

Critical Computing, Sustainability, and Social Justice Overview

Abigail Ma and Di Hu



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Definitions



Critical Computing

What comes to mind when you hear the term “Critical Computing”?

Can anyone share an example of critically assessing the development or usage of technology?

Definitions



Sustainability

Sustainable HCI

What kind of research or study would fall into the intersection of HCI and sustainability?

What are the possible relations between technology and sustainability?

Definitions



Social Justice

HCI for Social Justice

What do you think social justice means in the context of HCI?

Why is it important to consider social justice in the design of technology?



Venues

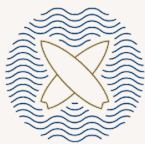
CHI

**Critical Computing,
Sustainability, and Social Justice
Subcommittee**

NordiCHI

Critiques submission category





CHI 2024

Surfing the World



How CHI defines the “Critical Computing, Sustainability, and Social Justice” subcommittee:

2011: Sustainability appeared as a featured community

2012 - 2020: Under specific application area: Sustainability, HCI4D, ICT4D, Creativity....

2021: Critical and Sustainable Computing

2022 - Present: Critical Computing, Sustainability, and Social Justice

This subcommittee welcomes HCI research connected to themes of social justice, global sustainability, critical-reflective research practice, artful and aesthetic experiences, and critical computing —all in pursuit of meaningful alternatives to the status quo.

We encourage papers that explore how computing and computing research contributes to fair and just relations between individuals, social groups, and whole societies, locally and globally—**all in the pursuit of fulfillment and flourishing.**

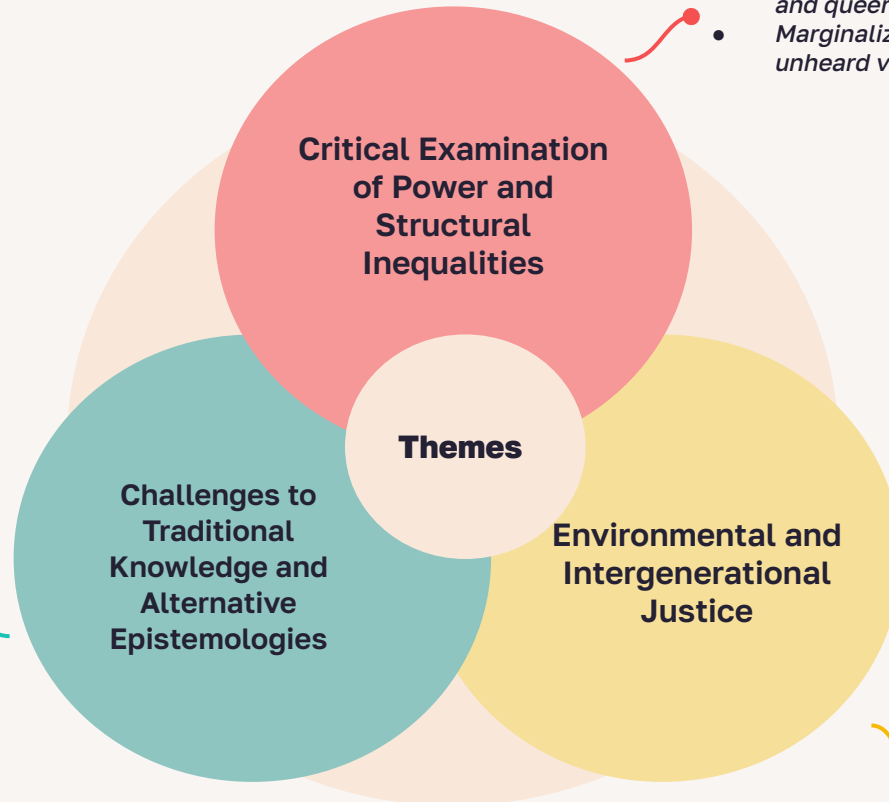


CHI 2024

Surfing the World



- *The pursuit of artful and aesthetic experiences*
- *A robust and open politics*
- *The prominent use of philosophy and other theory*



- *Anti-racist, decolonial, feminist, and queer approaches*
- *Marginalized perspectives and unheard voices*

- *Technology and its implications in the climate crisis*
- *Low-energy or zero carbon technologies and ways of life*



Critiques submission category

2022 - Present

What is NordiCHI?

NordiCHI is an international human-computer interaction conference, taking place biannually in the Nordic countries.

“We want to maintain a forum for critical and insightful perspectives that challenge the status quo of computing. We also want to challenge traditional academic formats, both in terms of publication format as well as presentation format. We encourage you to try other formats! Submissions will be assessed based on their ability to critically dissect, provoke, or inspire. It can be inspired by this year’s theme “Live”, which intends to blur the lines between digitally mediated experiences and live events, between work and play, and between culture and nature. We are interested in any aspect that can help us understand and problematize everyday, transgressive as well as radical/controversial experiences.”

