Monique Ray Professor Scott Kildall ART 358 - Interaction Design 9 March 2022

State Machine Project Writeup

The Speculative Technology & How It Affects Communities:

This Privilege Micro-Tracker Chip essentially is a microchip put in each citizen of the great futuristic city-state of San Francisco at birth. Once this microchip is implanted into each citizen, their experiences are then tracked and the effect they have on that citizen. This technology is designed to go beyond verifying the privileges had with race and gender and it seeks to understand all the mundane and daily ways a person moves through life without having to worry about whether their crosswalks have proper facing detectable yellow pavers, so if they are blind they will not run into moving traffic but follow a straight path down the crosswalk. Questions the chip seeks to answer and track include but are not limited to: Did this person grow up around organic, healthy food? Were they often free of generational emotional trauma and allowed to pursue their career of choice? These questions are more specific layers of privilege beyond simply being a man or of a certain race. Additionally, the tracker wants to know how deeply or lightly this citizen was impacted by their surroundings that it might limit or help their potential to achieve all levels of success in the future (think being happy, healthy, etc).

Here are the three central category trackers:

- 1. Their life experiences (such as where they grew up, organic food access, sports played, able-bodied)
- 2. The impact these experiences have had on their **mental health**, **physical health**, and **potential for opportunities**.
- 3. The **impact on the person's subconscious brain patterns** and pathways.

This technology enables the city-state of San Francisco to understand to a very deep extent its demographics and the government can use this technology to address more specific overlooked needs of its population. Moreover, this technology and data can be summarized and reduced to pull out specific information. This will be highly useful in the college admissions process, more equitable job hiring, and national and/or international political debates and legislative policies.

Citizens can understand their politicians and city leaders much better and can see where they are coming from.

All of these datas and scores could be sent to the Human Resources department of companies and public figures, politicians, and/or celebrities could release their data to the masses or release portions of their data. When engaging in important discussions, such as the EU meeting for peace treaty proposals, or the board members of big oil companies deciding if they are going to pursue ESG goals within the next 20 years, there would be a "Empathy Sheet" released anonymously to all members at the table with data and analytics drawn on similarities and differences in upbringing and experience that would illustrate major potential points of conflict and a score of likelihood of agreement on agenda items. People could vote on which data they feel is more relevant to the meeting and a proper understanding of both sides. This release of information would be done in a similar manner to the voting of the Fed on predictions for interest rates. Summarized and shortened data would be released (just enough data to facilitate a higher level of empathy and understanding for each side) at the beginning of each meeting. These Empathy Sheets filled with data could be used at all levels of business, government, and even in schools as a form of conflict resolution amongst children and teenagers. You would be able to play this simulator as a new identity to hopefully garner a better understanding of who they are for the purposes of finding common ground.

Also, a person can check their own privilege and decide to view the ways in which they have less things to worry about in their daily lives and can work to do better allyship and activist work within themselves to try their best to remove their own biases that uphold white supremacy and the patriarchy. People can request their own data sheets from the nonpartisan-biotechnology company that is half government owned and half private (think similar to the U.S. partnership with Pfizer but far more long-term and integrated, a permanent alliance). This means specific politicians cannot interfere with the data.

Lastly, in the actual game itself, the person playing is tasked with electing an **Equity and Inclusiveness Chair** for the city-state San Francisco. So you would want to choose the absolute best person possible to make San Francisco as equitable, inviting, and fair as possible.

Aesthetics:

Originally, I opted for a more purple aesthetic to demonstrate a sense of royalty and privilege. However, I realized that this project is more of a standardized social works program that is partially funded by the government to engage its citizen in anti-racist allyship and deep work. Thus, because this program and technology is meant to benefit all people and citizens, the aesthetic should reflect that. The purple is less orientated towards this and I preferred continuing

the aesthetic of my title page with drawings of the city and mainly clear and white backgrounds. This is a bit more futuristic and clean in style.

My audience is supposed to be very diverse and inclusive and a simply, straightforward format with pops of a color and a theme of San Francisco items is a way for the citizens to both easily understand the technology and to feel a sense of belonging and camaraderie towards the city-state.