentiels pour affronter les crises?. *La Pensée écologique*, (1), 1-1.

[4] Martin, A., Gaultier, A., & Colin, C. (2022, July). Mapping the low-tech concept: guiding design towards sustainable technologies. In *56ème Congrès de la SELF, Vulnérabilités et risques émergents: penser et agir ensemble pour transformer durablement*.

Comment Section

### **Comment 1:** Name of student who is being commented on: Qihe Liu Name of article: Write an essay about Viktoria Modesta and discuss whether you consider her as a posthumanism or transhumanism artist. Back up your opinion with evidence from Viktoria Modesta's music video called Prototype Link: https://git.arts.ac.uk/21010891/Critical-Studies-Computational-Thinking-and-Creative-Practice/blob/main/week16.md

This article about the artist Viktoria Modesta, I must say I was very impressed with the content of this article. The author introduces Mosta's artistic journey in detail, including her unique and advanced artistic expression. The logic of the article is clear and easy to understand, making it easier for readers to understand Viktoria Modesta's artistic thoughts and concepts.

One of the best things about this article is the wealth of examples used to support each argument. The author details Mosta's performances and how she incorporates technology and prosthetics into her work, emphasizing the beauty and power of embracing a person's unique qualities. These examples effectively demonstrate Mosta's artistic philosophy and the impact of her work on society.

Overall, I found the article informative and thought-provoking, and it provides insight into artist Viktoria Modesta. The abundance of examples used throughout the article make it easy to understand Modesta's artistic ideas and concepts, and I highly recommend this article to anyone interested in learning more about this fascinating artist.

### **Comment 2:** Name of student who is being commented on: Yufei Ma Name of article: A New Space Station Link: https://github.com/Yufei-Ma-098/Critical-Studies-Journal/blob/main/Week3-Space-Station.md

The article was delicately written, evoking images of a future where there is no distinction between people based on their physical appearance or abilities. The author demonstrated a rich imagination, exploring a future where technology has advanced to the point where people can augment their physical abilities and appearance as desired.

What stood out to me the most was the strong logic employed by the author. They cited the 2016 rpwd bill as evidence for their argument, which added credibility to their claims. The bill was introduced to ensure equal rights for people with disabilities, which ties in perfectly with the author's vision of a future where people are not judged based on their physical abilities or appearance.

Overall, I found the article to be a thought-provoking and well-written piece. The author's use of delicate language and strong logic made for an engaging read, and their vision of a future where people are not judged based on their physical appearance or abilities is both inspiring and hopeful.

### **Comment 3:** Name of student who is being commented on: Jin Yu Name of article: Week13: Design Museum Link: https://github.com/Jinaisrz/Critical-Studies--JinYu/blob/main/Week13.md

This article is about the Design Museum, and I must say that I was impressed by its logical structure. The author provided a comprehensive overview of the benefits of visiting the museum, from various perspectives such as impression, analysis, curatorial planning, and reflection on the exhibition. Each perspective was well-argued and supported by strong examples, making the article highly convincing.

Another aspect of the article that stood out to me was the use of pictures to illustrate the museum's charm. The author inserted images throughout the article, which allowed readers who have never visited the museum to appreciate its unique design and aesthetic.

Finally, the article was strengthened by the author's use of literature to support their arguments. They cited various sources to back up their claims, which added credibility to their analysis.

Overall, I found the article to be a highly informative and engaging piece. The logical structure, use of pictures, and citation of literature all combined to create a persuasive and compelling argument for visiting the Design Museum.