Encouraging diverse forms

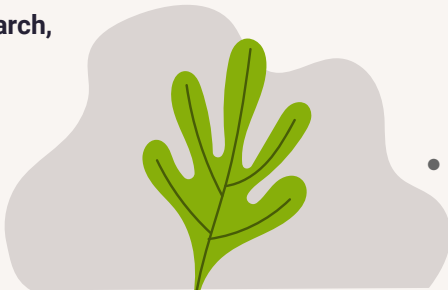


The subcommittee is epistemologically pluralistic, welcoming of a range of perspectives, approaches, and contributions that might take interpretivist, empirical, activist, political, ethical, critical, and/or pragmatic approaches to both societal challenges and how HCI research frames itself in relation to them. As a part of that commitment, we also champion diverse forms of scholarly expression in the CHI community, such as **critical essays, research through design, practice-based research, design fictions, and commentaries.**

NORDICHI


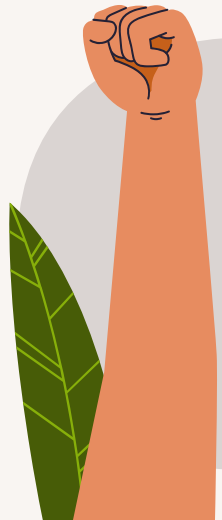
The Critiques track will continue to spark thought-provoking discussions across subject areas, research traditions, and generations. Potential submission formats combine traditional approaches with experimental ways of sharing:

- Papers, workshops, demonstrations, case studies... (submitted in their respective categories)
- **Critical writings** outside the scope of regular papers
- **Critical visualizations and manifestations** outside the scope of regular presentation formats
 - Artwork e.g., software, video games, audio-visual art
 - Dialogues and round-table discussion formats
 - Live performances
- Etc...





Example papers

- 
- 
- Shaowen Bardzell. **Feminist HCI: Taking Stock and Outlining an Agenda for Design**. CHI (2010).
 - Christina Harrington, Sheena Erete, and Anne Marie Piper. **Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements**. PACM HCI: CSCW (2019).
 - Joyojeet Pal. **CHI4Good or Good4CHI**. alt.CHI (2017).

Feminist HCI: Taking Stock and Outlining an Agenda for Design

Shaowen Bardzell

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ABSTRACT

Feminism is a natural ally to interaction design, due to its central commitments to issues such as agency, fulfillment, identity, equity, empowerment, and social justice. In this paper, I summarize the state of the art of feminism in HCI and propose ways to build on existing successes to more robustly integrate feminism into interaction design research and practice. I explore the productive role of feminism in analogous fields, such as industrial design, architecture, and game design. I introduce examples of feminist interaction design already in the field. Finally, I propose a set of feminist interaction design qualities intended to support design and evaluation processes directly as they unfold.

Author Keywords

HCI, Feminist HCI, feminism, design, feminist standpoint theory, gender, interaction design, feminist design qualities

ACM Classification Keywords

H5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

General Terms

Theory

ing moral and intellectual complexity of our professional activities.

This topic is hardly new to computing: science and technology studies (STS) and social informatics have long emphasized these sorts of issues. Yet when it comes to interaction design—HCI proper—these concerns come up in a much more piecemeal and ad hoc way. For the purpose of this paper, I therefore confine my focus to the relationships between feminism and interaction design (as opposed to “computing” or “technology” more generally).

Specifically, I am concerned with the design and evaluation of interactive systems that are imbued with sensitivity to the central commitments of feminism—agency, fulfillment, identity and the self, equity, empowerment, diversity, and social justice. I also seek to improve understanding of how gender identities and relations shape both the use of interactive technologies and their design. Additionally, feminist HCI entails critical perspectives that could help reveal unspoken values within HCI’s dominant research and design paradigms and underpin the development of new approaches, methods and design variations.

Who wrote this paper? When was this paper published? Why Dr. Bardzell and why 2010?

Why and how to integrate feminism into HCI design and research?



Feminist HCI: taking stock and outlining an agenda for design

Shaowen Bardzell, CHI 2010

Outlined the **Contribution Types** of feminist theories and methods to HCI

Theory:

Feminism can critique core operational concepts, assumptions, and epistemologies of HCI, and open up future opportunities

Methodology:

Feminism enriches user research, design, and evaluation methodologies, diversifying approaches for different contexts and situations.

User Research:

Feminism can re-conceptualize “the user” to reflect gender in a way that noticeably and directly affects design

Evaluation:

Feminism can reveal how designs configure users as gendered and social subjects and implications behind these configurations for future design



Proposed the **Qualities** of feminist interaction

Pluralism:

designs artifacts that resist any single, totalizing, or universal point of view

Participation:

values participatory processes that lead to the creation and evaluation of design prototypes

Advocacy:

Seeks political emancipation and critically assesses designers' notions of an “improved society”

Ecology:

Considers the broad impact of design artifacts and includes a wide range of stakeholders in the design process

Self-disclosure:

Highlights the visibility of technologies impact on users and enables users to define themselves when interact with technologies.

