

Technology of Magic

Course: GOVT2 Interactive Media Design 2018
Assignment 1: Technology of Magic

"Any sufficiently advanced technology is indistinguishable from magic."

Clarke's third law, Arthur C. Clarke

Part 1) Finding

Find a piece of technology resembling magic.

Magic implies not only lack of understanding of the underlying methods, but also a sense of wonder and fascination. Choose a man-made technology which you find interesting but you are technically unaware of. In other words, you must like it but not know how it works.

Your finding can be of any digital or analogue media. Your finding can be a certain algorithm, a research field or specific question in science, a type of machinery, equipment or a device, or technology influencing social behavior and reactions. These are rough examples of where you can look, but you are free to choose any category outside these, but you must be able to explain why your finding is indistinguishable from magic.

Expected outcome: research and ideas

Part 2) Demystification and Remystification.

Visualize the essence of magic from your finding. How can you explain the process behind it? Use what you have learned about your piece of magic as a tool. This does not have to be the literal use of the same technology, but can be a conceptual translation.

Visualisation in this context does not mean necessarily image based. Your work can be a tool, a website, a performance, a sculpture, an installation, etc. Think about how your choice of media influences and emphasizes your visualisation.

Expected outcome: visualisation, digital or analogue

Lessons:

06/09/18	Introduction
13/09/18	Present your finding (Part 1)
20/09/18	Individual Talk
27/09/18	Presentation (Part 2)