

Computern

Master Project intermediate presentation

February 1st, 2022

,What will be there in the end?'

A: Book with two parts

B: accompanying somewhat portable installation

What is this project trying to do?

Computern is trying to tell a story about technology.

*Contrast Technology as told by internet media:
What kind of movie would it be?*



- *Lots of Action*
- *Lots of teal and orange contrast*
- *Holoscreens!*





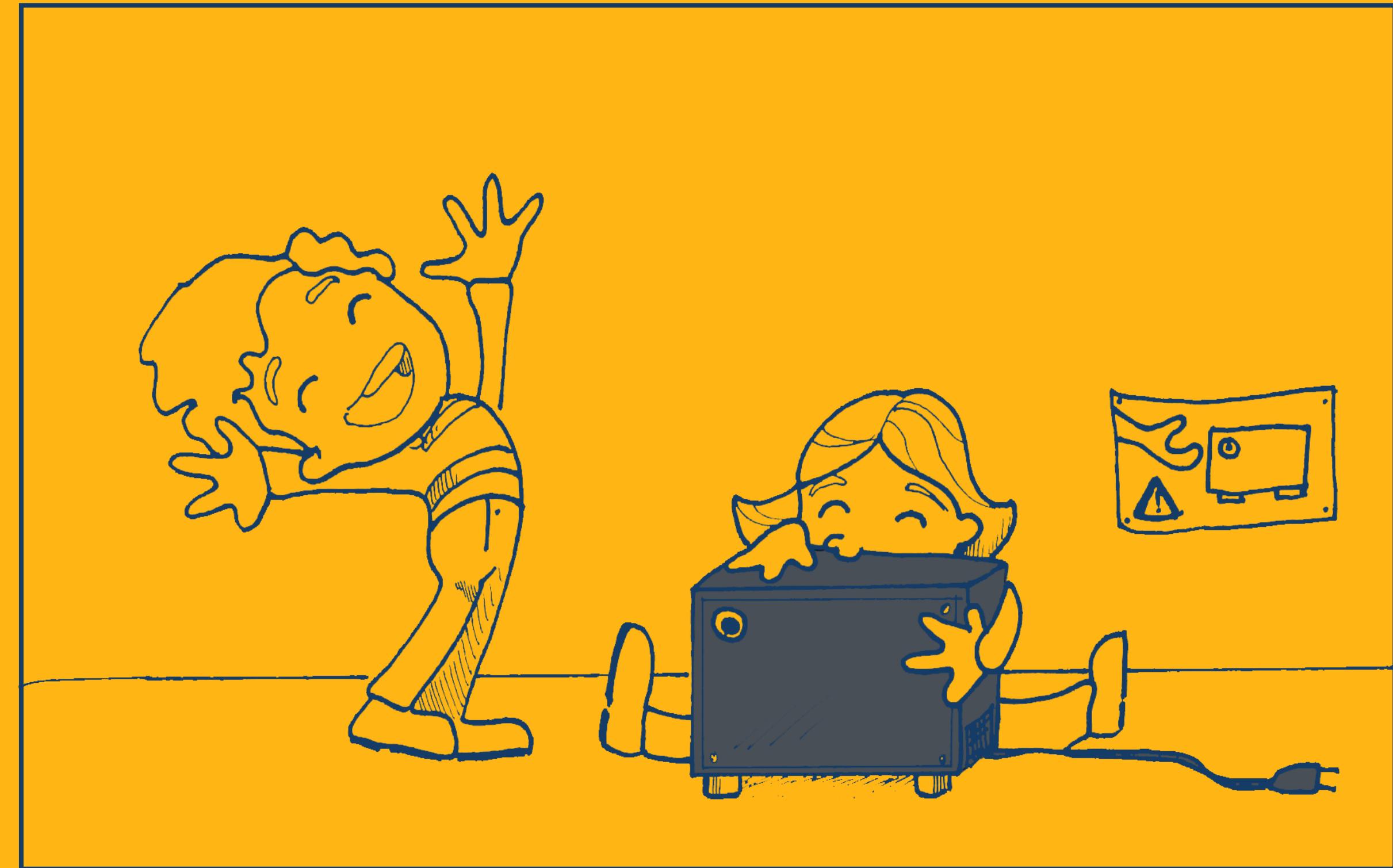
Characters with superpowers!

