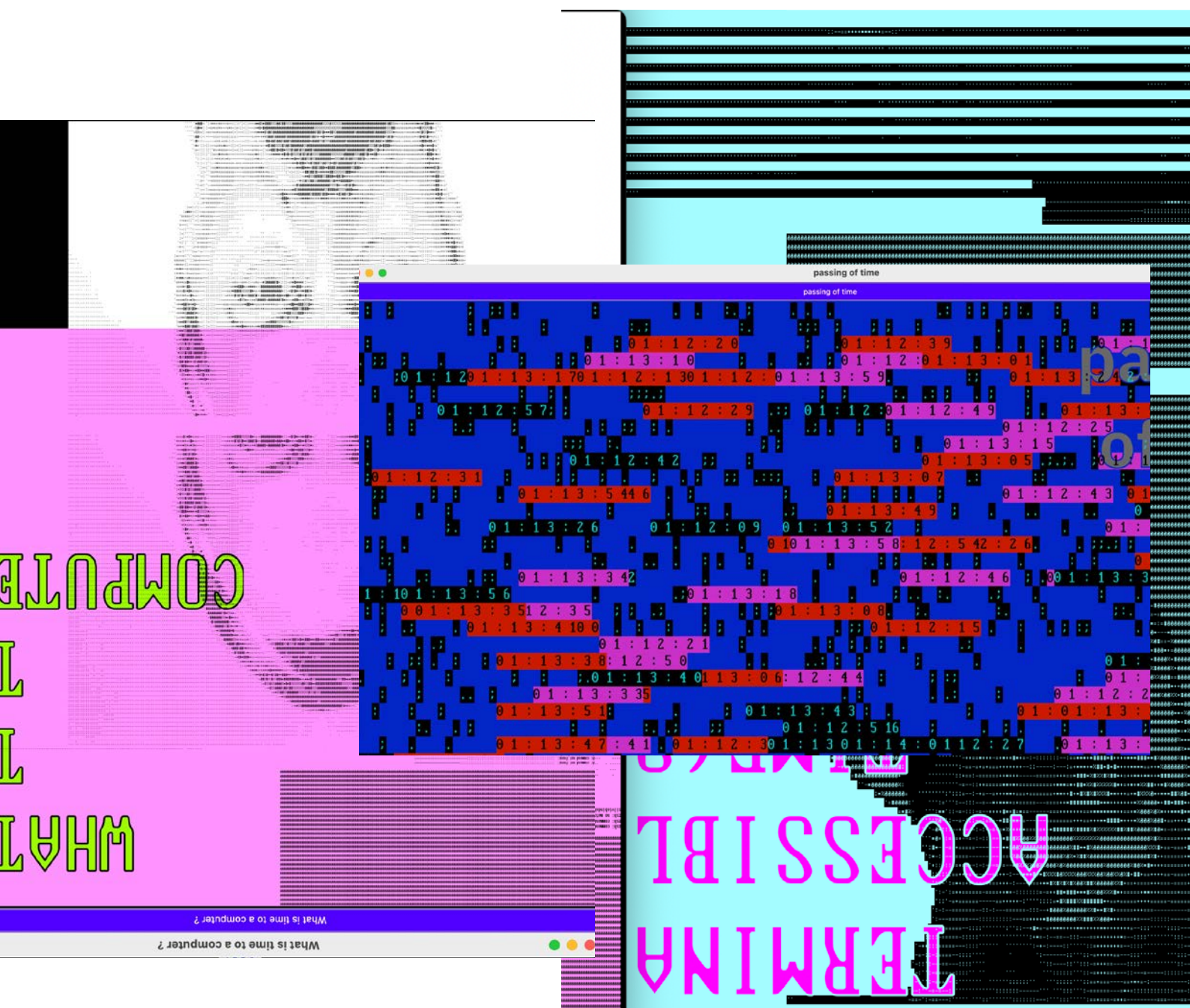


# Reclaiming Technology:

A Collaborative Feminist Approach



## ABOUT

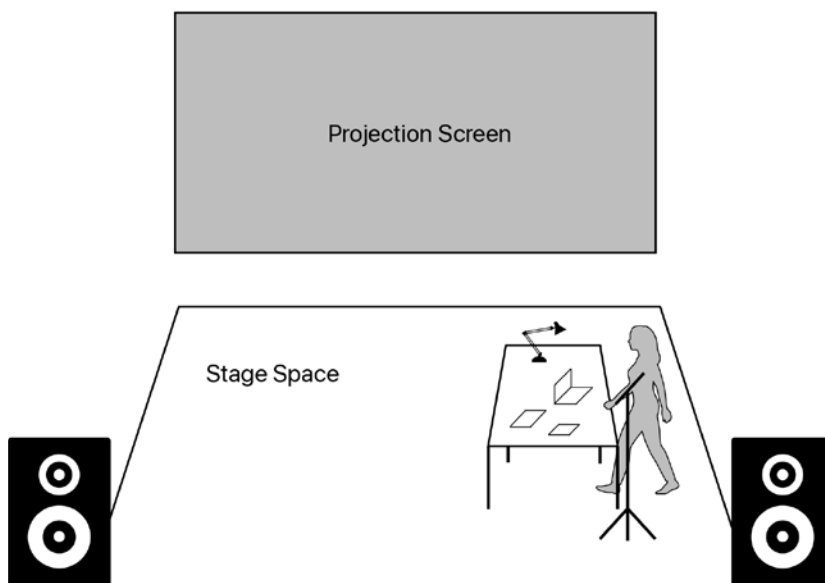
Reclaiming Technology is an ongoing artistic practice-based research project that aims to **question** androcentric narratives around technologies, **empower** women to critically engage with technologies, **demystify** technologies we are using on everyday basis, and finally bring answers to the question: What could be a feminist approach to technology and how to practice it ?

The project consists of 3 strands: 1. Critical artworks production; 2. Knowledge production and sharing; 3. Building of collaborative networks on the intersection of feminism, art and technology.

On the next pages, You will find a description of the outcomes of each strand of the project:

# *What is time to a computer ?*

## A Live Coding Performative Lecture



*Description:* This performative lecture is based on the principles of Live Coding, which is a format of an audiovisual performance being programmed with code in real time, whereby the desktop of the computer is projected or emitted to a screen.

