

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

1. Title

Venture

2. Duration (only workshops and tutorials)

Half day ____ Full day ____

3. Organizers and presenters' names and affiliations

Linh Quan

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

When traveling alone, it is often difficult for travelers to stay in constant contact and give constant updates on their whereabouts. Venture is designed to give young travelers a companion when they are traveling alone and promote safety among travelers. The goal was to give single travelers a way for their loved ones to watch over them at any part of the world and allow the traveler quick and easy access to local news stories and emergency phone numbers. Single travelers often lack the community aspect of traveling. The project also aims to promote the safety of travelers through a community.

5. Rationale, instructional methods, and description

By using design and current technology, I hope to create this app and generate critical conversation about safety. Venture is an app that allows users to constantly share their location to people within their own contacts, such as friends and loved ones. Users will also be able to instantly contact the local authorities and get updated on their

surroundings.

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).

Linh Quan is a designer based in California, graduating in the spring with a B.A. in Design from University of California, Davis. She is interested in using design to promote social change.

Author:

First name: Linh

Last name: Quan

Email: lnquan@ucdavis.edu

Country: United States of America

Organization: University of California, Davis

Web page: <http://Inquan.github.io/des157/project/final>

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Keywords: Safety, travel, app, mobile

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