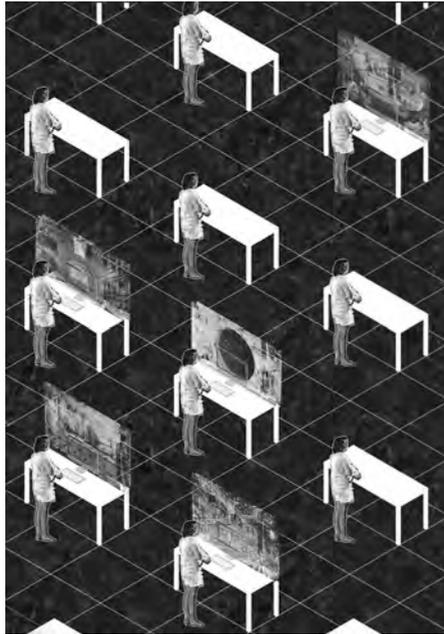


a
FIELDGUIDE
through



HUMANNESS TECHNOLOGY ENVIRONMENT

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[Intro.]

In our rapidly transforming society where technology has come to play a bigger role in our daily lives, we find three interesting entities that interact and relate to each other that leads to situations, phenomena,... worth discussing. We define the entities as:

humanness: the condition or quality of being human.

technology: advanced technology specifically developed or created to meet human needs.

environment: changing surrounding due to human intervention.

With technology as the driving force in our society that grows at an unknown fast speed in the last decade, the two other entities fluctuate around it at its own paces. We tried to visualise this in a kind of a timeline, supported by a variety of examples where platforms directly or indirectly play a role, which illustrates situations where these three entities either go in sync with each other or take a distance from each other which we call gaps. In sync situations appear when two or all three entities work together and evolve in harmony. When two or three entities evolve at a too different speed, it will lead to a gap where they do not complement each other. With these diverse situations, questions are raised and discussions arise within this complex matter of the technological age. By having defined the entities and mapped out examples in this timeline, certain plausible scenarios came to mind, as well as interesting strategies that we apply around technological development.

[Table of Content.]

0 ORIENTATION 4-5

1 NOW 6-41

2 NEAR FUTURE 42-61

3 FAR FUTURE 54-73

4 SOURCES 74-75

[How did we make this field guide?]

Our methodology of creating this field guide is established by exemplifying, defining, mapping and collaging. Accompanied by thoughtful group discussions with tutors, we drew our attention to the keyword “transformation” at first and then turned into gaps or relations among three defined entities. You can clearly read the steps we took during the process in the following.

1. Exemplifying— Out of curiosity about future changes of cityscapes, we looked for the phenomena of transformation at the very beginning. We collected examples from scientific analysis, societal articles, and existing projects. Reading and discussing these examples carefully helps us shape the collective focus rooted from individual perspectives.

2. Defining three entities— We had noticed the interesting fact that the gaps among the three entities as a result of transforming at different speeds, have the strongest potential. In order to form a common ground to discuss further, we tried to define important vocabularies. So the three entities were defined as—

- Humanness:** the condition or quality of being human.
- High technology:** advanced technology specifically developed or created to meet human needs.
- Environment:** changing surrounding due to human intervention.

3. Mapping— By mapping how these three entities fluctuate with diverse examples in a timeline chronologically, we grasped a holistic understanding of visual materials so as to revised it constantly. On the other hand, we also discovered new relations. It is worthy of note on the gaps from the cracking? of the three entities but also the harmonising conditions where these three lines sing together beautifully.

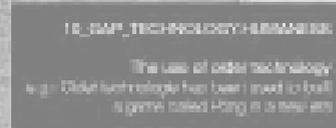
4. Collaging Scenarios— Based on this map, we generally categorise these examples, and seven scenarios were collaged afterwards to highlight prominent viewpoints appearing in this map. We also see these scenarios as responses for future transformations and as a reflection of the notion of platforms.

[How to read this field guide?]