*Duration:* approx. 20 minutes

*Figure on the left:* The basic set up for the performative lecture, where the artist stands in front of the projection area or screen, while the audience is standing or seating around the stage space.

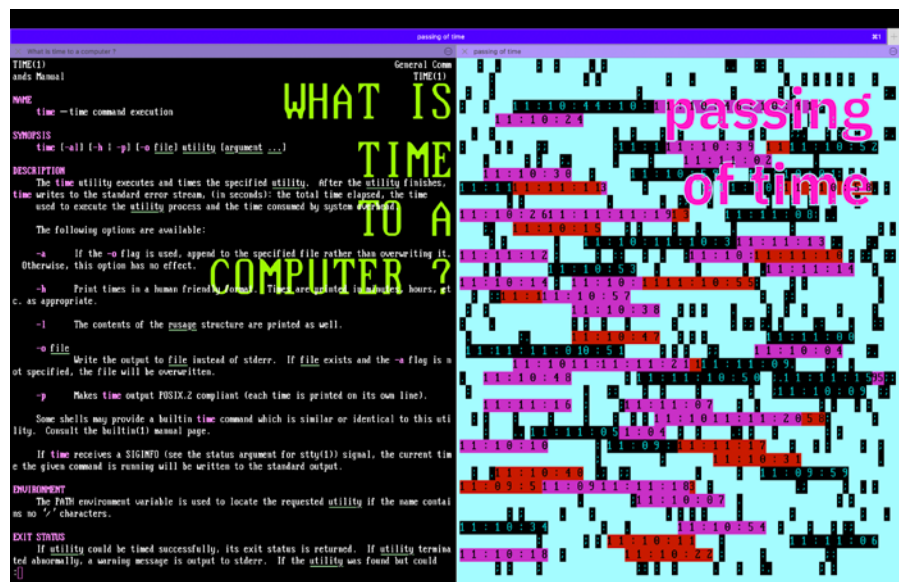
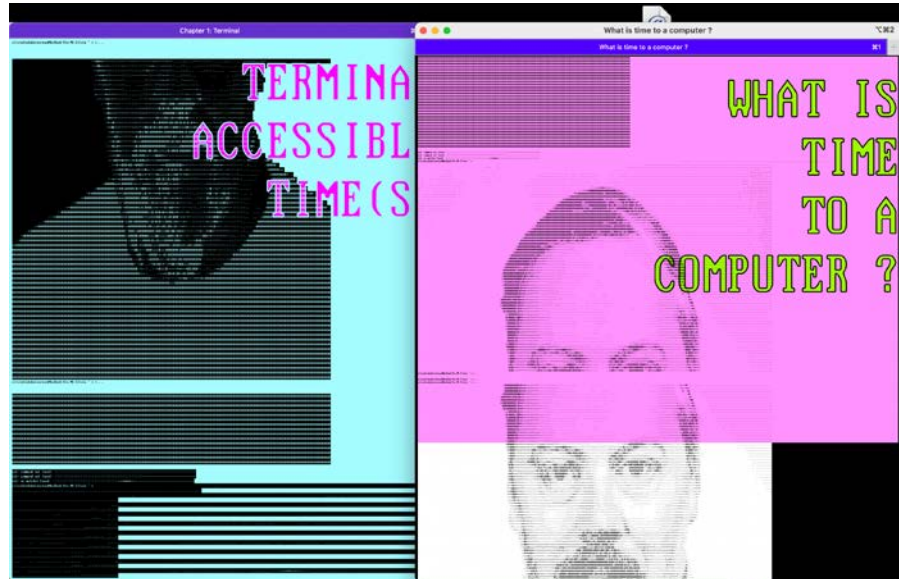
**Concept:** In the computerized age, we are still feeling pressed for time, despite the promises of the technologies that will manage and save our time. If nowadays our time is mediated through technologies, **what are we accepting as time when accepting the device ?** During the Performative Lecture, the question *What is time to a computer ?* will be critically explored directly from the device and its programming tools. Applying reverse engineering methods, we will trace the various definitions of time back to their operating systems, programming languages, hardware, and their almost exclusively male creators.

