

CMSC 3321: Surveillance Aesthetics: Provocations About Privacy and Security in the Digital Age
Assignment #3

Part 1:

This is my first project working in Swift and app development in general. In this project, I do not build upon the Aware Framework. I was having difficulties building Aware projects and noticed that the architecture some libraries use relies on using x86 Intel chips while I own a MacBook that utilizes the ARM architecture. After further deliberation, I decided to interact directly with CoreUI and HealthKit to obtain my data. The concept of the app is to create a data horoscope – where based on user's conditions certain behavioral changes are recommended to help users attain a "steady state". When the app notices that user is down, it will try to cheer it up. When users are feeling good, it'll give advice on how to maintain the high. Below is a screenshot of the working portion of the app. There exist five indicators – "Country", "City", "Altitude", "Walked" and "Burnt". The toggles for Country/City/Altitude indicate whether the app can collect user location information. Walked and Burnt display. Below is a panel giving telling you 'Dos' and 'Avoid'. Due to the scope of the project the messages are hard coded but should act as suggestions on things they can improve for the day. Lastly, is a button that will tell what action needs to be done. In this case, albeit hardcoded, a user can get the distance to the nearest McDonalds.

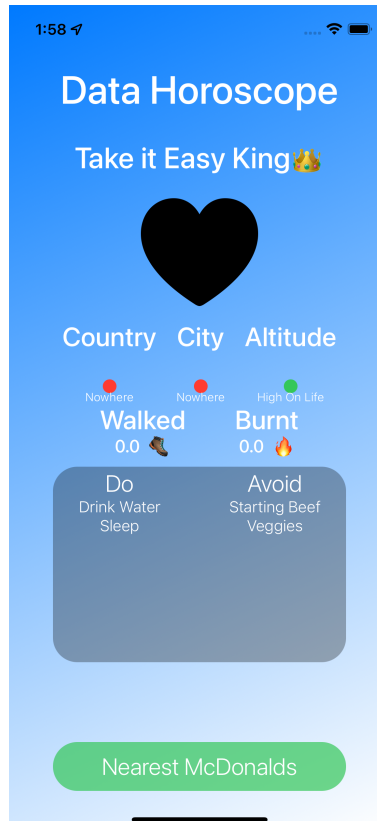


Figure 1. Screenshot of application

Part 2:

Technical Limitations

Much of the functionality of the application was hardcoded while ideally more logic would utilize to detect sentiment. In addition to that, more of the sensors would be utilized (microphone, camera, etc.) to better understand the user's immediate and historical surroundings to better grasp sensory information. Ideally, I would also call to other external APIs to better grasp user preferences. For example, Zomato to get food recommendations, Netflix for movies and Spotify for movies.

Artistic Concept

The overarching artistic theme of this app aims to comment on is the relationship between physical senses (touch, smell, taste, sight and hearing) and emotive states. There is parallelism between the sensory information collected from mobile devices and

the human body. The app ideally should be able to discern when you are feeling 'down', 'anxious' or any emotional state and act as a mechanism to provide suggestions to cope with such states. The reaction I seek to recreate is inspired from the movie *Ratatouille* where the food critic Ego eats a titular dish that reminds him of what his mother used to make as a child. The app aims to intrude through 'private' spaces such as memories – where sensory data capture the present and digital information 'recreates' the past. Emotive spaces such as 'nostalgia' and 'trauma' are unique intimate spaces that we protect. Designing an app that can tap into that space through a combination of sensory surveillance and behavioral information provokes the user's sense of autonomy as one could potentially control through the use of such applications.