

Zurich University of the Arts

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Interaction Design

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Input for Embodied Interaction, November 2021

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## **Title**

Data, self and bodies

## **Introduction**

Always connected to the internet we are leaving a trace of data behind us. What are these data collections doing with us? How are we influenced by our recorded history? During this input we will learn more about our own data traces and how to trace them back. Looking at our own, stored and used by big tech companies like google, facebook, uber and more.

## **Keyword**

Data forensics, data bodies, data-sovereignty, human-data interaction

## **Program**

Analog, Part 1:

1, 2 and 4 together in class. 4 and 5 in your project groups.

1. Analyse and discuss in small groups the data-sets provided (which have been previously retrieved), what can you track or trace from the data you have in front of you?
2. Extract or identify remarkable features and build a mental map that synthesises the data-set. Everyone should have a visualization in the end.
3. With the mental map try to imagine in groups how does the physical body / bodies which generated these data, function, look like, move like, interact, exist.
4. Reflect on the questions during your discussions:
  1. how is data and the interaction with it extending the human body, limiting it, enhancing it, harming it?
  2. what are consequences, benefits, compromises and biases? How to bridge these gaps?
5. Based in your previous discussions, reflections and mental maps, prepare a

small presentation trying to address and focus on one of the following scenarios. You can also include your ideas regarding the project.

1. Embodying data: material process and context through which data is originated
2. Exploiting data: means to commercialise or make profit out of data
3. Data Activism: means to encourage better practices, ensure protection, anonymise information and avoid over exploitation, pollution, over production, etc.
4. Data, Ownership and re-appropriation: who owns the data and what does that mean?
5. Data and the Right to be Forgotten: what happens with your data in the future? How will your data shape your reality?

Digital, Part 2:

1. Go to <https://github.com/aurelianammon/zhdk-embodied-interaction>, download or clone the repository.
2. Inside this folder go to documents/technology. Download and install python and node.js.
3. Open the folder simple-api and init the project with “npm init” from the terminal.
4. Start the Server with “npm start”
5. Use Insomnia or an alternative tool to test the api endpoints

## Preparations

Bring your laptop with you. If possible have Processing and a text editor suitable for coding already up and running. Sublime Text, Atom, or VSCode will do fine. Retrieve one or more of your data sets from any of the internet's big data collectors and bring a copy of it with you. Be aware, that it might take a while until you get your data. Here are some examples, feel free to take a look yourself. Make sure to grab a copy of your Google Location History, this might be interesting to take a look at.

- Google (takeout.google.com) can provide Location History, YouTube History and much more.
- Instagram (help.instagram.com/181231772500920)
- Tinder (<https://account.gotinder.com/data>)
- Facebook ([https://www.facebook.com/help/1701730696756992?helpref=hc\\_global\\_nav](https://www.facebook.com/help/1701730696756992?helpref=hc_global_nav))
- Twitter (<https://help.twitter.com/en/managing-your-account/how-to-download-your-twitter-archive>)

Please also take a look into Any API (<https://any-api.com>). A Collection of many publicly accessible APIs. Find one that suits your interests. If you have no idea what the term API means, take a look at the following link for an additional explanation.

- <https://medium.com/swlh/api-for-dummies-232a5a48f950> (no offence :P)