- **plot: doesn't matter, but nothing less than the entire world is at stake**



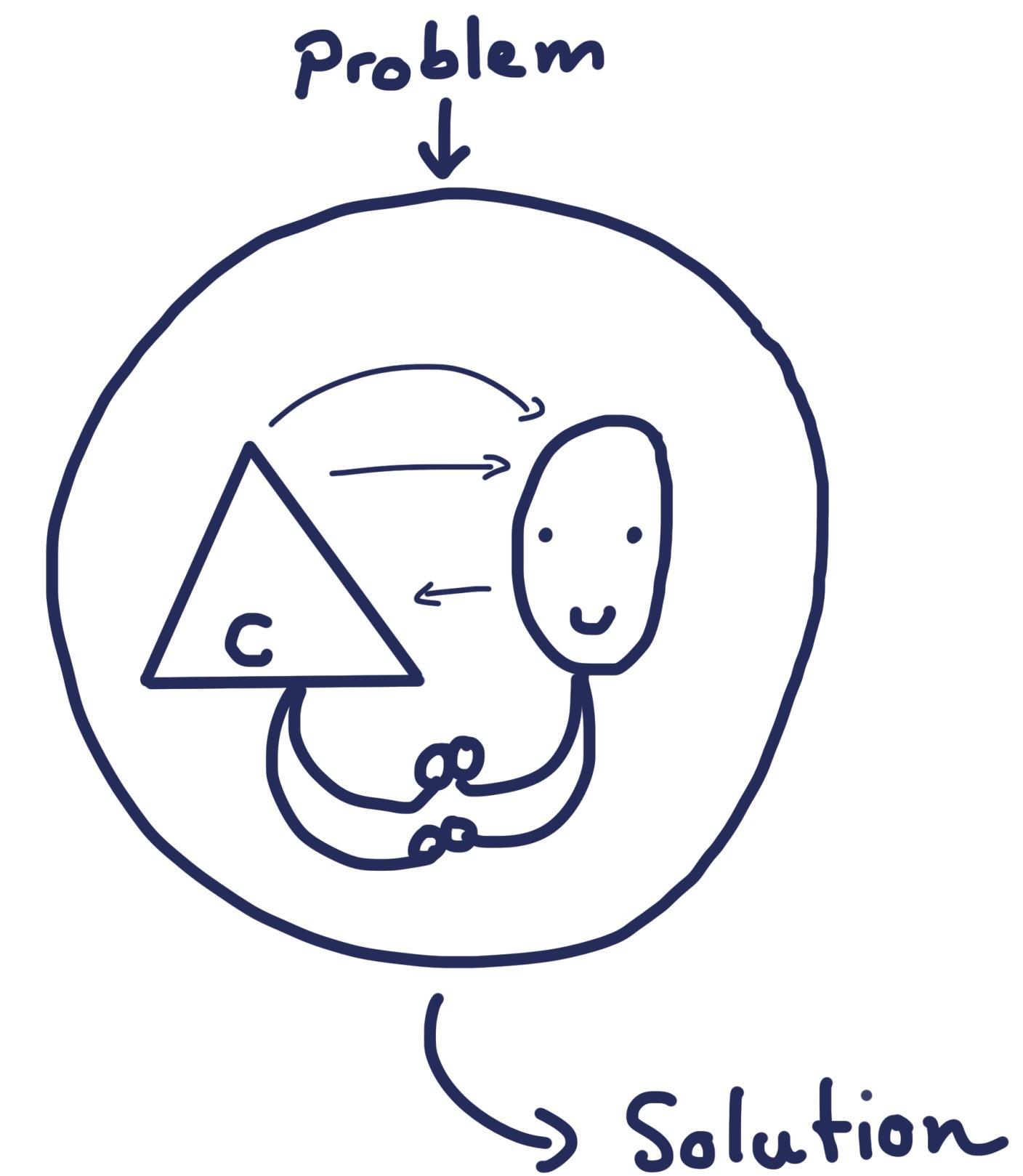
Great emotions, backed with a not-so-subtle but epic score

Computern is the attempt to tell technology as a story
that could be turned into a whacky buddy movie
with some arbitrary artsy scenes
that the author probably didn't get themselves.



