User Interaction: How does human-object interaction change with technoculture

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Shaping Things

- Ch 1: It Ought to Concern
 - audience, purpose
- Ch 2: Tomorrow Composts Today
 - epochs, boundary lines, spikes
- Ch 3: Old wine in New Bottles
 - wine as an example of technosocial transformation
 - designers and designing

"The quest for a sustainable world may succeed, or it may fail.

If it fails, the world will become unthinkable. If it works, the

worlds will become unimaginable"

TECHNOSOCIAL EPOCHS PEONS OBJECT LINE OF NO-REDOR MACHINE HUNTERS AND FARMERS CUSTOMERS PRODUCT CONSUMERS BOX OF 6MO COREM 617MOS MONSAUTO WHOAT DND-05ER CHARDAGE SPIME WINES
MADICAL MOSIC

PROJECT MISSARY

2101 WRANGERS DAN-90RICT-Rismans 13101

"Effective intervention takes place not in the human, not in the object but in the realm of the techno-social"

Humans are limited in their capacity to process information. This has important implications for design.

"It is important to explicitly acknowledge the downsides of any technological transformation"

"Metrics make things visible"

"Spimes begin and end as data"

"When the entire industrial process is made explicit, when the metrics count for more than the object they measure, the gizmos become spimes."

	pure	applied	_
creative	ART	DESIGN	
empirical	SCIENCE	ENGINEERING	

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History vs. Meta-History

"metahistory is the ultimate determinant of the shape of things"

It is making a story out of history

As a culture we don't just record history, we make it by

- arranging events in a certain order
- answering questions: what happened? when? how? why?
- deciding which events in the chronicle to include and exclude
- stressing some events and subordinating others

http://www.lehigh.edu/~ineng/syll/syll-metahistory.html

"The premier argument for metahistorical intervention is that the status quo will kill us"

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"The values of a synchronic society are temporalistic:

Do we gain more time by doing this or less time?"

"Temporalistic thinking is a moral worldview"

"Consuming irreplaceable resources no matter how sophisticated the method cannot mean 'progress' judged by a SYNCHRONIC perspective. Because to do so is erasing many future possibilities: it is restricting the range of future experiences"

"We are in trouble as a culture, because we lack firm ideas of where we are in time and what we might do to ensure ourselves a future. We're also in trouble for technical and practical reasons: because we design, build and use dysfunctional hardware"

"We are not nouns, but verbs"