Feminist HCI: taking stock and outlining an agenda for design



Shaowen Bardzell, CHI 2010

What type of research contributions this paper made?

Now, a decade after the publication of this paper, how has Bardzell's Feminist HCI agenda been utilized? Have you seen any example?



Feminist HCI: taking stock and outlining an agenda for design



Shaowen Bardzell, CHI 2010

What type of research contributions this paper made?

Theoretical

Now, a decade after the publication of this paper, how has Bardzell's Feminist HCI agenda been utilized? Have you seen any research applying this framework?



“although...widely cited, as of 2020 Bardzell's proposed frameworks have been rarely used since.” (Chivukula and Gray, 2020)



Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements

CHRISTINA N. HARRINGTON, Northwestern University, USA

SHEENA ERETE, DePaul University, USA

ANNE MARIE PIPER, Northwestern University, USA

Participatory Design (PD) is envisioned as an approach to democratizing innovation in the design process by shifting the power dynamics between researcher and participant. Recent scholarship in HCI and design has analyzed the ways collaborative design engagements, such as PD situated in the design workshop can amplify voices and empower underserved populations. Yet, we argue that PD as instantiated in the design workshop is very much an affluent and privileged activity that often neglects the challenges associated with envisioning equitable design solutions among underserved populations. Based on two series of community-based PD workshops with underserved populations in the U.S., we highlight key areas of tension and considerations for a more equitable PD approach: historical context of the research environment, community access, perceptions of materials and activities, and unintentional harm in collecting full accounts of personal narratives. By reflecting on these tensions as a call-to-action, we hope to deconstruct the privilege of the PD workshop within HCI and re-center the focus of design on individuals who are historically underserved.

CCS Concepts: • **Human-centered computing** → **Participatory design**; • **Social and professional topics** → Race and ethnicity; Cultural characteristics

KEYWORDS

Design workshops; community-based participatory design; social action research; design equity

Why did the authors mention their socioeconomic and ethnic background in this research?

What are the concerns that motivate the researchers to conduct this study?



Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements

Christina Harrington, Sheena Erete, and Anne Marie Piper, PACM HCI:CSCW 2019

Historical Injustice

“You know I’m old enough to remember when Northwestern would use us for studies but we couldn’t get medical help...”

Gaining Access

Academic researchers may not understand everyday challenges associated with living in their neighborhood due to education and class.

Misalignment

“The crayons, markers and stuff... it’s like an elementary school activity...It might make sense to you but it don’t make sense to us”

Barriers

The responses shared were limited in depth and detail of personal narratives. Difficult to get full narratives.





Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements

Christina Harrington, Sheena Erete, and Anne Marie Piper, PACM HCI:CSCW 2019

What are the possible ways to have more equitable participatory design?





Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements

Christina Harrington, Sheena Erete, and Anne Marie Piper, PACM HCI:CSCW 2019






Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements

Christina Harrington, Sheena Erete, and Anne Marie Piper, PACM HCI:CSCW 2019

Contributions to CSCW:

- Insight into the impacts of historical injustices on collaborative design research engagements
- Pushes forward a postcolonial analysis of design
- Practical recommendations for developing research agendas and collaborative design engagements with community members

What type of research contributions this paper made?



Empirical
Methodological?
Opinion?

CHI4Good or Good4CHI

Joyojeet Pal

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Abstract

This paper is a commentary on the place of social good within the context of human-computer interaction, specifically the CHI community. I propose three ways of looking at recent CHI research in this space — application research, crossover work, and community-centric research, and suggest that the structural constraints of the CHI conference impact these differently. Tracing the history of social-good-related research at CHI, I contextualize this to the construction of the designer and the technology industry as driven by a social mission. In conclusion, I propose that

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CHI'17 Extended Abstracts, May 06 - 11, 2017, Denver, CO, USA
Copyright is held by the owner/author(s). Publication rights licensed to ACM.
ACM 978-1-4503-4656-6/17/05...\$15.00
DOI: <http://dx.doi.org/10.1145/3027063.3052766>

Good4CHI is a better characterization of the direction of value than conference themes such as CHI4Good.

Author Keywords

Global Development, ICT4D, HCI4D

ACM Classification Keywords

H.5.m. Information interfaces and presentation

Introduction

Many HCI faculty members can expect this year to interact with at least one group of students interested in designing something that will change the world, or some subset of it, for a CHI student design competition. The 2017 call, "Leveling the Playing Field," refers to the choice of target audience for a design artifact:

After a design target has been identified, creating an intervention of some sort presents further challenges, often with atypical forms of interaction, in unfamiliar circumstances. The possibilities here are myriad ... and part of the contest will be choosing wisely ... but the aged, the economically disadvantaged, those with a physical or cognitive anomaly, or those who are marginalized in some other way seem like good places to begin your explorations. That said, it's not necessarily about finding an exotic demographic — members of your

Prior to reading this article, how did you understand CHI4Good?

