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Graphic Design 3
Problem Categories
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Environment

- Our culture makes us feel awkward if we're not doing something.
- Students are always focused on their schedule and figuring out when to do each project.
- There is a significant lack of integrating "slowing down" in everyday life.

Distraction

- Who is teaching kids to live distracted, and why?

Convenience

- Convenience allows us to do more, which makes people expect us to do more, which makes us have a lot to do, which becomes over-bearing.

Technology

- Technology leads to efficiency, which makes able to fit more into our schedules.
- We get an overload of emails.
- We cannot get rid of technology, so we must learn to use it in moderation.
- Kids entertain themselves with iPods and technology, and the education system uses iPads. This use of technology has reduced the amount of kinesthetic learning. This has led kids to learn in 2D instead of in 3D and has reduced their ability to think spatially.

Relational

- We are not usually present. We are often focused on something other than what it is front of us. We are rarely focused on the people we are with.
- Why would we rather be distracted than focus on the people we are with?

Parenting

- Kids mimic bigger kids and their parents.
- Parents think they're kids always need to be entertained. They probably feel that they themselves always need to be entertained, so their kids must always be entertained. They look for the easiest way to entertain their kids. If they cannot entertain their kids themselves, they often hand them technology to keep them entertained.

PROBLEMS:

- STIMULATION:
 - Why do we crave constant stimulation?

- Why do we want to be distracted, do as much as possible, escape real life, and not be present? Why do we want to be stimulated by something other than what's in front of us?
- Why does our culture teach us to have constant stimulation?
- What happens if we don't have constant stimulation?
- How much stimulation is "best"? How "distracted" should we be?
- Is it bad that Americans have shorter attention spans and live more distracted than previous generations did? Why?
- What amount of distraction leads to the most positive mental health, societal wellbeing, generation of ideas, problem solving, innovations, etc.?
- Does/should the "right" amount of distraction differ from person to person?
- Why do we want to be constantly entertained?
- Why do parents think they need to constantly entertain their children?
- What are children taught about constant stimulation/entertainment?
- ENVIRONMENT:
 - How does our use of *technology*, our utilization of *conveniences*, and our attitudes about *relationships* foster an environment of stimulation?
 - How does our environment of stimulation affect our use of *technology*, utilization of *conveniences*, and attitudes about *relationships*?