**A Handmade Web – J. R. Carpenter**

1. What is the thesis of this article?

This article talks about the “handmade web”. By handmade web” the author refers to a time of the early-internet days which was the mid 1990’s where webpages were manually created by individuals without using automated softwares. These web pages were representative of the individualistic expression of the maker and often experimental. After the corporate take-over of the internet, we mostly rely on big companies for everything on the internet. For example: when I want to create a portfolio website, I would probably select some pre-made templates on the internet and so will a million of others. This would end up making everything look the same.

In essence, the thesis of this article is a call to preserve and cherish the spirit the early days of internet, where we play an active role in shaping the online world rather than relying on big companies.

1. Carpenter describes the handmade web as a form of resistance. In your own words, what is being resisted?

Carpenter describes the handmade web’s slowness and smallness as a form of resistance. The handmade web is a way of doing things differently. It is slower and smaller, but also has a personal and creative touch to it. This unique quality definitely stands out in today’s web which is filled with similar looking templates from big companies. It’s resisting the idea that the internet is mainly about big businesses making money from ads and selling things. Instead, the author pushes the idea that the internet is about regular people having their creative space online.

He says that the act of hand-coding and self-publishing web content is a form of resistance against the growing commercialization and standardisation of the internet. It means, taking control of the internet instead of letting big companies do it.

1. Reflecting on your own experiences, what are other examples of drawing attention to the “physicality” of the web?

I had come across this really interesting website:

“If the moon were only 1 pixel: a tediously accurate scale model of the solar system.” Here is the link: <https://joshworth.com/dev/pixelspace/pixelspace_solarsystem.html>

This website represents an accurate model of our solar system. As we tediously scroll through the website, we can get a sense of the vastness of the space and the physical relationship between the planets and other objects.

**What Screens Want – Frank Chimero**

1. What is the thesis of this article?

The author started of by asking what screens want? But over the course of the article the writer believes that its more important for the screens to match what we want. Screens and technology have evolved a lot and it is important for us, designers, to focus on how things have changed and adapt them when designing for them.

The author also criticizes the current state of the internet which is dominated by big companies and their commercial interests which is further away from the original vision of the internet. The article suggests that we need to circle back to the original vision which focuses on being open and creative, allowing people to communicate freely without being watched, building communities rather than concentrating power to big companies.

1. Where do you stand with the two ideological camps: flat and skeuo?

I personally feel the choice between flat design and skeuomorphism should depend on the specific needs and the goals of the design project.

1. What is a zoopraxiscope and how does it relate to web design and interaction design? Find another example from filmmaking or another medium that has inspired digital design.