Several ideas of how to present field guide were considered, but we ended up with this booklet as a whole, as an accessible, readable, durable? document to be referenced by us in the next phase. The booklet of the field guide consists of two parts. The first part is a catalogue of examples and seven scenarios we had deeply discussed, while the second part is a two-meter-long map which you can easily fold out to observe both the fluctuating, harmonising and cracking of the three entities.

It is not necessary to read it from the first page, although we divided the first part into three chapters (namely the present, the near future, and a far future) since we could not simply arrange the examples strictly by time. We suggest if you are interested in a specific example, in addition to comparing it within the context of the previous and next pages, you can always jump to the end and spread out the map, search for it's location to know more about broader connections and relations.

We hope you enjoy this field guide as much as we liked working on it.



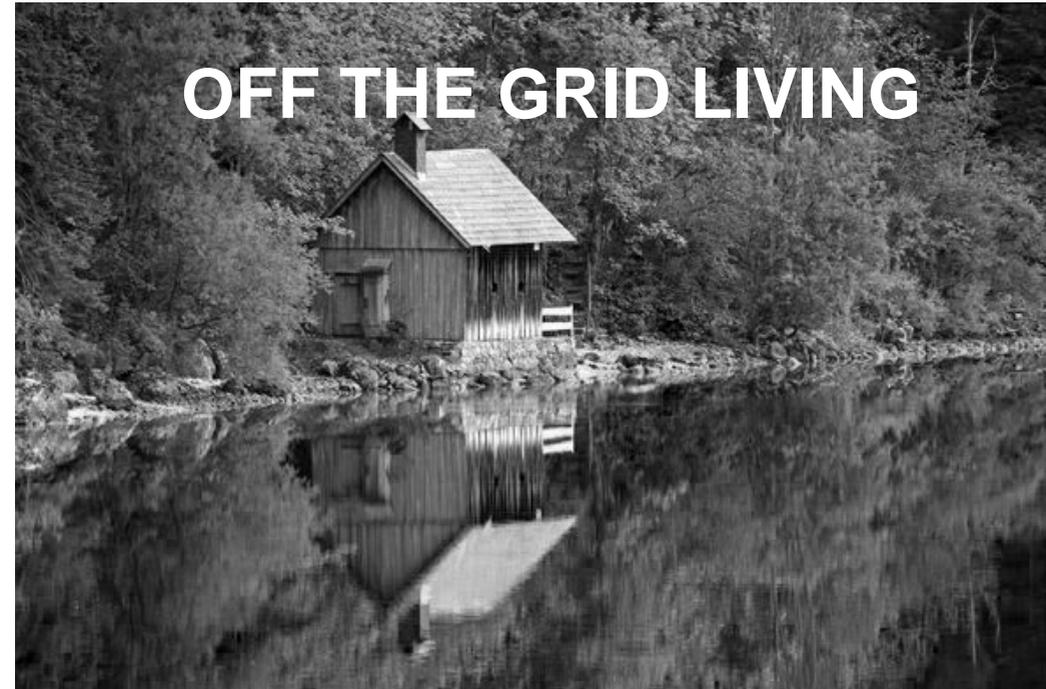
1_GAP people rejecting technological development

Technology x Humanness



1_GAP_TECHNOLOGY_HUMANESS

People rejecting technological development
e.g. Amish people not adopting to new technologies



Some people in our technological society consciously prefer to live without technological advancements in their daily lives. They found ways to sustain themselves in a more traditional manner that requires more human efforts rather than to use the help of technological devices.

Amish society



The Amish people in North-America shun the use of new (high) technology in their daily life and in their way of farming.

Refugee city camp



A refugee camp becomes an established city over time when technology provides them with supplies for a living.



OFF THE

The rise in technology has caused for many changes in the way we are living. We have created denser cities where everything is at our disposal which is connected to a power grid. Water, electricity and all other human needs depend on it. From the overwhelming high amounts of technology some people start to crave for the more traditional ways of living. They start to reject this technology and shun these public utilities in favour of creating their own way of living , off-the-grid.

GRID.