#### Sound design:

- text to speech library in real time
- using voice as a narration tool, modulated via a hardware effect Vocoder pedal
- a pseudo-conversation with the computer
- keyboard mapped to sounds

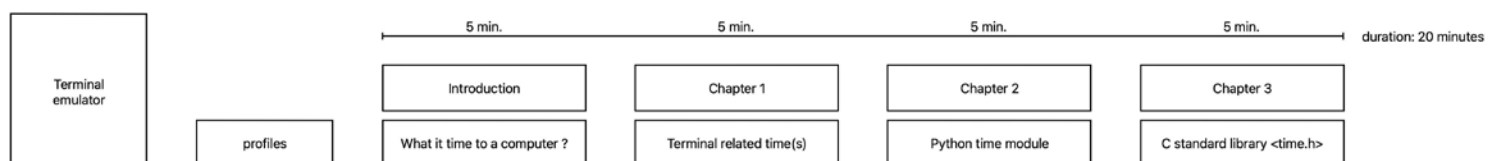
#### Visuals:

- storytelling via coding
- Computer Desktop based
- Terminal emulator
- ASCII art
- scripts for calling images
- custom mini-programs inspired by the early IBM PC aesthetics



Figures above: Screenshots from the Live Coding Lecture.

#### Outline Structure Diagram of the Live Coding Lecture 'What is time to a computer ?'



## TECHNICAL RIDER

### Audio:

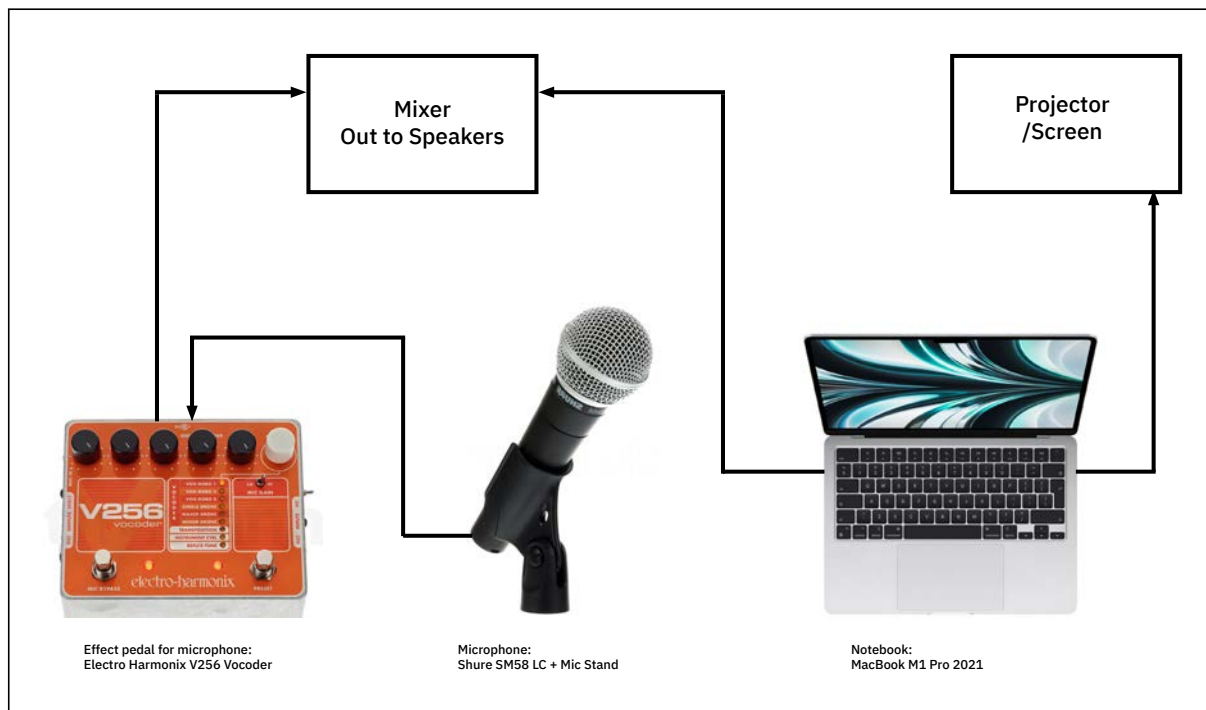
- mixer with 2 XLR inputs and 2 Jack inputs
- 2 main speakers (left, right)
- stage monitor (necessity depends on the venue)
- 1x microphone stand
- 1x microphone Shure SM58 (can be provided by artist)
- 1x effect pedal Electro Harmonix V256 (provided by artist)
- 1x cable XLR male to female (connect microphone to effect pedal)
- 1x cable XLR male to female (connect effect pedal to mixer)
- 1x cable Jack / 3.5 mm MiniJack (connect notebook to mixer)

### Video:

- projector / screen (ideally horizontal orientation, the larger dimensions the better, ideally 16:9 ratio, )
- 1x connection cable to connect the notebook (Apple Mac Book Pro M1 2021) to the projector / screen (USB-C or HDMI, depends on the type of screen)

### General:

- 1x notebook (provided by artist)
- 1x table
- 1x small table lamp
- stable Wi-Fi Internet connection (please inform me in case Internet is not available)