What type of research contributions this paper made?

It's a commentary! So...?

CHI4Good or Good4CHI

Joyojeet Pal, Extended Abstract, CHI 2017



Figure 2: Indigenous Bolivians use the internet to research sustainable farming practices

Credit: IICD via Wikimedia Commons

What messages does this picture try to convey? What issue does this image reveal about early HCI4D work?



CHI4Good or Good4CHI

Joyojeet Pal, Extended Abstract, CHI 2017

What critique is made in this paper?

Through the critique, what call the author is making here?





CHI4Good or Good4CHI

Joyojeet Pal, Extended Abstract, CHI 2017

“Social good is serious business, and working toward social good cannot be a by-product of a technological intervention, nor can it be a means for us to pat ourselves on the back for another day of a job well done.”





Reflection

Do you find the values emphasized in this subcommittee being articulated in the works in other subcommittees?

**How do papers in this subcommittee differ from the papers from other subcommittees we have discussed so far?
(in terms of contribution, objective, structure, etc.)**





Thank you!

Critical Computing, Sustainability, and Social Justice Discussion

Abigail Ma and Di Hu



Resisting the Medicalisation of Menopause: Reclaiming the Body through Design

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ABSTRACT

The menopause transition involves bodily-rooted, socially-shaped changes, often in a context of medicalisation that marginalises people based on their age and gender. With the goal of addressing this social justice matter with a participatory design approach, we started to cultivate partnerships with people going through menopause. This paper reports on interviews with 12 women and a design workshop with three. Our data analysis highlights their experiences from a holistic perspective that reclaims the primacy of the body and acknowledges the entanglement of the physical and the psychosocial. Participants' design concepts show how design can come close the body to make space for menopause experiences, recognising and transforming them. We discuss how HCI can actively engage with the body to promote appreciation for it during menopause, and call for design that accompanies people in resisting the medicalisation of menopause as an enactment of social justice in everyday life.

CCS CONCEPTS

• **Human-centered computing** → *Human computer interaction (HCI); Interaction design; Participatory design.*

KEYWORDS

menopause, women's health, feminist research, soma design

ACM Reference Format:

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam. 2021. Resisting the Medicalisation of Menopause: Reclaiming the Body through Design. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8–13, 2021, Yokohama, Japan. ACM, New York, NY, USA, 16 pages. <https://doi.org/10.1145/3411764.3445153>

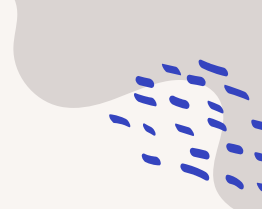
[12, 65]. Medicalising a phenomenon means defining it as a problem, and more specifically, as a medical problem [24]. The Western biomedical discourse characterises menopause as a hormone deficiency, a condition that requires management, where management equates pharmacological treatment. This framing has placed the responsibility to stay healthy on the individual, while still under the control of medicine. The medicalisation of menopause (and tying it to gender) reduces the experience to a list of 'symptoms' without taking their context into account, pathologising women's health, reproductive life and ageing processes, and constructing women as an *Other* with respect to a male norm, marginalising them [81] and more broadly, anyone who is not a cisgender man. Moreover, adhering to a medicalised view of menopause was found to negatively affect people's attitudes and lived experiences ([35] provides an overview), while resisting such view was associated to more positive outcomes [37, 78].

Although half of the world's population has gone or will go through menopause (including trans women who stop their intake of oestrogen at midlife), this topic has remained unexplored in HCI for many years. Recently, Bardzell et al. [9], Homewood [46], and Tutia et al. [97] critiqued existing and potential technologies for menopause, showing that a solutionist approach is particularly dangerous as it risks essentialising the experience and furthering marginalisation.

Given the intersecting gender- and age-based marginalisation that people going through menopause still experience, we recognise it as a social justice matter, in line with Lazar et al. [61]. As feminist design researchers, we intend to foster societal change through design. In this paper, we start with the premise that designing for menopause should engage with the body and promote acceptance and appreciation for it; and that design should accom-

“Medicalization refers to the process in which conditions and behaviors are labeled and treated as medical issues.”