2_SYNC_TECHNOLOGYHUMANESSEENVIRONMENT

"How well a society is depends on how well we carve"
 (e.g., from the "La Voûte de LeFevre" project)

2_SYNC 'How well a society is, depends on how well we carve.'
 - Brandon Clifford

Technology x Humanness x Environment

3_GAP_TECHNOLOGYENVIRONMENT

Nature progresses slower than how we built
 (e.g., Roman Forum)

Pantheon, Rome



In the project "La Voûte de LeFevre" (from Brandon Clifford) it is shown that in our traditional ways of constructing a building comes from carving in stone (a permanent, heavy material). A very interesting example is the dome of the Pantheon in Rome. A very inventive way known as the "cassette" roof. In this way by leaving out material that lightens the weight of the roof makes a gigantic dome possible even with heavy stone material.

2_SYNC_TECHNOLOGYHUMANESSEENVIRONMENT

"How well a society is depends on how well we carve"
e.g., from the "La Villa de Kinross" project

3_GAP nature grows much slower than our building process

Technology x Environment



3_GAP_TECHNOLOGYENVIRONMENT

Nature progresses slower than how we built
e.g.: Baubotanik

BAUBOTANIK



In the project of Baubotanik trees are used as the main building material. The building process of this project will take decades to be complete.

5_GAP_ENVIRONMENT. TECHNOLOGY

Historical cities
e.g. - New technologies have to adapt to the
traditional center of Ghent

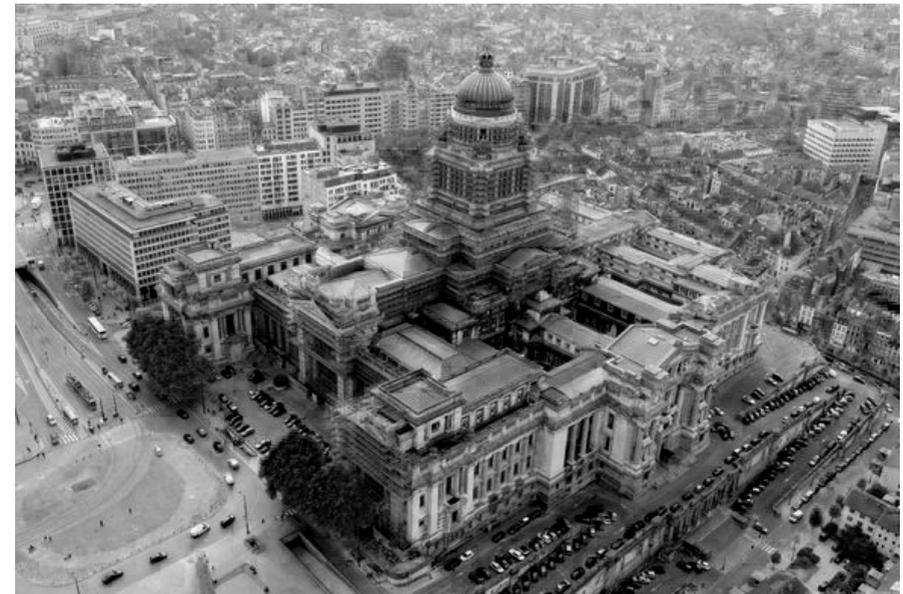
4_SYNC skeuomorphism in constructions

Technology x Environment

4_SYNC TECHNOLOGY ENVIRONMENT

Skeuomorphism in constructions
e.g. - New building technology is concealed
by old fashioned looks