Why?

Characters in epic movies rarely have the time to deal with
the mundane problems of real life



You and your PC, working in perfect union in order to change the world (or keep it going at last)

Part I : Computer

Why PCs?

- of all devices in our life, personal computers are our oldest, most powerful friends
- they expose their **operating system** more than any other device
- they are the most ‚machiny‘ by default, even to end users
- Finally, they are the platforms on which most software is created



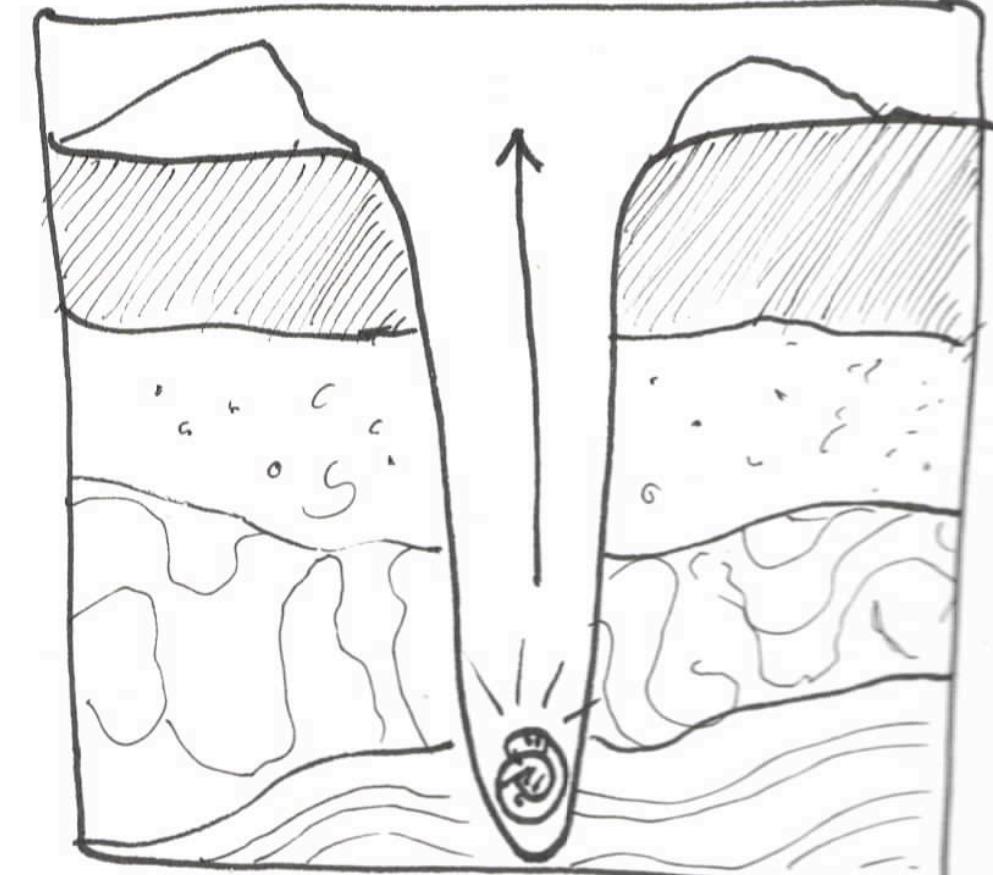
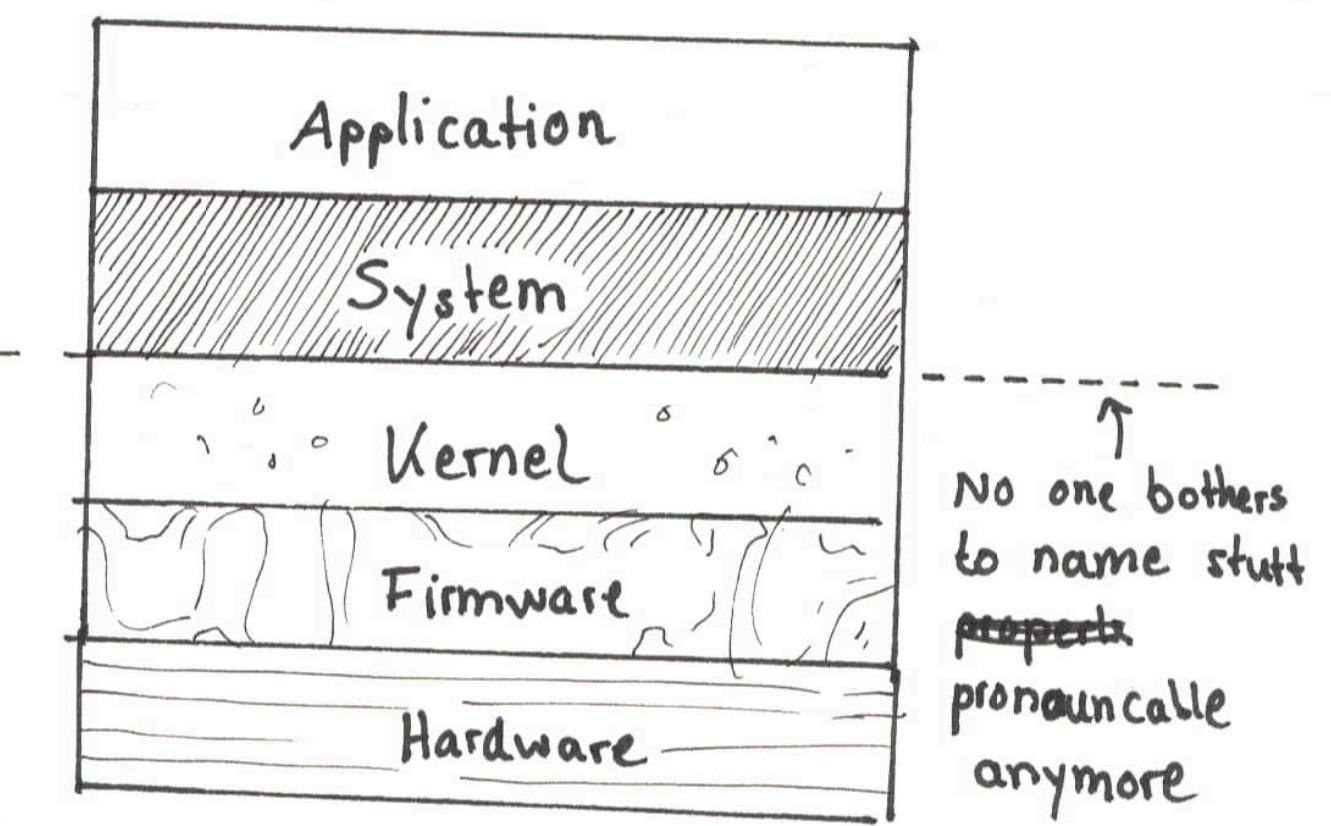
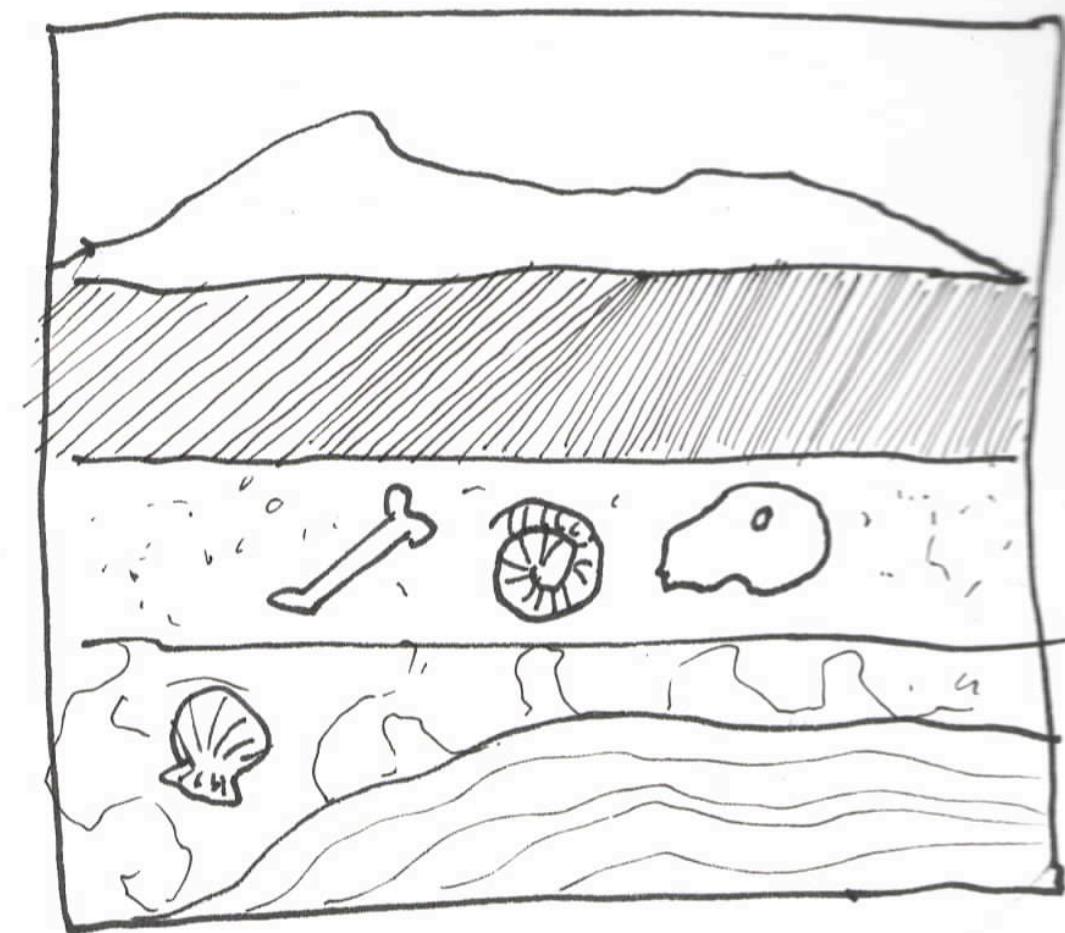
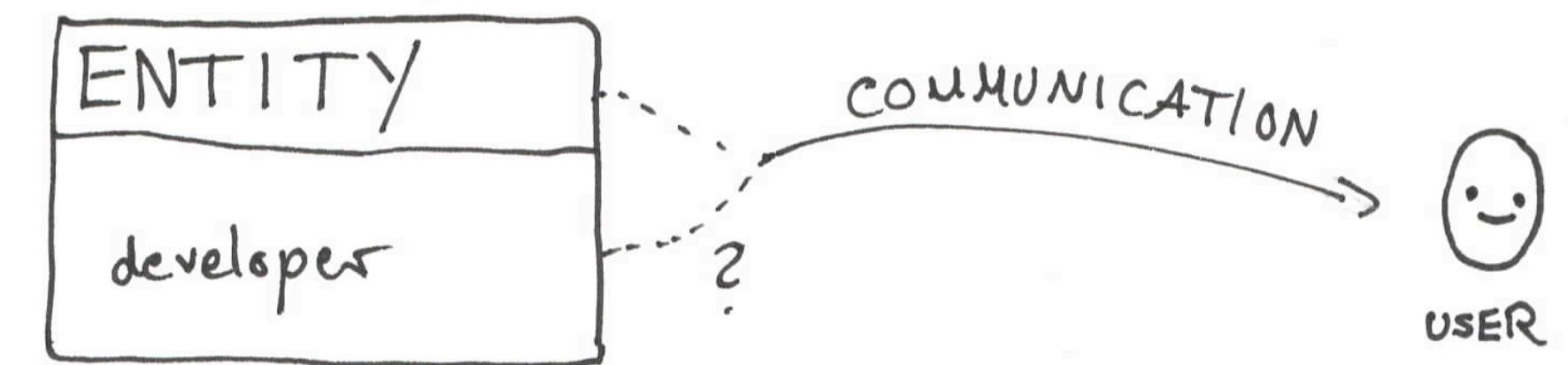
An emphasis on operating systems