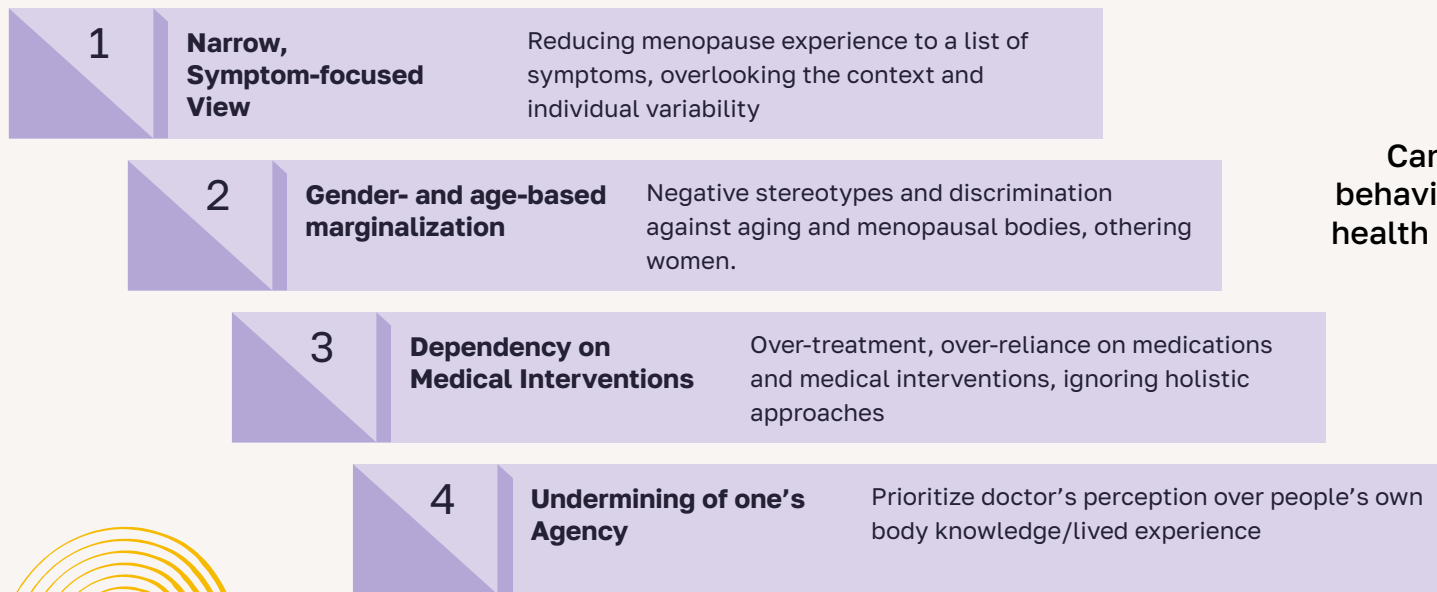
What are the problems caused by medicalization of menopause?



Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

Treating menopause as a medical disorder rather than a natural life transition...



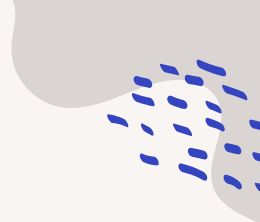
Can you think of other behaviors, life transitions, or health variants that were/are medicalized?

Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

Why is menopause a social justice matter?

How can HCI help address menopause as a social justice matter?



Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

*“Given the **intersecting gender- and age-based marginalisation** that people going through menopause still experience, we recognise it as a social justice matter”*

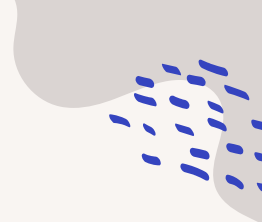
HCI can further address menopause as a social justice matter by:

- **Supporting resistance of a medicalised view**
 - Shift towards to technology that accompanies people in resisting such medicalisation without burdening the individual
- **Being close to the ever-changing body**
 - Shift towards technology that actually engages with the body and its short- and long-term processes, beyond menopause
- **Including a plurality of bodies and experiences**
 - Forms partnership and creates safe spaces for diverse individuals

Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

What Feminist HCI qualities are emphasized in this paper? How are they represented in the study?



Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

What Feminist HCI qualities are emphasized in this paper? How are they represented in the study?

Pluralism:

Resisting an universal point of view for menopause experience

Participation:

Adopt a participatory soma design approach to involve people with experiences of menopause as active actors in the design process.

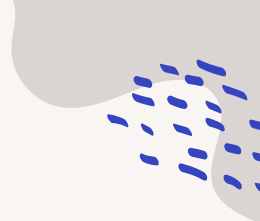
Advocacy:

Criticize technologies taking a solutionist approach
Aims to foster social change through design

Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

How would you rewrite the title to submit this paper to the “Design” subcommittee?



Resisting the Medicalisation of Menopause: Reclaiming the Body through Design 🏆

Marianela Ciolfi Felice, Marie Louise Juul Søndergaard, and Madeline Balaam, CHI 2021

How would you reframe the title to submit this paper to the Design subcommittee?

