

Radical Technologies The Design Of Everyday Life

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Technosystem Andrew Feenberg 2017-10-02 We live in a world of technical systems designed in accordance with technical disciplines and operated by technically trained personnel—a unique social organization that largely determines our way of life. Andrew Feenberg's theory of social rationality represents both the threats of technocratic modernity and the potential for democratic change.

Data Action Sarah Williams 2020-12-08 How to use data as a tool for empowerment rather than oppression. Big data can be used for good, from tracking disease to exposing human rights violations, and for bad, implementing surveillance and control. Data inevitably represents the ideologies of those who control its use; data analytics and algorithms too often exclude women, the poor, and ethnic groups. In Data Action, Sarah Williams provides a guide for working with data in more ethical and responsible ways. Too often data has been used—and manipulated—to make policy decisions without much stakeholder input. Williams outlines a method that emphasizes collaboration among data scientists, policy experts, data designers, and the public. This approach creates trust and co-ownership in the data by opening the process to those who know the issues best.

Digital Sociology Deborah Lupton 2014-11-05 We now live in a digital society. New digital technologies have had a profound influence on everyday life, social relations, government, commerce, the economy and the production and dissemination of knowledge. People's movements in space, their purchasing habits and their online communication with others are now monitored in detail by digital technologies. We are increasingly becoming digital data subjects, whether we like it or not, and whether we choose this or not. The sub-discipline of digital sociology provides a means by which the impact, development and use of these technologies and their incorporation into social worlds, social institutions and concepts of selfhood and embodiment may be investigated, analysed and understood. This book introduces a range of interesting social, cultural and political dimensions of digital society and discusses some of the important debates occurring in research and scholarship on these aspects. It covers the new knowledge economy and big data, reconceptualising research in the digital era, the digitisation of higher education, the diversity of digital use, digital politics and citizen digital engagement, the politics of surveillance, privacy issues, the contribution of digital devices to embodiment and concepts of selfhood and many other topics. Digital Sociology is essential reading not only for students and academics in sociology, anthropology, media and communication, digital cultures, digital humanities, internet studies, science and technology studies, cultural geography and social computing, but for other readers interested in the social impact of digital technologies.

Data Power Jim E. Thatcher 2021-12-20 An introduction to learning how to protect ourselves and organise against Big Data

The Age of Surveillance Capitalism Shoshana Zuboff 2019-01-31 THE TOP 10 SUNDAY TIMES BESTSELLER Shortlisted for the FT Business Book of the Year Award 2019 'Easily the most important book to be published this century. I find it hard to take any young activist seriously who hasn't at least familiarised themselves with Zuboff's central ideas.' - Zadie Smith, The Guardian The challenges to humanity posed by the digital future, the first detailed examination of the unprecedented form of power called "surveillance capitalism," and the quest by powerful corporations to predict and control us. The heady optimism of the Internet's early days is gone. Technologies that were meant to liberate us have deepened inequality and stoked divisions. Tech companies gather our information online and sell it to the highest bidder, whether government or retailer. Profits now depend not only on predicting our behaviour but modifying it too. How will this fusion of capitalism and the digital shape our values and define our future? Shoshana Zuboff shows that we are at a crossroads. We still have the power to decide what kind of world we want to live in, and what we decide now will shape the rest of the century. Our choices: allow technology to enrich the few and impoverish the many, or harness it and distribute its benefits. The Age of Surveillance Capitalism is a deeply-reasoned examination of the threat of unprecedented power free from democratic oversight. As it explores this new capitalism's impact on society, politics, business, and technology, it exposes the struggles that will decide both the next chapter of capitalism and the meaning of information civilization. Most critically, it shows how we can protect ourselves and our communities and ensure we are the masters of the digital rather than its slaves.

In the Bubble John Thackara 2006-02-17 How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, In the Bubble: Designing for a Complex World. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if "tech" ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? In the Bubble is about a world based less on stuff and more on people. Thackara describes a transformation that is taking place now—not in a remote science fiction future; it's not about, as he puts it, "the schlock of the new" but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. In the Bubble describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of In the Bubble is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without

impeding social and technical innovation.

