

TECHNOLOGY SELF-EXPERIMENT

Introduction

This project is the second of two designed to expand your technological imagination and give you an opportunity to explore the significance of a specific technology in more detail than is possible in lecture and discussion. The idea here is that critical achievements gained in these projects are extensible, developing reflective practices relevant to other technologies. In the case of this self-experiment, the goal is to render palpable, memorable, and researchable how your own technological imagination is functioning. For the remainder of the semester, each of you will select a technology that is part of your everyday life and drastically change your relationship with it, or adopt a new technology and integrate it into your daily routine. At the end of the experiment you will create a reflective commentary on the experience using Microsoft's *SWAY* presentation tool. <<https://sway.com/>>

Details

There are 3 major components to this experiment:

1. Prospectus. By the start of week 3 you will select your technology and outline the rules of your experiment and speculate about the effects of the experiment - how it will change your life.
2. Journal. Throughout the process you should keep some kind of journal about your experience. It can be digital, such as a Word document, or paper-based, such as a notebook, or even audio or video memos. These need not be daily, but rather organized around revelations. At minimum, however, you should be collecting your thoughts at least once a week. These journal entries will be shared, so keep them separate for this experiment (in case you keep a regular journal or art notebook, etc.)
3. SWAY commentary. Finally, at the end of the semester you will create a short narrative commentary on your experiment incorporating images and text (and audio/video if relevant) as a means of communicating the transformation(s) that occurred (or failed to occur) and their significance.

Guidelines

Here are some things to consider in designing your experiment:

1. Choose something close to your routines, obviously avoiding a choice that would put you at any kind of serious risk: medical, professional, etc., such as removing power steering from your car or introducing psychotropics.
2. In choosing a tech, generalize your choice. That is, if choosing your mechanical pencil, for example, you are choosing ALL mechanical pencils. In choosing an app or software, extend the experiment to the class of apps or software. There are exceptions to this.
3. If you are choosing to incorporate a new tech into your life as opposed to changing your relation to a habitual one, choose something that will catalyze new routines. So, for example, try not to choose a new tech than simply amplifies your existing routine, such as getting a better version of a device or software.

We'll discuss the SWAY component in more detail as the semester proceed, but for now consider that the expressive goal of the SWAY will be to provide specific insight(s) into some aspect of the technological imagination.