Connie Extra Credit

1. Likelike - Last Stop 0.5pts

2. Teddy Cruz & Fonna Forman – Steiner Lecture in Creative Inquiry 1pt

This lecture was related to the course through its focus on democratizing resources and investigating the ideas of citizenship. These architects work between borders, physically crossing between nations; similarly, our class questions community dynamics and web citizenship through the abilities of the web. I specifically felt like their work was related to the telekommunist manifesto, because both of them emphasize the need for shared resources in the "public" domain. Teddy Cruz and Fonna Forman champion public spaces and spread out, accessible institutions to combat inequality. Similarly, the telekommunist manifesto argues that we must remove technology from the hands of corporate control.

3. Likelike - Analog Pleasures 1pt

Likelike relates to my work because I'm particularly interested in how one can make playful and cute but also thoughtful digital experiences for others. I absolutely loved the dog game! Being able to navigate the game world partially guided by smell was so strangely different yet familiar also! The graphics and mechanics were playful; however, I appreciated that behind the fun facade there was still a message to be found in the absurdity of being a police dog that sniffs for un-American food. I've also been trying to work more often with physical computing because there's a certain quality to tactile interfaces that a webpage just can't quite capture; this transition has been difficult for me because I'm never sure what to make or what can be made. The analog games like the joystick jousting, the line wobbler and the cock fighting VHS tapes were a really delightful reminder of what new sensations can be made by remixing existing electronic objects and by putting together your own.

4. Studio Anniversary 1pt

It relates to my practice because it showed a lot of work at the intersection of disciplines. I found the work super incredible, and the STUDIO is really close to my heart. A lot of the work was done by my friends, such as Xoromancy, the Teeny Haris interactive exhibit, or the work shown on the walls.

5. Benedict Grob lecture 1pt

His work relates to my practice because he uses programming to accomplish creative goals. Although I wasn't personally interested in most of his projects (the subject matter of space, cars or agriculture is far from internet culture, cute monsters, etc), I thought the way in which he talked about working for corporations or working within a corporate system to be very interesting. I'm still not sure if I agree with it or understood it, but I appreciated that he took the time to address it. I also thought his project of generating human empathy for a machine was interesting and the most artistic; it seemed to be the most non-functional for corporations, although somehow they found a rather corporate-adjacent use for it anyways (for lawmakers to try when making laws on self-driving cars).

5. Jongwoo Kim Lecture 0.5pt

Total points: 0.5 + 1 + 1 + 1 + 1 + 0.5 = 5