Against the Smart City Adam Greenfield 2013

Everyware Adam Greenfield 2010-03-10 Ubiquitous computing--almost imperceptible, but everywhere around us--is rapidly becoming a reality. How will it change us? how can we shape its emergence? Smart buildings, smart furniture, smart clothing... even smart bathtubs. networked street signs and self-describing soda cans. Gestural interfaces like those seen in *Minority Report*. The RFID tags now embedded in everything from credit cards to the family pet. All of these are facets of the ubiquitous computing author Adam Greenfield calls "everyware." In a series of brief, thoughtful meditations, *Greenfield* explains how everyware is already reshaping our lives, transforming our understanding of the cities we live in, the communities we belong to--and the way we see ourselves. What are people saying about the book? "Adam Greenfield is intense, engaged, intelligent and caring. I pay attention to him. I counsel you to do the same." --HOWARD RHEINGOLD, AUTHOR, *SMART MOBS: THE NEXT SOCIAL REVOLUTION* "A gracefully written, fascinating, and deeply wise book on one of the most powerful ideas of the digital age--and the obstacles we must overcome before we can make ubiquitous computing a reality."--STEVE SILBERMAN, EDITOR, *WIRED MAGAZINE* "Adam is a visionary. he has true compassion and respect for ordinary users like me who are struggling to use and understand the new technology being thrust on us at overwhelming speed."--REBECCA MACKINNON, BERKMAN CENTER FOR INTERNET AND SOCIETY, HARVARD UNIVERSITY *Everyware* is an AIGA Design Press book, published under Peachpit's *New Riders* imprint in partnership with AIGA.

Mobile Design and Development Brian Fling 2009-08-14 Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. *Mobile Design and Development* fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, *Mobile Design and Development* provides you with the knowledge you need to work with this rapidly developing technology. *Mobile Design and Development* will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

Moralizing Technology Peter-Paul Verbeek 2011-12-01 Technology permeates nearly every aspect of our daily lives. Cars enable us to travel long distances, mobile phones help us to communicate, and medical devices make it possible to detect and cure diseases. But these aids to existence are not simply neutral instruments: they give shape to what we do and how we experience the world. And because technology plays such an active role in shaping our daily actions and decisions, it is crucial, Peter-Paul Verbeek argues, that we consider the moral dimension of technology. *Moralizing Technology* offers exactly that: an in-depth study of the ethical dilemmas and moral issues surrounding the interaction of humans and technology. Drawing from Heidegger and Foucault, as well as from philosophers of technology such as Don Ihde and Bruno Latour, Peter-Paul Verbeek locates morality not just in the human users of technology but in the interaction between us and our machines. Verbeek cites concrete examples, including some from his own life, and compellingly argues for the morality of things. Rich and multifaceted, and sure to be controversial, *Moralizing Technology* will force us all to consider the virtue of new inventions and to rethink the rightness of the products we use every day.

Politics of the Everyday Ezio Manzini 2019-02-07 Each of us develops and enacts strategies for living our everyday lives. These may confirm the general tendency towards new forms of connected solitude, in which we work, travel and live alone, yet feel sociable mainly by means of technology. Alternatively, they may help to create flexible communities that are open and inclusive, and therefore resilient and socially sustainable. In *Politics of the Everyday*, Ezio Manzini discusses examples of social innovation that show how, even in these difficult times, a better kind of society is possible. By bringing autonomy and collaboration together, it is possible to develop new forms of design intelligence, for our own good, for the good of the communities we are part of, and for society as a whole.

The Second Media Age Mark Poster 2018-03-08 This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

Radical Technologies Adam Greenfield 2018-05-29 A "tremendously intelligent and stylish" guide to the new technologies that are transforming our everyday lives, in ways both good and bad (Guardian) Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations--from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars--will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the Blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront--and offers ways to reclaim our stake in the future.

Life Is a Game Edward Castronova 2020-09-17 What if life is a game? Are you winning? Have you even decided what 'winning' is? Game design could be defined in many ways, but here the term is used to denote the practice of creating choices. Designing a game, in this sense, involves crafting limits, rewards, incentives, and risks in such a way that the person who interacts with the game -- the player -- makes choices that have consequences. Edward Castronova urges readers to think about the fundamentals of the human condition and compare them to different games that we all know. In some ways, life is like an idle game: providing unchallenging distractions that fit easily into a person's daily routine. In other ways, life is like the game Minesweeper: You poke in different places to learn about what you don't know, taking care to avoid big explosions. Or, life is like a role-playing game: You adopt a persona and speak your part, always seeking adventure. Bringing together questions relating to diverse fields -- such as politics, economics, sociology and philosophy -- Castronova persuades readers to broaden the scope of game design to answer questions about life's everyday obstacles. The object of this book is to take seriously the idea that life is a game. The goal is not to make readers wealthier or healthier. Its goal is to go on a journey into the human condition, with game design as a guide.