Operating systems are the backbone of „Computers as a medium“.

**They are what translates the awesome „universal machine in theory“
to „universal machine in practice“.**

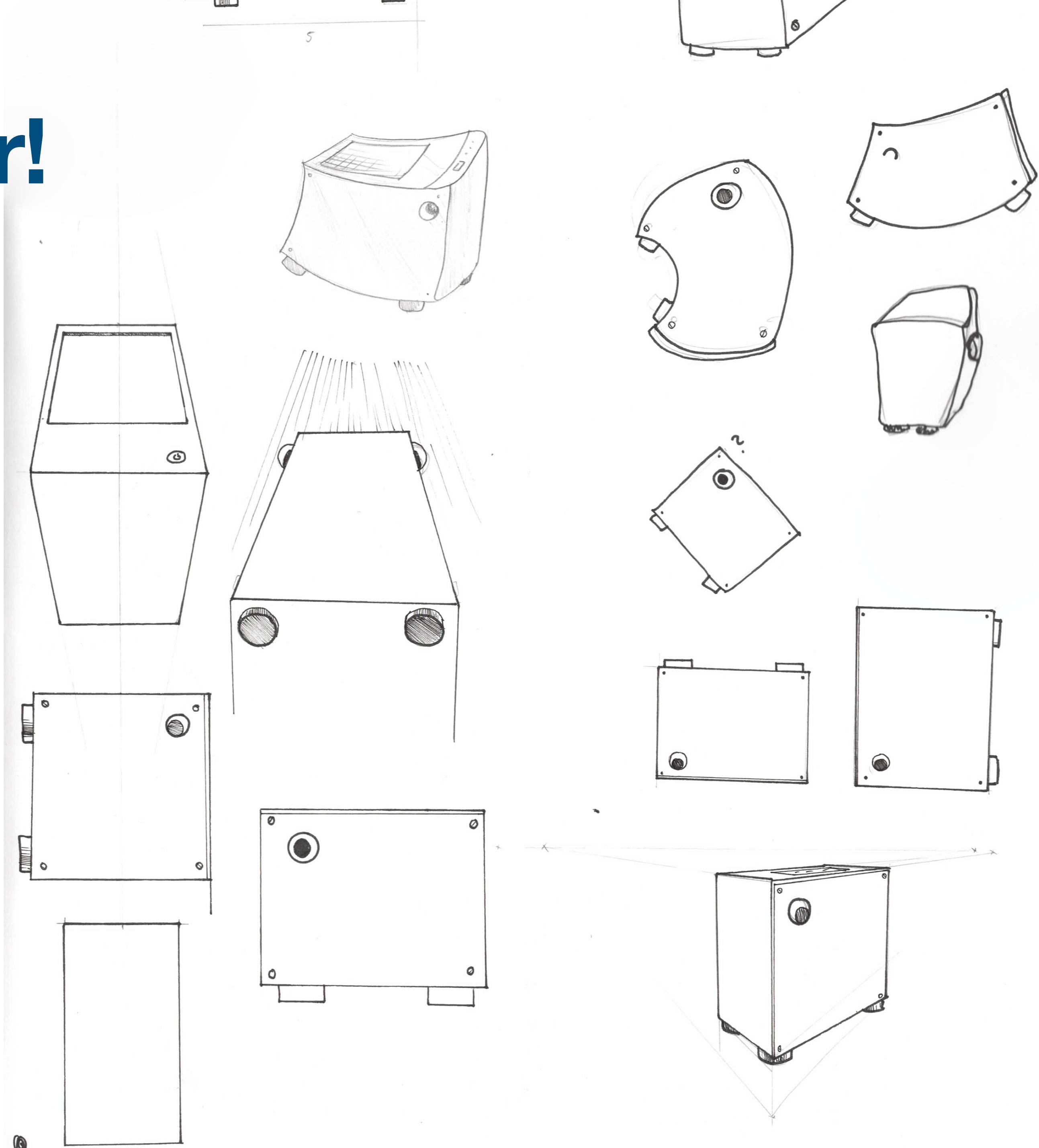
- *Computern* (the made up term) is the practice of utilizing the functionality an operating system for its own sake.
- *Computern* (the book) wants to encourage people to do so.