**Note:** For the needs of Plasmata exhibition, a video version edit of the Live Coding Performative Lecture can be prepared in advance to screen it in loop as a 20 minutes 1-channel video (color, sound).



# Feminist Hardware

## Workshop

### *Description:*

The *Feminist Hardware Workshop* invites participants to rethink the concepts of technologies as productiveness tools with prescribed ways of how to use them. During the workshop we will build technological artifacts which serve for learning, play and fun.

Participants will engage with electronic components and learn to make a functional technological object from scratch.

By building their own hardware artifacts, workshop participants will be empowered with technological creativity, insight and a proactive attitude towards the hardware devices we interact with daily.

### *Duration:*

approx. 150 minutes

### *Materials needed:*

- soldering irons
- wires and DuPont cables
- 3D prints
- ESP32 microcontrollers
- led displays
- mini speakers
- amplifier modules
- if possible, participants should bring their own laptops



# Devising Time

## Workshop

### Description:

One second is defined as the time that elapses during 9,192,631,770 oscillations of the radiation produced by the transition between two levels of the cesium-133 atom.

This data probably seems very distant and abstract to us - regular humans consuming time representations in human readable formats. But the cesium-133 atom is far more present in our personal concepts of time mediated through an electronic device: this atom is used in most atomic clocks included in the GPS satellites, which not only indicate the (almost) exact location but also provide information about time.