“Designing Technologies with Menopausal Bodies”

Proceedings > CHI '21 > Designing Menstrual Technologies with Adolescents

RESEARCH-ARTICLE



Designing Menstrual Technologies with Adolescents

Authors: Marie Louise Juul Søndergaard, Marianela Ciolfi Felice, Madeline Balaam [Authors Info & Claims](#)

CHI '21: Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems • May 2021 • Article No.: 260 •

Pages 1–14 • <https://doi.org/10.1145/3411764.3445471>

Redlining Maps and Terrains of Sustainability:

Interdisciplinary Mapping of Racialized Redlining to Present-Day Sustainability Agendas in HCI

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Shellye Suttles

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Environmental Affairs

Shaowen Bardzell

Pennsylvania State University,
College of Information Sciences and
Technology

ABSTRACT

We ask how historic redlining, a US government run, racially discriminatory practice of assessing and mapping property values for federally subsidized home loan eligibility in the 1930s, is tied to current issues of sustainability. We frame redlining as a historic data practice, tied to ongoing exposure to environmental harms and difficulty building generational wealth in African American communities in Indianapolis. To address this, we made maps to ground interdisciplinary discourse between the authors: two who research sustainable human computer interaction (SHCI) and one who researches sustainable food systems, including issues of food security. Our maps, which combine historical redlining maps and contemporary sustainability issues facing Indianapolis, helped us explore the ongoing impacts of redlining across our disciplines. We develop the term 'sustainability' for HCI across racial, socioeconomic, and environmental tensions and reflect on how SHCI's emerging posthuman emphasis on human/non-human relations are associated with human/human challenges like redlining.

CCS CONCEPTS

• Human Centered Computing; • HCI; • Design;

KEYWORDS

Sustainable HCI, Redlining, Sustainability, Ecological Posthumanism, Socioeconomic Sustainability

discussions about hidden cultural biases like caste [69], set forward manifestos for anti-racist HCI [1], trauma-informed computing [16], and asked new questions about how best to address climate change and sustainability [35, 41] in HCI. Emerging agendas are tied to a cultural sea change, amplified in part from a heightened sensitivity to the injustices which intersected and played out in plain view during COVID: the intersections of race, class, and exposure to risk, the world-wide broadcast and reaction to racialized police brutality, and the various international and national political divisions COVID highlighted. There is also an awareness that while these issues were so traumatically and clearly exposed, the groundwork for them was already laid, and it simply took the pressure of a pandemic to expose these inequalities in an eruptive, and overwhelming way. In this paper, we examine some of the groundwork of inequity, through the lens of historic redlining and its intersections with sustainability. We see the intersection of sustainability and discriminatory historic data practices like redlining as laying the groundwork for multifaceted challenges of sustainability. We discuss these challenges and interdisciplinary definitions through conversations grounded in map making, to externalize the data, spatial relations, and geographies of historic redlining and contemporary socioeconomic and environmental issues in Indianapolis, Indiana and ask how we should think of sustainability and its intersections with data practices moving forward.

While many scholars argue that artificial intelligence and machine learning are 'world building' [17, 56] as well as defining the

The central research question:

How are present-day sustainability issues related to historical redlining?

Unpack the “big concepts”

See human as entangled
in complex systems of
becoming

Posthumanism

Flattening out the
racial and colonial
histories

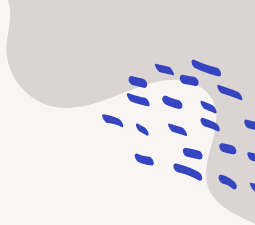
Critiques to
posthumanism

Ecological
posthumanism

Decenter the human
in ecological systems

Social Justice,
Sustainability and
HCI

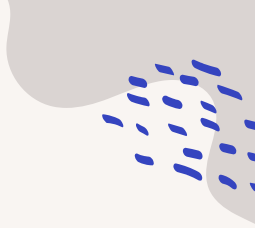
Finding intersections
of social justice,
sustainability and HCI