Technology as Experience John McCarthy 2007-08-24 In *Technology as Experience*, John McCarthy and Peter Wright argue

that any account of what is often called the user experience must take into consideration the emotional, intellectual, and sensual aspects of our interactions with technology. We don't just use technology, they point out; we live with it. They offer a new approach to understanding human-computer interaction through examining the felt experience of technology. Drawing on the pragmatism of such philosophers as John Dewey and Mikhail Bakhtin, they provide a framework for a clearer analysis of technology as experience. Just as Dewey, in *Art as Experience*, argued that art is part of everyday lived experience and not isolated in a museum, McCarthy and Wright show how technology is deeply embedded in everyday life. The "zestful integration" or transcendent nature of the aesthetic experience, they say, is a model of what human experience with technology might become. McCarthy and Wright illustrate their theoretical framework with real-world examples that range from online shopping to ambulance dispatch. Their approach to understanding human computer interaction—seeing it as creative, open, and relational, part of felt experience—is a measure of the fullness of technology's potential to be more than merely functional.

Radical Technologies Adam Greenfield 2017-06-01 A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Think in Public Sharon Marcus 2019-06-25 Since 2012, Public Books has championed a new kind of community for intellectual engagement, discussion, and action. An online magazine that unites the best of the university with the openness of the internet, Public Books is where new ideas are debated, old facts revived, and dangerous illusions dismantled. Here, young scholars present fresh thinking to audiences outside the academy, accomplished authors weigh in on timely issues, and a wide range of readers encounter the most vital academic insights and explore what they mean for the world at large. *Think in Public: A Public Books Reader* presents a selection of inspiring essays that exemplify the magazine's distinctive approach to public scholarship. Gathered here are Public Books contributions from today's leading thinkers, including Jill Lepore, Imani Perry, Kim Phillips-Fein, Salamishah Tillet, Jeremy Adelman, N. D. B. Connolly, Namwali Serpell, and Ursula K. Le Guin. The result is a guide to the most exciting contemporary ideas about literature, politics, economics, history, race, capitalism, gender, technology, and climate change by writers and researchers pushing public debate about these topics in new directions. *Think in Public* is a lodestone for a rising generation of public scholars and a testament to the power of knowledge.

Knitting for Radical Self-Care Brandi Cheyenne Harper 2022-01-04 From knitting expert Brandi Harper, a must-have pattern book for modern knitters, with essays on self-care and sourcing creativity There is no such thing as being kind-of a knitter—the wobbly scarves and that oversized sweater you tried to shrink all count too. Each contribution that you make to the world through knitting is meaningful, but maybe you've slowed your commitment to this craft, or you can't seem to find the time to be creative. There's a lot to be distracted by, and the path forward isn't always clear. Brandi Harper aims to bring those challenges to the forefront and help you unearth the immense benefits that knitting has to offer. In her debut book, *Knitting for Radical Self-Care*, Harper offers tips and suggestions for carving out time for creativity, alongside beautiful patterns to try yourself. The book includes ten original patterns inspired by revolutionary women of color, and Harper will speak to these women and their immense impact on her life and our world. The patterns include detailed instructions, alongside her original prose, all designed to inspire.

Globalization of Technology Proceedings of the Sixth Convocation of The Council of Academies of Engineering and Technological Sciences 1988-02-01 The technological revolution has reached around the world, with important consequences for business, government, and the labor market. Computer-aided design, telecommunications, and other developments are allowing small players to compete with traditional giants in manufacturing and other fields. In this volume, 16 engineering and industrial experts representing eight countries discuss the growth of technological advances and their impact on specific industries and regions of the world. From various perspectives, these distinguished commentators describe the practical aspects of technology's reach into business and trade.