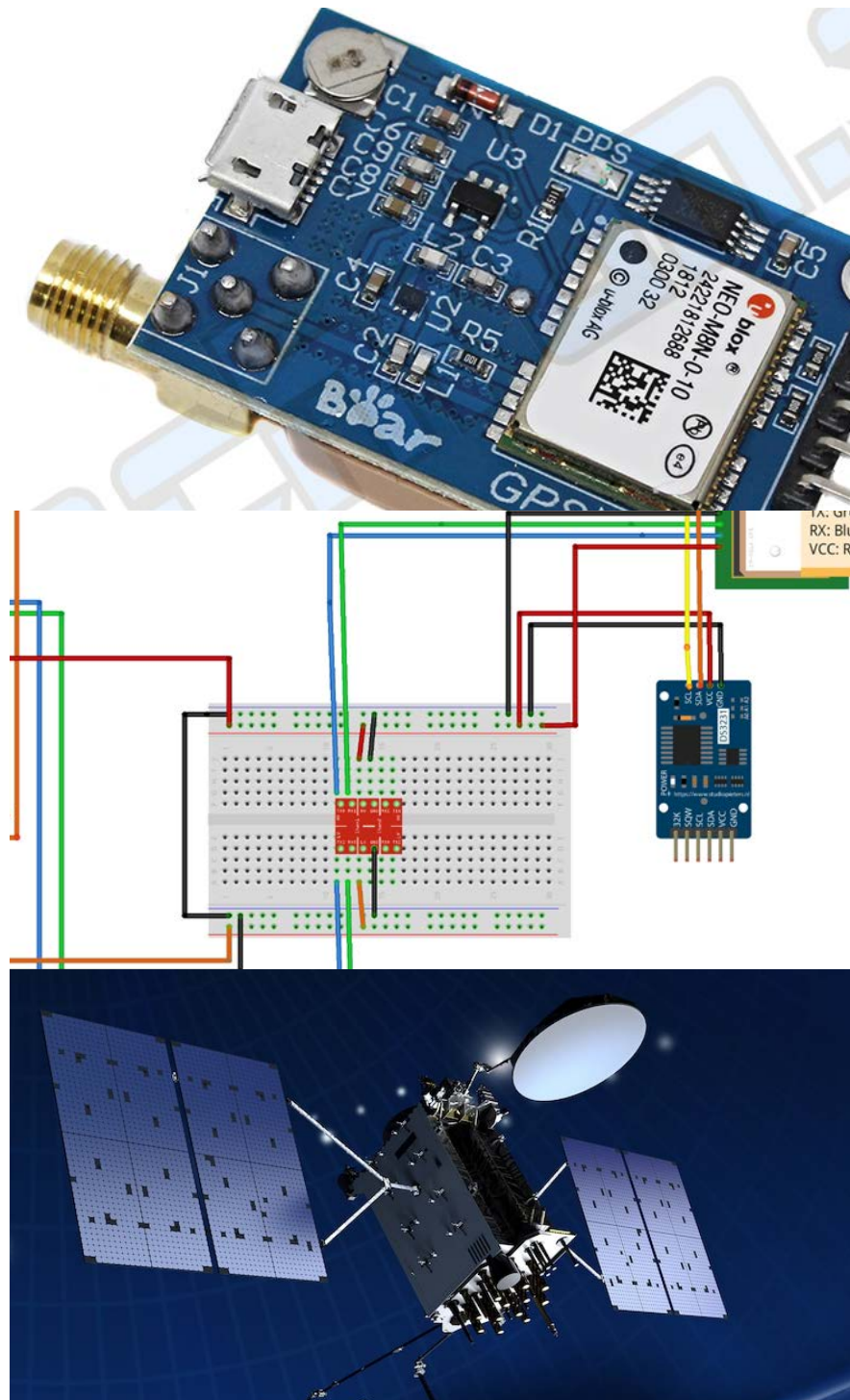
During the workshop, participants will build their own stratum-1 device for receiving information about time directly from the satellites. We will critically examine the materiality of technologies, such as GPS, NTP and time itself.

### Duration:

approx. 150 minutes

### Materials needed:

- Pi Zero W microcontrollers
- led displays
- GPS antennas
- soldering irons
- 3D prints
- wires
- if possible, participants should bring their own laptops





# Reclaiming Technology Sessions

## Community Building

### *Description:*

*Reclaiming Technology Sessions* is a decentralized series of public events curated by Silvia Binda Heiserova dedicated to selected topics on the intersection of feminism, art and technology. Together with invited guest artists, professionals and a broad public, we discuss what a feminist approach to technology could be, prioritizing inclusivity, equity and collaborative practices. This involves reinterpreting tools and systems to serve diverse functionalities and communities. Parallely, we apply interdisciplinary approaches that merge arts, informatics, electronics, design, and social advocacy.

The first session took place in November 2024 in Budapest and was dedicated to a critical reflection of the space race, its technologies, ethics and the limits of speed.

For 2025, three more sessions are planned, the next taking place in February 2025 in Budapest and focusing on the intersection of Time, AI and Design.

### *Duration:*

approx. 4 hours (one afternoon)



## Contact details

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