



ISEA2017

23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART XVI INTERNATIONAL IMAGE FESTIVAL LEARNING CALL

1. The
"The Wager"
2. Duration (only workshops and tutorials) Half day Full day
3. Organizers and presenters' names and affiliations
Brandon Yung

4. Abstract (ready for diffusion). 200 words maximum.

Titla

The wage gap in the United States is notoriously breathtaking. Laymen and professionals alike enter the workforce with no indication of what their target salaries should be, or essentially no mental gathering of their own individual net worth to another entity. It is astounding to say that everyone here is equal, only to find out no one is alike when they look at their income statements. Everyone is on a different tier in the world. There are countless factors that weigh in on someone's salary at any given point in time, and yet no universal scale to compare oneself amongst others in a similar position. Whether this pertains to someone with no education, a fresh alumnus of a prestigious university, or even someone who has been working for over two decades, there is absolutely no universal scale to determine one's net worth. People constantly underrate themselves and sell themselves as a 6 with skills like "diligence" and "honesty," but how does this fare with the millions of others with the same words on their resumes? It is time to bridge this gap that everyone has seen, but no one has challenged.

5. Rationale, instructional methods, and description

"The Wager" is a website tool that collects all of these factors that are relevant to the hiring process, such as years of experience, location, supply and demand, number of vacancies available, etc., and enables the user to visualize the wage gap for their respective, selected fields in any selected region. Many people can understand that there is a gap, but do not go any further than assume that the higher-paid percent with the same job titles merely have more years of experience. People assume that those with higher pay are simply bringing more to the table. The Wager will allow people to really set the perspective for their job-hunting journey, and see what they are worth compared to their peers, competition, bosses, and more. With the visualization of the wage gap, it will be much more immersive for the user.

6. Plan to solicit participation (only workshops and tutorials)
7. URL of website (only workshops and tutorials)
8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)
9. Biographies of the Author(s).
Brandon Yung is based in San Jose, California, and he is currently a 4th year studying Design, Communication and Economics at University of California, Davis. He is an aspiring graphic designer with a simple objective, to "Design for Others." He aims at helping local clients in the Bay Area and in Davis to brand their organization and expand their exposure to the community with creative solutions, smart designs and enduring imagery in order to accelerate its development and allow it to excel. His future goals are to learn 3D Motion Graphics to expand his skillset and hopefully find a path working alongside inspiring individuals in the tech world in the Silicon Valley.

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Title: The Wager

Abstract: The Wager visualizes the wage gap in a job among various locations, allowing the user to manipulate various factors to analyze how each affects one's income.

Keywords: wage, wager, salary, income, gap, region, factors, map, visualize, data

Sub-themes: Please select one or more sub-themes

Bio creation & data Critical perspectives on the use of technology for peace Media art, landscape and heritage Interdisciplinary platforms for coexistence The cultural dimensions of bio-creation and peace

Design, Art, Science, and Technology