New Dark Age James Bridle 2018-07-17 "New Dark Age is among the most unsettling and illuminating books I've read about the Internet, which is to say that it is among the most unsettling and illuminating books I've read about contemporary life." - *New Yorker* As the world around us increases in technological complexity, our understanding of it diminishes. Underlying this trend is a single idea: the belief that our existence is understandable through computation, and more data is enough to help us build a better world. In reality, we are lost in a sea of information, increasingly divided by fundamentalism, simplistic narratives, conspiracy theories, and post-factual politics. Meanwhile, those in power use our lack of understanding to further their own interests. Despite the apparent accessibility of information, we're living in a new Dark Age. From rogue financial systems to shopping algorithms, from artificial intelligence to state secrecy, we no longer understand how our world is governed or presented to us. The media is filled with unverifiable speculation, much of it generated by anonymous software, while companies dominate their employees through surveillance and the threat of automation. In his brilliant new work, leading artist and writer James Bridle surveys the history of art, technology, and information systems, and reveals the dark clouds that gather over our dreams of the digital sublime.

The Psychology of Everyday Things Donald A. Norman 1990-05-01

Speculative Everything Anthony Dunne 2013-12-06 How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb

sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

Duty Free Art Hito Steyerl 2017-11-21 What is the function of art in the era of digital globalization? How can one think of art institutions in an age defined by planetary civil war, growing inequality, and proprietary digital technology? The boundaries of such institutions have grown fuzzy. They extend from a region where the audience is pumped for tweets to a future of “neurocurating,” in which paintings surveil their audience via facial recognition and eye tracking to assess their popularity and to scan for suspicious activity. In *Duty Free Art*, filmmaker and writer Hito Steyerl wonders how we can appreciate, or even make art, in the present age. What can we do when arms manufacturers sponsor museums, and some of the world’s most valuable artworks are used as currency in a global futures market detached from productive work? Can we distinguish between information, fake news, and the digital white noise that bombards our everyday lives? Exploring subjects as diverse as video games, WikiLeaks files, the proliferation of freeports, and political actions, she exposes the paradoxes within globalization, political economies, visual culture, and the status of art production.

Attention Equals Life Andrew Epstein 2016 "Attention Equals Life examines why a quest to pay attention to daily life has increasingly become a central feature of both contemporary American poetry and the wider culture of which it is a part" --

Storm in a Teacup Helen Czerski 2016-11-03 'A quite delightful book on the joys, and universality, of physics. Czerski's enthusiasm is infectious because she brings our humdrum everyday world to life, showing us that it is just as fascinating as anything that can be seen by the Hubble Telescope or created at the Large Hadron Collider.' - Jim Al-Khalili Our world is full of patterns. If you pour milk into your tea and give it a stir, you'll see a swirl, a spiral of two fluids, before the two liquids mix completely. The same pattern is found elsewhere too. Look down on the Earth from space, and you'll find similar swirls in the clouds, made where warm air and cold air waltz. In *Storm in a Teacup*, Helen Czerski links the little things we see every day with the big world we live in. Each chapter begins with something small - popcorn, coffee stains and refrigerator magnets - and uses it to explain some of the most important science and technology of our time. This is physics as the toolbox of science - a toolbox we need in order to make sense of what is around us and arrive at decisions about the future, from medical advances to solving our future energy needs. It is also physics as the toy box of science: physics as fun, as never before.

Sensemaking Christian Madsbjerg 2017-03-21 A Financial Times "Business Book of the Month" Based on his work at some of the world's largest companies, including Ford, Adidas, and Chanel, Christian Madsbjerg's *Sensemaking* is a provocative stand against the tyranny of big data and scientism, and an urgent, overdue defense of human intelligence. Humans have become subservient to algorithms. Every day brings a new Moneyball fix--a math whiz who will crack open an industry with clean fact-based analysis rather than human intuition and experience. As a result, we have stopped thinking. Machines do it for us. Christian Madsbjerg argues that our fixation with data often masks stunning deficiencies, and the risks for humankind are enormous. Blind devotion to number crunching imperils our businesses, our educations, our governments, and our life savings. Too many companies have lost touch with the humanity of their customers, while marginalizing workers with liberal arts-based skills. Contrary to popular thinking, Madsbjerg shows how many of today's biggest success stories stem not from "quant" thinking but from deep, nuanced engagement with culture, language, and history. He calls his method sensemaking. In this landmark book, Madsbjerg lays out five principles for how business leaders, entrepreneurs, and individuals can use it to solve their thorniest problems. He profiles companies using sensemaking to connect with new customers, and takes readers inside the work process of sensemaking "connoisseurs" like investor George Soros, architect Bjarke Ingels, and others. Both practical and philosophical, *Sensemaking* is a powerful rejoinder to corporate groupthink and an indispensable resource for leaders and innovators who want to stand out from the pack.