Redlining Maps and Terrains of Sustainability

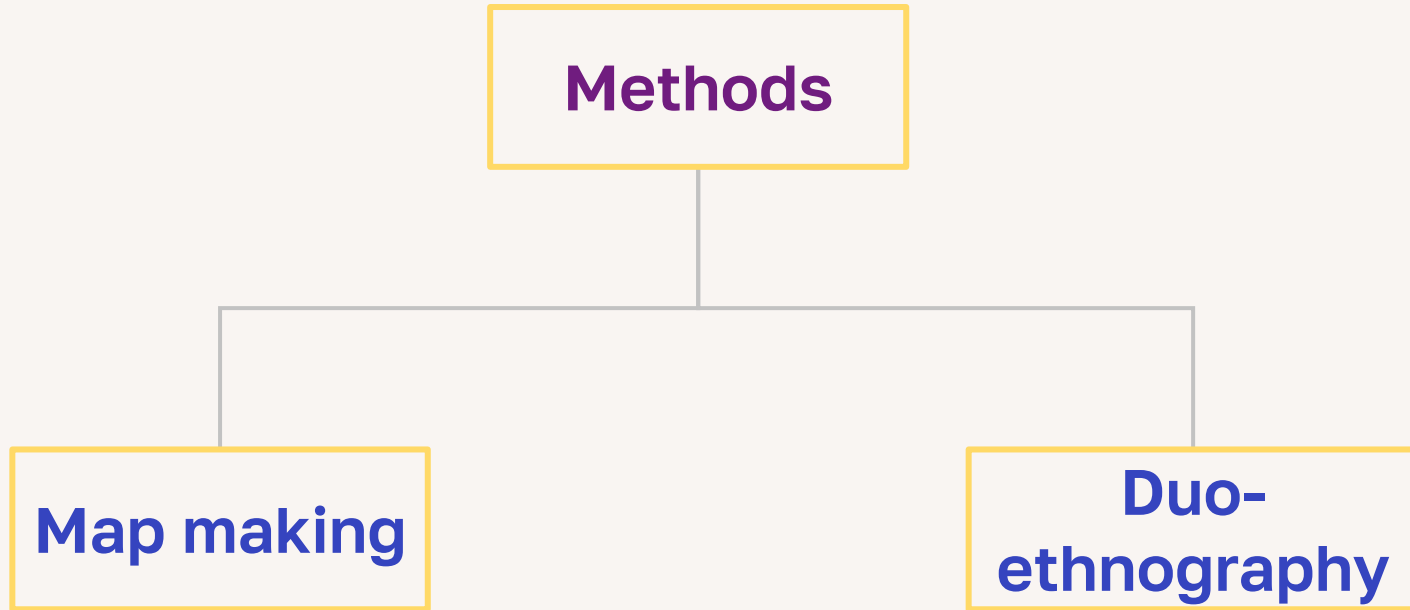
Heidi Biggs, Shellye Suttles, and Shaowen Bardzell, CHI 2023.

What are the methods used in this research?