Messing around with an operating system is like archeology.



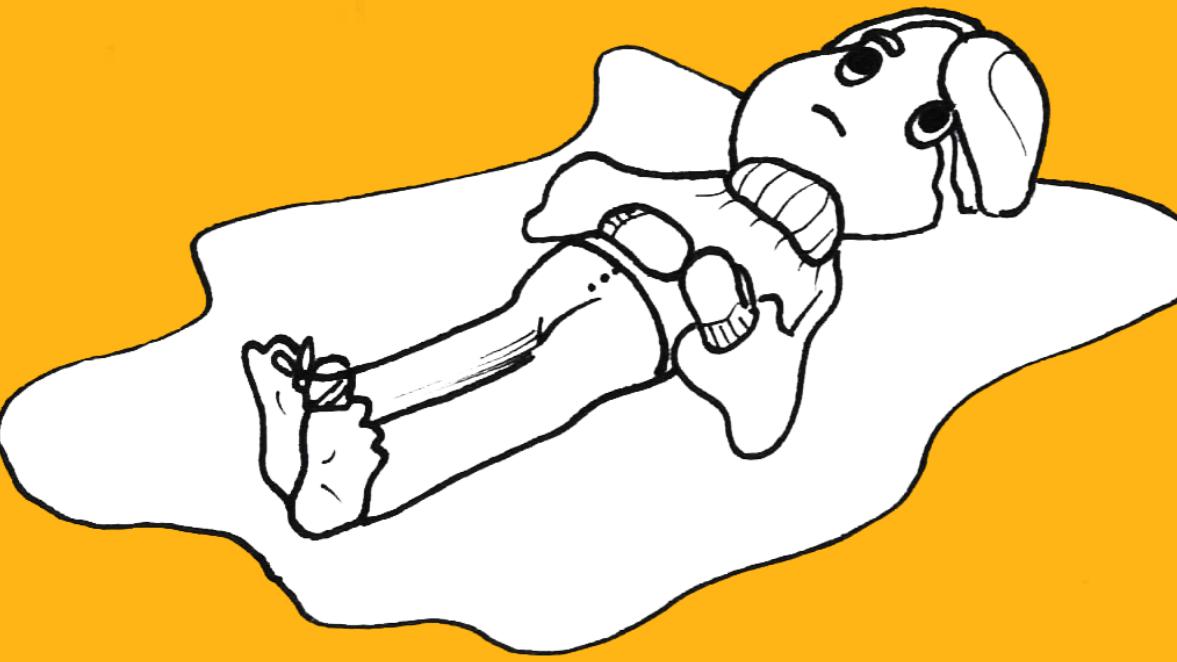
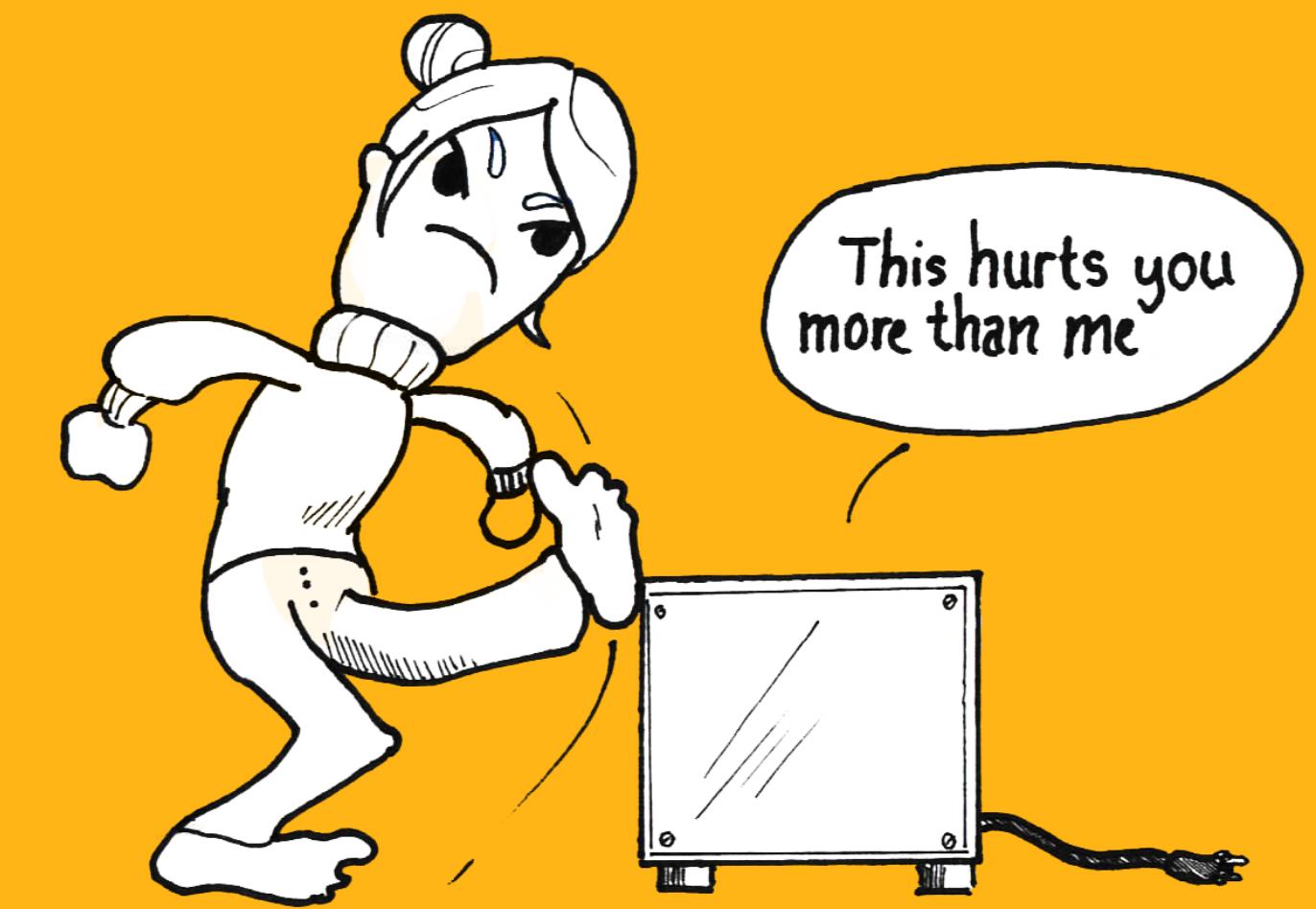
Meet friend computer!

How humanizing / animalizing your machine might be beneficial



character sketches for ,Freund Rechner'

How humanizing / animalizing your machine might be beneficial **sometimes**



**So much
uselessness!**

Part II: Device Dada



Dino's lunch, Featured on the cover of the 1988 edition of the IEEE Computer graphics and applications



exhibition piece 5: the juicero, a smart fruit press that couldn't press fruit

Ready mades: Involuntarily useless devices that incorporate as much complicated technology as possible

