

## LMC 6650 Project Studio: Digital Craft

Fall 2019

(Project Studio - 89735 - LMC 6650 – MN)

Michael Nitsche

Tue + Thu 1:30-2:45PM

TSRB 317 (corner lab)

### Overview

This course deals with the “material turn” in HCI by focusing on the “material” before we turn to the “computational” side. It will ask: How can we design digital media and interaction as material culture?

Our starting point will be an exploration of various materials. Students will be asked to pick a particular material, investigate it through multiple lenses, and eventually build responses/ interventions/ relations to this material using digital media.

Along the way, we will combine approaches from material culture, HCI, and particularly craft research. Students should expect readings, discussions (led and co-led by students) in combination with critiques and iterative prototype developments.

This is a hands-on course, both in discussion as well as making, but the course is not focused on a single technology and will not have any specific technological intro session.

Some indicative references: Karana and Giaccardi, Nimkulrath, Frankjaer/ Dalgsgaard, Ingold, Adamson, Bødker, Dormer, Rosner, Sennett, Kuutti/ Bannon.

This course should speak to students who like to dig into clay, work with wood, and might spend too much time in the fabric sections of craft shops. As long as they also are interested in critical reflections, extensive readings, and open debates in physical media, craft, and HCI.

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### Schedule

(note that changes are bound to happen)

Day	Topic	Projected reading
8/20	How did we get here? From craft and creative practices to materials and material culture	
8/22	Method 0: debating the syllabus Exercise: bring in a food	Syllabus stabilized
8/27	Context: Material HCI	Wiberg; Giaccardi/ Karana (Coeli et.al; Ishii/ Ullmer)
8/29	Method I: Karana’s tool kit Exercise: work her tool kit on a sample material > discuss how to expand it	

9/3	What is "materiality"?	Miller; Glassie
9/5	Method II: history and making Tour: Visit a lab/ paper museum	
9/10	Material Culture	Sennett
9/12	Method III: science and materials Tour: Material lab at Tech	
9/17	New Materiality: Basics	Barad; Latour
9/19	No meet	
9/24	New Material: Agency and vitality	Bennet; (Ingold)
9/26	Method IV: Critical fabulations? EXERCISE: what is our toolkit?	Rosner; Dunne/ Raby chap 1+6
10/1	DUE: do a material analysis of "your" material (building on "our" tool kit but not limited to it)	
10/3	DUE: do a material analysis of "your" material (building on "our" tool kit but not limited to it)	
10/8	DUE: THREE speculative things/ uses based on the nature of your material	
10/10	DUE: THREE speculative things/ uses based on the nature of your material	
10/15		
10/17	Bodies and biomatter	Haraway; (Massumi)
10/22	DUE: own final project idea presentation	
10/24	DUE: own final project idea presentation	
10/29	Objects and Things	Henare/ Holbraad/ Wastell (Brown?)
10/31	Work on projects	
11/5	DUE: Own paper presentations I (with context and development of own work)	
11/7	DUE: Own paper presentations II (with context and development of own work)	
11/12	Material media	Malafouris; Gillespie/ Boczkowski/ Foot (Peters)
11/14	Present Prototype in class	
11/19	Present Prototype in class	
11/21	Materials and Practice	Ingold; Frankjaer/ Dalsgaard; Torres
11/26	Work on projects	

11/28		
12/3	Work on projects	
12/5	DUE: Final Presentation	

## Grading and Main Deliverables

Assignment	Description	% of final grade
Design speculation	Present 3 different ideas for the possible use of your material in class; base these designs on the specific material properties and agency that you have identified; this is a speculative design exercise not to force you into limitations of a certain product deliverable but to expand your horizon toward the material at hand	15%
Own paper presentation	Presentation of self-selected research paper; covering background; field, method, logic of the paper; critical review with clear argumentation; clarity; quality presentation (slides, delivery); ability to answer questions	15%
Material presentation	Critically reflect on the material you have chosen; put it in a range of contexts (historical, social, technological, environmental ... it will depend on the particular material you have picked); use the terminology and means introduced in the course; look out for: clarity of presentation and argument, use of terminology, and an effective rich and deep reflection of the material	20%
Final project	Crafter presentation, design presentation, final presentation; clarity and ambition of the concept; implementation; process (effective work over time); each project needs a short YouTube style video (~ 2 min) that explains its nature, evolution, and results	30%
Participation	active in discussions, active in example sessions; active in design meetings, teamwork, homework; activity and engagement in all meetings;	20%

No use of cell phones (including texting) in class.

100-90% = A  
89-78% = B  
77-64% = C  
63- = D

Grading of individual pieces will be in percentage

Late submissions lead to automatic reductions of the grade unless a valid excuse is provided. Any 1 day delay, meaning anything after 5pm of the due day, will have 10% reduced from the grade; any 2 day delay will have 20% reduced, 3 day delays will not be accepted. The Honor Code of Georgia Tech applies (see <http://www.honor.gatech.edu/>).

### Inclusivity Statement

The Ivan Allen College of Liberal Arts supports the Georgia Institute of Technology's commitment to creating a campus free of discrimination on the basis of race, color, religion, sex, national origin, age, disability, sexual orientation, gender identity, or veteran status. We further affirm the importance of cultivating an intellectual climate that allows us to better understand the similarities and differences of those who constitute the Georgia Tech community, as well as the necessity of working against inequalities that may also manifest here as they do in the broader society.

### Attendance

A student is allowed three excused absences. With the fourth absence, the student's grade will be lowered by 8% point, with the fifth an additional 8%, six absences are an automatic failure of the class.

If a student needs to miss a class, contact the instructor at least 24 hours in advance. If Institute Approved Absences collide with class times please contact the instructor in advance to make sure the workload can be distributed.

### References

(selection)

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- Frankjaer, R., & Dalsgaard, P. (2018). *Understanding Craft-Based Inquiry in HCI*. Paper presented at the DIS 2018, Hong Kong.
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- Haraway, D. J. (2016). *Staying with the Trouble. Making Kin in the Chthulucene*. Durham; London, UK: Duke University Press.

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- Ingold, T. (2009). The Textility of Making. *Cambridge Journal of Economics*, 34, 91-102.
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