Future Ethics Cennydd Bowles 2018-09-25

Machine Landscapes 2019-02-11 The most significant architectural spaces in the world are now entirely empty of people. The data centres, telecommunications networks, distribution warehouses, unmanned ports and industrialised agriculture that define the very nature of who we are today are at the same time places we can never visit. Instead they are occupied by server stacks and hard drives, logistics bots and mobile shelving units, autonomous cranes and container ships, robot vacuum cleaners and internet-connected toasters, driverless tractors and taxis. This issue is an atlas of sites, architectures and infrastructures that are not built for us, but whose form, materiality and purpose is configured to anticipate the patterns of machine vision and habitation rather than our own. We are said to be living in a new geological epoch, the Anthropocene, in which humans are the dominant force shaping the planet. This collection of spaces, however, more accurately constitutes an era of the Post-Anthropocene, a period where it is technology and artificial intelligence that now computes, conditions and constructs our world. Marking the end of human-centred design, the issue turns its attention to the new typologies of the post-human, architecture without people and our endless expanse of Machine Landscapes. Contributors: Rem Koolhaas, Merve Bedir and Jason Hilgefort, Benjamin H Bratton, Ingrid Burrington, Ian Cheng, Cathryn Dwyre, Chris Perry, David Salomon and Kathy Velikov, John Gerrard, Alice Gorman, Adam Harvey, Jesse LeCavalier, Xingzhe Liu, Clare Lyster, Geoff Manaugh, Tim Maughan, Simone C Niquille, Jenny Odell, Trevor Paglen, Ben Roberts. Featured interviews: Deborah Harrison, designer of Microsoft's Cortana; and Paul Inglis, designer of the urban landscapes of Blade Runner 2049.

Shaping Things Bruce Sterling 2005 A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system.

Attack of the 50 Foot Blockchain David Gerard 2017-07-24 An experimental new Internet-based form of money is created that anyone can generate at home; people build frightening firetrap computers full of video cards, putting out so much heat that one operator is hospitalised with heatstroke and brain damage. A young physics student starts a revolutionary new marketplace immune to State coercion; he ends up ordering hits on people because they might threaten his great experiment, and is jailed for life without parole. Fully automated contractual systems are proposed to make business and the law work better; the contracts people actually write are unregulated penny stock offerings whose fine print literally states that you are buying nothing of any value. The biggest crowdfunding in history attracts \$150 million on the promise that it will embody “the steadfast iron will of unstoppable code”; upon release it is immediately hacked, and \$50 million is stolen. How did we get here? David Gerard covers the origins and history of Bitcoin to the present day, the other cryptocurrencies it spawned including Ethereum, the ICO craze and the 2017 crypto bubble, and the attempts to apply blockchains and smart contracts to business. Plus a case study on blockchains in the music industry. Bitcoin and blockchains are not a technology story, but a psychology story. Remember: if it sounds too good to be true, it almost certainly is. “A sober riposte to all the upbeat forecasts about cryptocurrency” – New York Review of Books “A very convincing takedown of the whole phenomenon” – BBC News

Xenofeminism Helen Hester 2018-05-21 In an era of accelerating technology and increasing complexity, how should we reimagine the emancipatory potential of feminism? How should gender politics be reconfigured in a world being transformed by automation, globalization and the digital revolution? These questions are addressed in this bold new book

by Helen Hester, a founding member of the 'Laboria Cuboniks' collective that developed the acclaimed manifesto 'Xenofeminism: A Politics for Alienation'. Hester develops a three-part definition of xenofeminism grounded in the ideas of technomaterialism, anti-naturalism, and gender abolitionism. She elaborates these ideas in relation to assistive reproductive technologies and interrogates the relationship between reproduction and futurity, while steering clear of a problematic anti-natalism. Finally, she examines what xenofeminist technologies might look like in practice, using the history of one specific device to argue for a future-oriented gender politics that can facilitate alternative models of reproduction. Challenging and iconoclastic, this visionary book is the essential guide to one of the most exciting intellectual trends in contemporary feminism.

