

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
LEARNING CALL

1. Title

Public Enemy Number 1

2. Duration (only workshops and tutorials)

Half day ____ Full day ____

3. Organizers and presenters' names and affiliations

Charles Mak

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

The US war on drugs was a massive failure, and it put marginalized groups in jail at alarming rates. Was the drug problem as big as the government made it to be? What were the motivations behind the change in legislation? In hindsight, it appears that the war on drugs was a failure and it did not reduce the use of drugs in the US. "Public Enemy Number 1" will take a look at the effects of the war on drugs on communities around the US. It will include visuals that illustrate the increased rate of minority incarcerations and violence, as well as other areas affected by increased drug enforcement. The project will conclude with a push for legislation changes towards more sensible drug policies.

5. Rationale, instructional methods, and description

"Public Enemy Number 1" will be an interactive webpage that scrolls through each phase of the drug war. It will be organized into subsections that follow the history of the drug war starting from the Nixon era through the Reagan era. These sections will include illustrations that animate as you scroll through to reveal the entire narrative. These elements will be hidden until a certain point in the page. They will appear as the page scrolls, providing fun images that accommodate the information. The webpage will consist primarily with these images and animations, with minimal amount of block text. The last subsection will illustrate the legacy of the drug war and how it is perceived in our society today, and it will include a call to action for more sensible drug policies.

The topic of this project falls under the *critical perspectives on the use of technology for peace* category. This project aims to critically analyze the drug war and how it has created outbursts of violence in communities and affected marginalized groups such as Latinos and Blacks in the US. The goal is to show that the drug war created unintended (or intended) and unfair consequences. I want to promote peace by breaking down the stigma that we as a society has created – that all drugs are destructive and detrimental to society.

6. Plan to solicit participation (only workshops and tutorials)

7. URL of website (only workshops and tutorials)

<https://charlesdmak.github.io/des157/project/final/index.html>

8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)

9. Biographies of the Author(s).

Charles Mak is a graphic designer based in the San Francisco Bay Area. He attends UC Davis studying design and economics. His passions include human-centered and sustainable design. When he is not focused on his education and design, he can be found indulging in PC gaming or creating hip hop instrumentals

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Web page: <https://charlesdmak.github.io/des157/project/final/index.html>

Title: Public Enemy Number 1

Abstract: The US war on drugs was a massive failure, and it put marginalized groups in jail at alarming rates. Was the drug problem as big as the government made it to be? What were the motivations behind the change in legislation? In hindsight, it appears that the war on drugs was a failure and it did not reduce the use of drugs in the US. “Public Enemy Number 1” will take a look at the effects of the war on drugs on communities around the US. It will include visuals that illustrate the increased rate of minority incarcerations and violence, as well as other areas affected by increased drug enforcement. The project will conclude with a push for legislation changes towards more sensible drug policies.

Keywords: Peace, War on Drugs, Interactive, web, UI, UX, technology, illustration, graphic design

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