

Sociotechnical engagements

Mediating experience with technologies in
Emerge 2019

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Emerge 2019: Invention!

- ▶ “A celebration of human inventiveness to mark the 500th anniversary of the death of Leonardo da Vinci. Through hands-on activities, performances, workshops, exhibits, lectures, experiments, and interactive environments, Emerge will showcase the many twists along the road to innovation: unbridled imagination, exquisite observation, epic and mundane failure, surprise and serendipity. Honoring the legacy of Leonardo and all those devoted to exuberant, unconventional invention, Emerge 2019 shines light on uncommon futures for the common good.”

Exhibit 1: Patent Laberynth

- ▶ How are new inventions classified? How do they make their way through the patent system? This interactive mural depicts the variety of categories used by the International Patent System and challenges visitors to discover pathways to making a new invention a reality.
 - ▶ Categorizing non-humans entities is a challenge. For the last two centuries, with the origin of intellectual property laws and regulations, the ways to classify an artifact or process as novel, original, and useful are in flux. We can see how those categories neglect the systemic and interactive nature of inventions and how they tend to transpose living beings into the realm of property (like genomes, seeds, and plants). This entire enterprise produces tension between the living and the non-living through a dizzying array of arcane questions. The Patent Labyrinth flowchart explores and contests those categorizations and asks the public to discover and critique how inventions become patentable and thus ready for market. The mural will spark public debate and will be supported by an installation guide, video instruction, and sample inventions that users can classify using the flowchart.



- ▶ **Concept:** Design of experience. Self-standing piece. Discursive design.
- ▶ **Contributions**
 - Idea definition, research, proposal of categorization
 - Application to the event, improvement and adaptation
 - Prototyping and evaluation, Improvement and enrollment of help
 - Definition and negotiation of scaling, installation and framing.
 - Post-evaluation of the experience (through informal interviews)



MAD
Patent
Labyrinth
Non-human Flowchart



Exhibit 2: SolarSPELL Build day



- ▶ The SolarSPELL Build Day is a hands-on opportunity for people to help build digital library kits that provide educational information to resource-constrained locations around the world. After attending an overview presentation on SolarSPELL's history and invention, visitors assist with assembling the SolarSPELL libraries, from drilling to soldering to Velcro-ing to gluing. No prior experience necessary! After the build, we'll have a conversation about where and how the libraries built at Emerge will be used, and share reflections and ideas for the future of education and literacy.

- ▶ Concept: Workshop, making, humanitarian engineering, user-experience, and integration.
- ▶ Contribution (supporting the main team and volunteers)
 - Inventory and materials
 - Installation and participants communication
 - Co-mentor of the team in UX
 - Interaction analysis for the display
 - Post-evaluation (Collective conversation and qualitative analysis)





SolarSPELL

Station 1 Metagon

111 solar panels make up the pieces
on the solar panel area.

2700 m² in the area of the solar panel
pieces one at a time, forms a larger
area of 500 m², 2000 m², 8000 m², 10000 m².

100% of the energy will be used
to power the station with the help of
the battery system.



SolarSPELL
Build Day

SolarSPELL is a nonprofit organization that designs, manufactures, and distributes solar-powered educational tools for off-grid environments. The SolarSPELL is a digital library that stores over 1,000 educational books, videos, and games on a compact, solar-powered device.

Participants are welcome to come and learn about the SolarSPELL and how it can be used to improve education in remote areas. We also offer build days where individuals can help assemble the SolarSPELL units.

For more information, please visit our website at www.solarspell.org.

Or contact us at sales@solarspell.org.

Thank you for your interest in SolarSPELL!

SolarSPELL

Build Day

10:00 AM - 4:00 PM

Location: Tent

Cost: Free

Age Group: All Ages

Number of Participants: 20

Materials Needed:

None

Equipment Needed:

None

Volunteers Needed:

None

Food Provided:

None

Drinks Provided:

None

Toiletries Provided:

None

Other Information:

None



Exhibit 3: Can we make it? Should we make it?

- ▶ *Can We Make It? Should We Make it?* is a live, public event for inventors to showcase their creations. Submit your invention to be part of the show! If you are selected, you will get to present your invention live, on stage, to our panel of experts and get their feedback on your invention. Not an inventor? Come be part of the audience and participate in the show with our emoji-voting system which lets you decide *Can We Make it? Should We Make It?* alongside our experts!
- ▶ KickSTARter videos exploring ethics and the social construction of invention in the Star Trek Universe by Lea Cruz, Brooke Nelson, John Rudebeck, Daniel Santos, Ben Showard-Guerrero and Alyssa Henning.



- ▶ Concept: technology assesment, invention, videoproduction, fictional technologies, mediatization and public engagement.
- ▶ Contribution
- ▶ - Selection and defintion of technologies
- ▶ - Patent research and drafting
- ▶ - Prototype and research of Emoji evaluation.
- ▶ - Installation and implementation
- ▶ - Post-Evaluation (Quantification and evaluation of experience)





Can We Make
It? Should We
Make It?

Humanity shapes society in many ways. Some interest and some not. This exhibition is a chance to explore the future of innovation with an eye towards social, economic, and environmental impact.

FLASH LAMP

Why am I?
I am a...
I am a...
I am a...
I am a...
I am a...













Main observations

- ▶ Difference in materiality and mediation (workshop, show and piece)
- ▶ Effectiveness (or no) of each strategy through observation.
- ▶ Stablishment of alliances within other teams and collaborators
- ▶ Multiplicity of interpretations of each experience. Mediation object-subject
- ▶ Complexities on the way (Resources, participation and distribution of presence)
- ▶ Informality of evaluation. Instruments for engagement need to be implemented apart
- ▶ Experimentation and fun