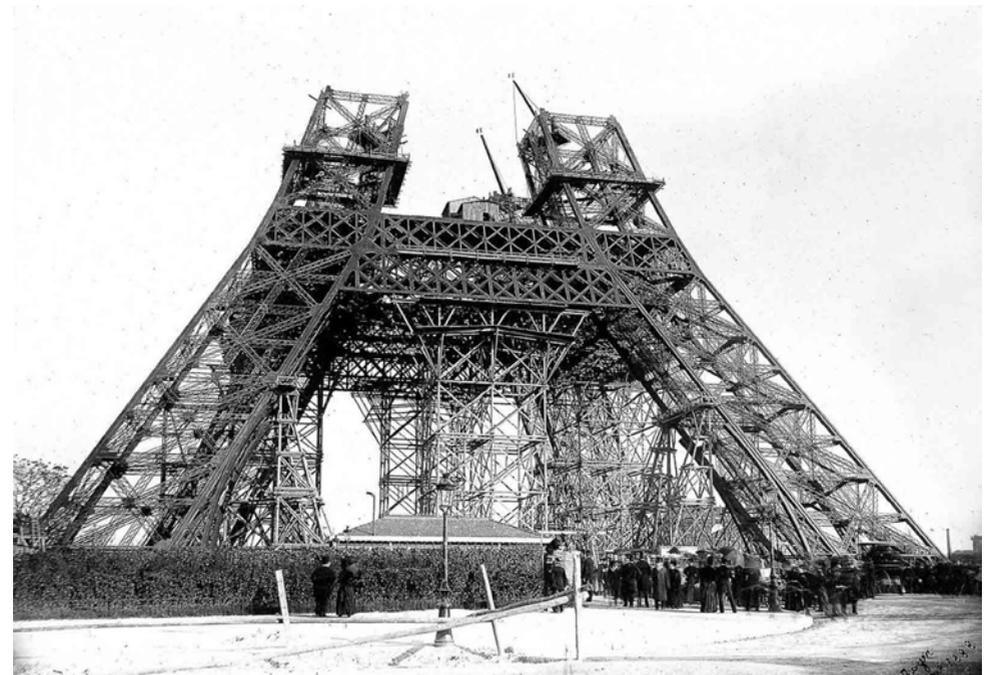
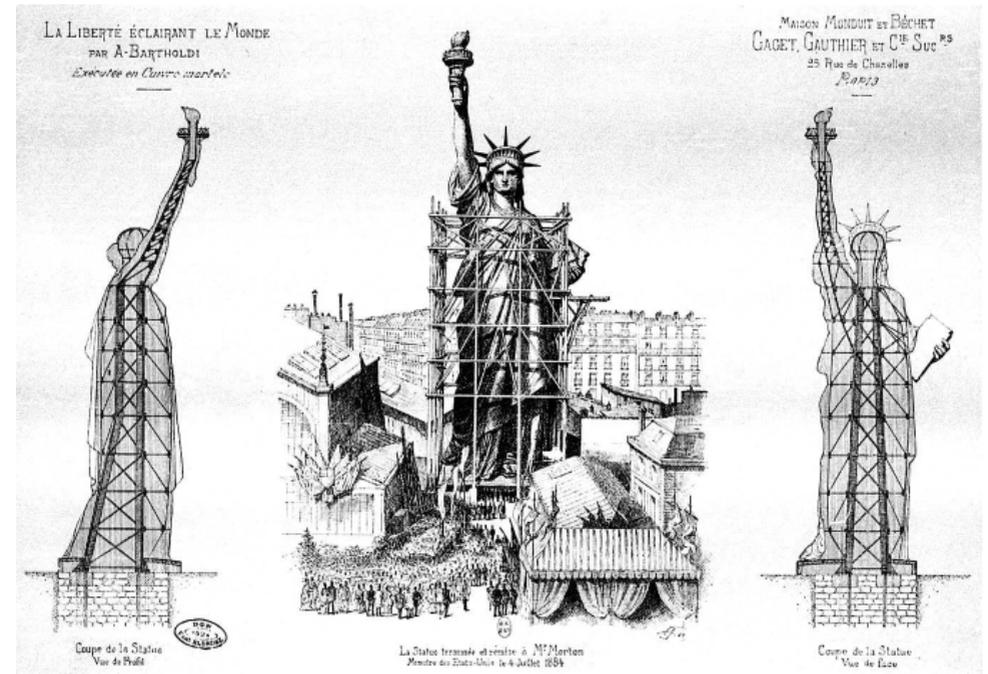
Dôme of Palais du Justice, Brussels



The large dôme on top of the Palais du Justice in Brussels is made possible thanks to a large steel structure, although concealed underneath skin of stone-like material. This gives us the impression that the building is built in massive stone, which in reality is not the case.