How Artifacts Afford Jenny L. Davis 2020-08-11 A conceptual update of affordance theory that introduces the mechanisms and conditions framework, providing a vocabulary and critical perspective. Technological affordances mediate between the features of a technology and the outcomes of engagement with that technology. The concept of affordances, which migrated from psychology to design with Donald Norman's influential 1988 book, *The Design of Everyday Things*, offers a useful analytical tool in technology studies—but, Jenny Davis argues in *How Artifacts Afford*, it is in need of a conceptual update. Davis provides just such an update, introducing the mechanisms and conditions framework, which offers both a vocabulary and necessary critical perspective for affordance analyses. The mechanisms and conditions framework shifts the question from what objects afford to how objects afford, for whom, and under what circumstances. Davis shows that through this framework, analyses can account for the power and politics of technological artifacts. She situates the framework within a critical approach that views technology as materialized action. She explains how request, demand, encourage, discourage, refuse, and allow are mechanisms of affordance, and shows how these mechanisms take shape through variable conditions—perception, dexterity, and cultural and institutional legitimacy. Putting the framework into action, Davis identifies existing methodological approaches that complement it, including critical technocultural discourse analysis (CTDA), app feature analysis, and adversarial design. In today's rapidly changing sociotechnical landscape, the stakes of affordance analyses are high. Davis's mechanisms and conditions framework offers a timely theoretical reboot, providing tools for the crucial tasks of both analysis and design.

Design, Writing, Research Ellen Lupton 1996 This anthology turns a critical eye on advertising, newspapers, commercial photography.

The Mind-Technology Problem Robert W. Clowes 2021-09-28 This edited book deepens the engagement between 21st century philosophy of mind and the emerging technologies which are transforming our environment. Many new technologies appear to have important implications for the human mind, the nature of our cognition, our sense of identity and even perhaps what we think human beings are. They prompt questions such as: Would an uploaded mind be 'me'? Does our reliance on smart phones, or wearable gadgets enhance or diminish the human mind? and: How does our deep reliance upon ambient artificial intelligence change the shape of the human mind? Readers will discover the best philosophical analysis of what current and near future 21st century technology means for the metaphysics of mind. Important questions are addressed on matters relating to the extended mind and the distributed self. Expert authors explore the role that the ubiquitous smart phone might have in creating new forms of self-knowledge. They consider machine consciousness, brain enhancement and smart ambient technology, and what they can tell us about phenomenal consciousness. While ideas of artificial general intelligence, cognitive enhancements and the smart environment are widely commented on, serious analysis of their philosophical implications is only getting started. These contributions from top scholars are therefore very timely, and are of particular relevance to students and scholars of the philosophy of mind, philosophy of technology, computer science and psychology.

Design Meets Disability Graham Pullin 2011-09-30 How design for disabled people and mainstream design could inspire, provoke, and radically change each other. Eyeglasses have been transformed from medical necessity to fashion accessory. This revolution has come about through embracing the design culture of the fashion industry. Why shouldn't design sensibilities also be applied to hearing aids, prosthetic limbs, and communication aids? In return, disability can provoke radical new directions in mainstream design. Charles and Ray Eames's iconic furniture was inspired by a molded plywood leg splint that they designed for injured and disabled servicemen. Designers today could be similarly inspired by disability. In *Design Meets Disability*, Graham Pullin shows us how design and disability can inspire each other. In the Eameses' work there was a healthy tension between cut-to-the-chase problem solving and more playful explorations. Pullin offers examples of how design can meet disability today. Why, he asks, shouldn't hearing aids be as fashionable as eyewear? What new forms of braille signage might proliferate if designers kept both sighted and visually impaired people in mind? Can simple designs avoid the need for complicated accessibility features? Can such emerging design methods as "experience prototyping" and "critical design" complement clinical trials? Pullin also presents a series of interviews with leading designers about specific disability design projects, including stepstools for people with restricted growth, prosthetic legs (and whether they can be both honest and beautifully designed), and text-to-speech technology with tone of voice. When design meets disability, the diversity of complementary, even contradictory, approaches can enrich each field.

