Queens College

Final Exam

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New Technologies

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Essay Question 1

The primary job of a UX Designer

A user experience designer’s primary job is to enhance the ability of the user to interact in an interface by providing ease of movement in the interface through communication, accessibility, and usability. They, therefore are responsible for the analysis of the movement pathways for a user through the interface based on different perspectives. This is applied in the consideration of scenarios of movement, pathways and interaction use through the designation of wireframes. They are also responsible for the testing of the interface and its success in meeting the set objectives as discussed through a reflection of the use of persona in a real environment (Allabarton, “The Differing….”).

Principles and quandaries faced by UX Designers

Increasing use of technology calls for the monitoring of the system interaction for the user benefit and, therefore, the application of the ability to be innovative and make improvement regularly. This situation puts UX designers in a quandary as it means there is the need for surveillance. The five main principles and quandaries that these designers face include human costs and de-valuing work, de-skilling, the risk of influencing user behavior, the erosion of privacy and, the dangers of distraction. In view of this, the ethical consideration in not overdoing any of the critical aspects especially in the definitive measure of privacy which is critical in their determination (UX Matters, “Designing…”). The five principles and quandary are all related to the ethical consideration and dilemma that the UX designers face thus a productive consideration of the implications of each (Faranello).

Persuasive Design

In order for a product to be used, companies need to at least be able to attract the customers and the customer base so as to convince them of its usability. To make this easier with technology, persuasive designs are made by UX designers in the aspect of influence in human behavior. The “manipulation” of behavior is done through the characterization of product with the promise of experience through interaction with an interface. It, therefore, uses the articulation of psychological and social interaction theory in soliciting for usability and movement within the interface. In more ways than one, the design aims at bringing in more than one customer by using them to contact the others through the encouragement of referrals (Lamantia).

Ways I feel whether persuasive design positively and/or negative affects user behavior

I feel that persuasive design has negatively influenced user behavior. This is because trust is lost in the sense that what is often used in the persuasion is reflective of the user's taste and likes. This sends the message of invasion of privacy that often makes the users suspicious of the interface. Relatively, the inclusion of virus all over the interfaces becomes problematic in the sense that, with persuasion, it means there is a need for the interface to reach its demand goals.

In view of this aspect, the picture that is created is that the interface is not acceptable by many. This tends to push away users. When the analysis is done in terms of referral, it sometimes becomes problematic especially since accessibility means that the interface has the network connection for an individual. Use of this methodology comes down to the ethical consideration which seems “forced” in a way especially in instances where referral dictates the accessibility to a specific path in the interface. The use and manipulation of users with time becomes problematic and only enforces the mistrust.

Essay Question II

Core Characteristics of the Digital World

The nature and character of the digital world are evident in its core characteristics. Some of these characteristics have a great impact on the general artistic development in the society. They include the fact that it is electronic, offers interconnection and is networked. The possibilities that are wrapped within these three characteristics make it a versatile form of technological communication and tool for artistic development through a variety of medium. Understanding each of the characteristics is a representation of a form within digital world that passes specific information and utilizes the information to process what is to be communicated such that it is easily understood and is similar from one to another.

How the Core Characteristics of the Digital World have impacted the arts

These characteristics have impacted the digital world in many different ways. The electronic characteristic has impacted the definition of what is a copy and what is an original. In realization of this, it takes into account the aspect of artist ownership and copywriting. The value for work in maintained which provides an avenue for development of artistic work. This creates a venue for revenue as well as availability of different perspectives. Originality thus provides experience and definitive aspect is realized in the form of authentication of works done (Poole & Ho, 10).

The way the digital world in networked allows for the sharing, availability, formatting, and interaction to become easy and instantly done. This impact creates a community that is able to define it artistic expression based on individuality and bring out instant feedback. Relatively, the characteristic of interconnection makes it easier for this to pass in the sense that it provides room for modification, tracking and thus a sense of monitoring of activities within this world and, therefore, control in some areas (Poole & Ho, 11).

Specific Developments That Have Impacted Artists

There are some developments that have come about as a result of digitalization of the world and have affected artists. These include hardware, software, and networks. Within these categories, the advancement has led to the improvement in quality in many ways and the use of manipulation in a variety of ways. It has made the availability and accessibility to users much easier an in a way that has influenced the genres of artistic development as individual tastes and the software limitations are tested (Poole & Ho, 13).

Ways in Which the Impacts Are Unrewarding and Rewarding

The impacts are unrewarding in the sense that they take away the emotional involvement in creating artistic works. The sentimentality is taken away by the use of software which sometimes limits the movement and thus the exploration of creativity. Reaching out to the aspect of understanding certain aspects such as the interaction of color, technology and the impacts it creates takes away the sense of mystery in creation. The process is made easier but the adventure of exploration and mystical consideration is taken away since both the artists and the audience all know how it was done and there is no wonder in the ability of human mind to create.

However, this is dependent on the medium of creation and the genres. In some ways, the rewarding impact has been the enhancement of certain elements of inclusive artistry which takes an original and adds to it. This fact provides the sense of accomplishments and brings out a new element in the consideration on an art piece. It takes into account the timeliness and the modernization of the pieces to fit into the digital present. The sense of sharing and ownership is thus amplified in this case (Thomson-Jones).

Essay Question III

Specific Developments in Human Enhancement Technology

There a few specific developments in human enhancement technology that is of interest. Some of these include nanotechnology, information technology, and cognitive science. Nanotechnology is the application of nanites in the identification of elements within another. This technology uses minute elements in the investigation of critical aspect within areas that a human could not reach. This application makes it easier for use within a multiple disciplinary. The most significant application of this enhancement has been in medicine where it is used in healthcare, prosthesis, and implants (Swindells, 214).

Information technology, on the other hand, has enabled the ease of coding and allowed the improvement of the structural computation of data as well as delivery. This has made communication and storage much easier thus an improvement in the way data management is done. It has also allowed for ease of storage and simplified accessibility and storage, in general, shifting it from bulk to more digital and smaller units of physical measure.

Opinion on the Technology Making Humans Stronger, Faster and Better

There is always a good and a bad side to every story. There is an opposite of every objectivity whether in thought or in physical materialization. According to the rules of physics, it is expected that where there is an action there should be a reaction. In this case, enhancement of technology became the action that made life easier for human

existence and simplified the general development in terms of access to critical information and other relevant development needs. Positively, this has made life a little better in terms of concentration on the physical well being and thus living generally in a more comfortable and peaceful way.

However, in the same way, new challenges have developed such as too much access that there is no consideration of individuality. Making humans better faster and stronger means taking away the aspects that make them human in the first place. While there are advantages in certain areas, some aspects relating to what being human is change. This gives an insight of the evolution of human beings into an all new category.

The cost of the Enhancements

Having determined that the changes happen as more technological advancements occur, some things that are lost include privacy and morals. Privacy is a key aspect of the social norms and is valued as a measure of independence and creation of trust between individuals and the community. Technology enhancements provide a system for which monitoring and surveillance is a key element. It, therefore, means that monitoring will be done all the time with such invasive techniques employed on an actual human body (Swindells, 217).

Technological Advancements We Need the Most

The technological enhancements that are needed the most include information technology and a limited aspect of Nano-technology in terms of medical procedure. Invasive enhancement should be limited within the medical area in order to minimize the risks in terms of hacking that may endanger a human life. Privacy is very important and defines the trust we have in each other. Too much information about each other will only lead to conflict and misunderstanding due to the fact that the human thought process is not constant. This boils down to the fact that we only need to know the final product that comes through tough speech, body language and hearing.

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