Statue of Liberty, New York vs Eiffel Tower, Paris

Both the Statue of Liberty and the Eiffel Tower were designed by the same architect. Although the Eiffel tower raised a large commotion and protest back then by the Parisians as an inappropriate monument with a strange look. On contrary to the Eiffel tower, the statue of Liberty in New York, built in the same way although the steel structure concealed by a stone-like layer, making the statue look like it is carved from a stone.





SKEUOMORPHISM

Is new always better? We humans strive to always have the best and newest technology available at an unseen speed but at what cause? Due to all the new technology we sometimes struggle to adapt to it that's why we develop a need for nostalgia referring back to a time where technology grew at a slower pace that allowed users to adapt to it easier. Therefore we make use of old interfaces of technology but with the use of the new developed technology on the inside. The familiarity of the outlook of devices allows us to use new high technology more efficiently.

5_GAP_ENVIRONMENT,TECHNOLOGY

Historical cities
e.g.: How technologies have to adapt to the historical center of Ghent

5_SYNC historical cities

Environment x Technology

4_SYNC_TECHNOLOGY,ENVIRONMENT

Skueomorphism in constructions
e.g.: How building technology is concealed by old beltoned sides



The historical buildings located in the city centre of Ghent makes it difficult for new transport infrastructures to integrate in the city. Although not impossible, these new technologies need to adapt to the existing historical environment which makes it less practical for tram rails for example.

5_GAP_ENVIRONMENT,TECHNOLOGY

Historical cities
e.g. How technologies have to adapt to the
historical center of Ghent

6_GAP smart cities

Technology x Environment

4_SYNC_TECHNOLOGY,ENVIRONMENT

Skyscrapers in constructions
e.g. How building technology is concealed
by old beltoned sides

Collapsed street, Tokyo



An incident in the technological advanced city such as Tokyo where the road collapsed leaving a huge hole in the middle of the street shows us how technology is in fact a thin and fragile manmade layer on top of the Earth's surface.

8_SYNC_TECHNOLOGYENVIRONMENTHUMAN

Appropriate local techno
e.g.: getting creative with local mon

7_GAP city decoration

Technology x Environment

7_GAP_TECHNOLOGYENVIRONMENT

City decoration
e.g.: Monuments becoming 'marr' tourist photo-decor



City decoration

Monuments that were once built for a certain functions, now become outdated. The original function moved out, leaving the impressive shell (or in some cases even the remnants) of the building there. It now serves as a (listed) monument and is maintained for preservation of cultural heritage, now largely popular as a touristic attraction.



THE GLOBE AS

In our rapid growing technological society, certain buildings lose their original function or purpose. Although they sometimes get a new infill, some will be preserved for its cultural value primarily. Such buildings become monuments that are popular among touristic activities. While seeing magnificent pictures on the internet, visiting all these monuments doesn't seem too difficult anymore with the most advanced transport possibilities at our disposal. The accessibility to the world as a museum that exhibits these well-known monuments or places drives us to visit and capture them.

MUSEUM.

8_SYNC_TECHNOLOGY.ENVIRONMENT.HUMANESS

Appropriate local technology
e.g. grinding cereals with local materials

8_SYNC appropriate local technology

Technology x Humanness x Environment

7_CAP_TECHNOLOGY.ENVIRONMENT

City decoration
e.g. Monuments becoming 'tree' tourist photo deco

Appropriate local technology



In some cultures in different parts of the world, high technology is not yet 'appropriate' to integrate in the daily lives of those cultures. The people there yet remain inventive and make use of local available materials to work with.