The Laws of Simplicity John Maeda 2020-09-01 Ten laws of simplicity for business, technology, and design that teach us how to need less but get more. Finally, we are learning that simplicity equals sanity. We're rebelling against technology that's too complicated, DVD players with too many menus, and software accompanied by 75-megabyte "read me" manuals. The iPod's clean gadgetry has made simplicity hip. But sometimes we find ourselves caught up in the simplicity paradox: we want something that's simple and easy to use, but also does all the complex things we might ever want it to do. In *The Laws of Simplicity*, John Maeda offers ten laws for balancing simplicity and complexity in business, technology, and design—guidelines for needing less and actually getting more. Maeda—a professor in MIT's Media Lab and a world-renowned graphic designer—explores the question of how we can redefine the notion of "improved" so that it doesn't always mean something more, something added on. Maeda's first law of simplicity is "Reduce." It's not necessarily beneficial to add technology features just because we can. And the features that we do have must be organized (Law 2) in a sensible hierarchy so users aren't distracted by features and functions they don't need. But simplicity is not less just for the sake of less. Skip ahead to Law 9: "Failure: Accept the fact that some things can never be made simple." Maeda's concise guide to simplicity in the digital age shows us how this idea can be a cornerstone of organizations and their products—how it can drive both business and technology. We can learn to simplify without sacrificing comfort and meaning, and we can achieve the balance described in Law 10. This law, which Maeda calls "The One," tells us: "Simplicity is about subtracting the obvious, and adding the meaningful."

Radical Technologies Adam Greenfield 2017-06-13 A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control

over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Mismatch Kat Holmes 2020-09-01 How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

The Eagle and the Dragon Serge Gruzinski 2014-12-23 In this important new book the renowned historian Serge Gruzinski returns to two episodes in the sixteenth century which mark a decisive stage in global history and show how China and Mexico experienced the expansion of Europe. In the early 1520s, Magellan set sail for Asia by the Western route, Cortes seized Mexico and some Portuguese based in Malacca dreamed of colonizing China. The Aztec Eagle was destroyed but the Chinese Dragon held strong and repelled the invaders – after first seizing their cannon. For the first time, people from three continents encountered one other, confronted one other and their lives became entangled. These events were of great interest to contemporaries and many people at the time grasped the magnitude of what was going on around them. The Iberians succeeded in America and failed in China. The New World became inseparable from the Europeans who were to conquer it, while the Celestial Empire became, for a long time to come, an unattainable goal. Gruzinski explores this encounter between civilizations that were different from one another but that already fascinated contemporaries, and he shows that our world today bears the mark of this distant age. For it was in the sixteenth century that human history began to be played out on a global stage. It was then that connections between different parts of the world began to accelerate, not only between Europe and the Americas but also between Europe and China. This is what is revealed by a global history of the sixteenth century, conceived as another way of reading the Renaissance, less Eurocentric and more in tune with our age.

The Charisma Machine Morgan G. Ames 2019-11-19 A fascinating examination of technological utopianism and its complicated consequences. In *The Charisma Machine*, Morgan Ames chronicles the life and legacy of the One Laptop per Child project and explains why—despite its failures—the same utopian visions that inspired OLPC still motivate other projects trying to use technology to “disrupt” education and development. Announced in 2005 by MIT Media Lab cofounder Nicholas Negroponte, One Laptop per Child promised to transform the lives of children across the Global South with a small, sturdy, and cheap laptop computer, powered by a hand crank. In reality, the project fell short in many ways—starting with the hand crank, which never materialized. Yet the project remained charismatic to many who were captivated by its claims of access to educational opportunities previously out of reach. Behind its promises, OLPC, like many technology projects that make similarly grand claims, had a fundamentally flawed vision of who the computer was made for and what role technology should play in learning. Drawing on fifty years of history and a seven-month study of a model OLPC project in Paraguay, Ames reveals that the laptops were not only frustrating to use, easy to break, and hard to repair, they were designed for “technically precocious boys”—idealized younger versions of the developers themselves—rather than the children who were actually using them. *The Charisma Machine* offers a cautionary tale about the allure of technology hype and the problems that result when utopian dreams drive technology development.