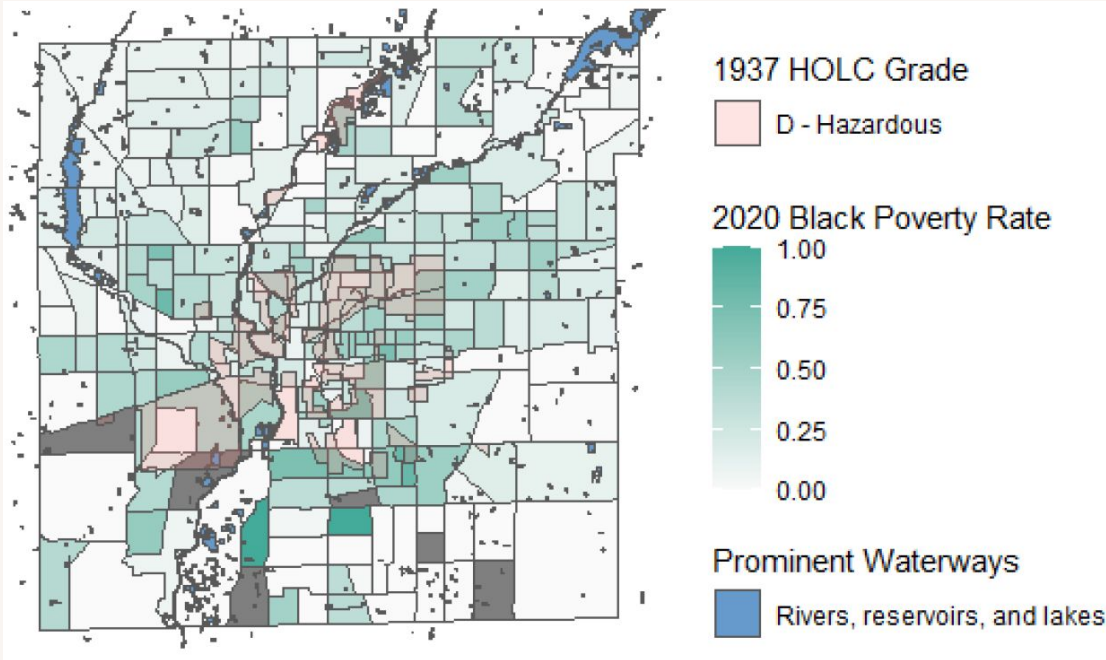


Redlining Maps and Terrains of Sustainability

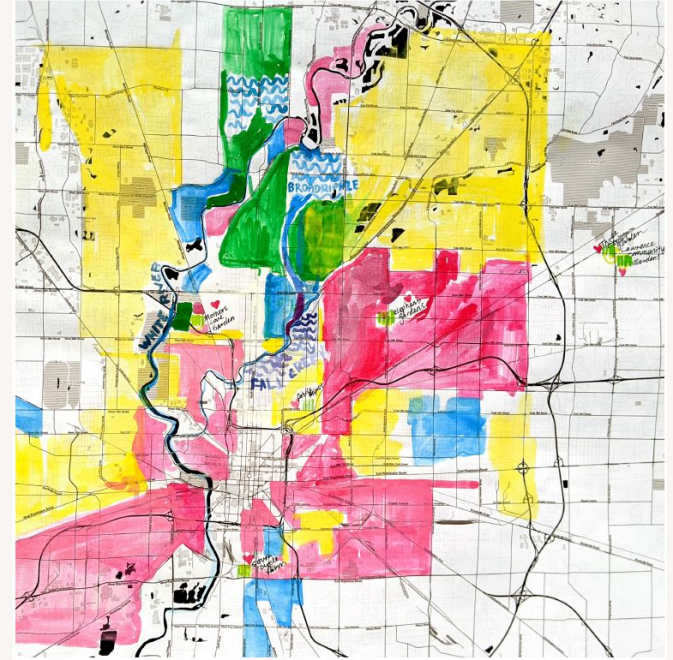
Heidi Biggs, Shellye Suttles, and Shaowen Bardzell, CHI 2023.



Map as a thinking tool & a post-human expression



Map made by A2 (agricultural economist) in looking for connections between the economic value of living near water.



Map made by A1 (Sustainable HCI researcher) as initial painting of case studies and reference

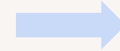
Rethink through Dialogue: What is sustainability?

Socioeconomic Definition of Sustainability

For A2 (agricultural economist): “I was thinking from a sustainability perspective in terms of, can this household feed itself, given its socioeconomic situation?”

Posthumanist Definition of Sustainability

For A1 (SHCI researcher): “well, my research started with climate change . . . so [my definition] has been like colored by that genre of thinking . . .”



“We develop the term ‘sustainability’ for HCI across **racial, socioeconomic, and environmental tensions** and reflect on how SHCI's emerging **posthuman emphasis** on human/non-human relations are associated with human/human challenges like redlining.”

Takeaways

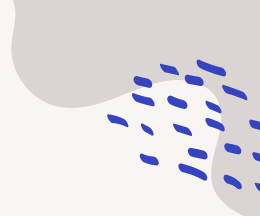
Heidi Biggs, Shellye Suttles, and Shaowen Bardzell, CHI 2023.

How applicable are these takeaways for other HCI research?

1) a call to explore potential ways that **posthuman approaches** in SHCI could tackle socioeconomic oppression and human/human problems;

2) a case to leverage the **combination of duoethnography and disciplinary map-making** as an exemplar of a method which can reorient researchers to their disciplinary and ideological assumptions toward more nuanced framings of sustainability for HCI;

3) an occasion to think of “data work” as part of sustainability work. Data work is the unglamorous work of **building datasets that are inclusive, just, and fair.**

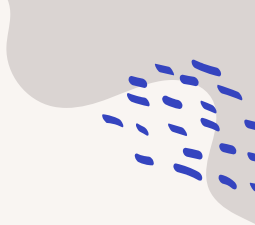


Redlining Maps and Terrains of Sustainability

Heidi Biggs, Shellye Suttles, and Shaowen Bardzell, CHI 2023.

What do you like about this article?

Do you have any critique for this article?



Optional resources

- ❑ Sarah Homewood. **Self-Tracking to Do Less: An Autoethnography of Long COVID That Informs the Design of Pacing Technologies.** CHI (2023).
- ❑ Yiqun Chen, Angela D.R. Smith, Katharina Reinecke, and Alexandra To. **Why, when, and from whom: considerations for collecting and reporting race and ethnicity data in HCI.** CHI (2023).

Reflection on the subcommittee

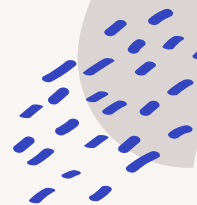
When the topic of a study sits at the intersection of two subcommittees, what makes them end up being in this subcommittee rather than the other?



Reflection on Positionality

Throughout these readings, how did the authors talk about their positionality?

Why does this matter for their research?



Overall Reflection

After this week's discussion, how would you integrate social, critical, sustainable perspectives to your own research?



A decorative illustration featuring four hands of different skin tones (light brown, dark brown, light pink, and light skin) raised in a gesture of gratitude or celebration. The hands are wearing colorful sleeves: teal with white heart patterns, red with white stripes, blue with yellow stripes, and a plain light skin sleeve. Green leaves and branches are scattered around the hands. In the top right corner, there are concentric teal arcs. In the bottom left, there is a yellow circle with green dashed lines above it. The background is a light gray with white organic shapes.

Thank you!