8_GAP ENVIRONMENT/TECHNOLOGY

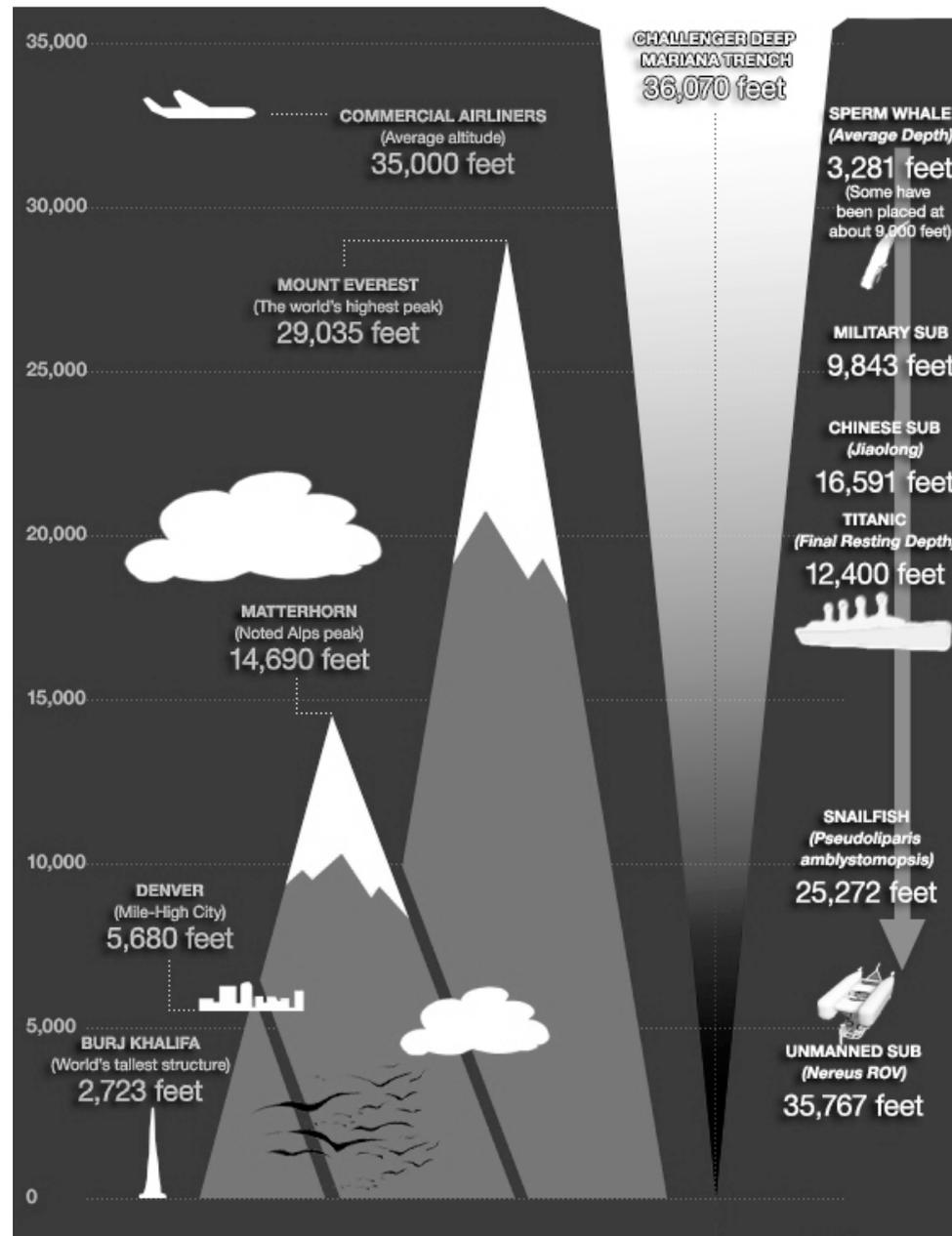
Unreachable places
e.g. Mariana trench remains too deep of this moment

9_GAP unreachable / undiscovered places
Environment x Technology

10_GAP TECHNOLOGY/HUMANESS

The use of older technology
e.g. Older technology has been used to sail
a game called Pang in a near sea

Mariana trench



The deepest trench on the planet, the Mariana Trench, remains unreachable for the technology we have today.

8_GAP_ENVIRONMENTTECHNOLOGY

Unreachable places
e.g. - Mission to Mars (too deep of the moment)

11_GAP_HU

Human Imag
e.g. - Architec
design buid

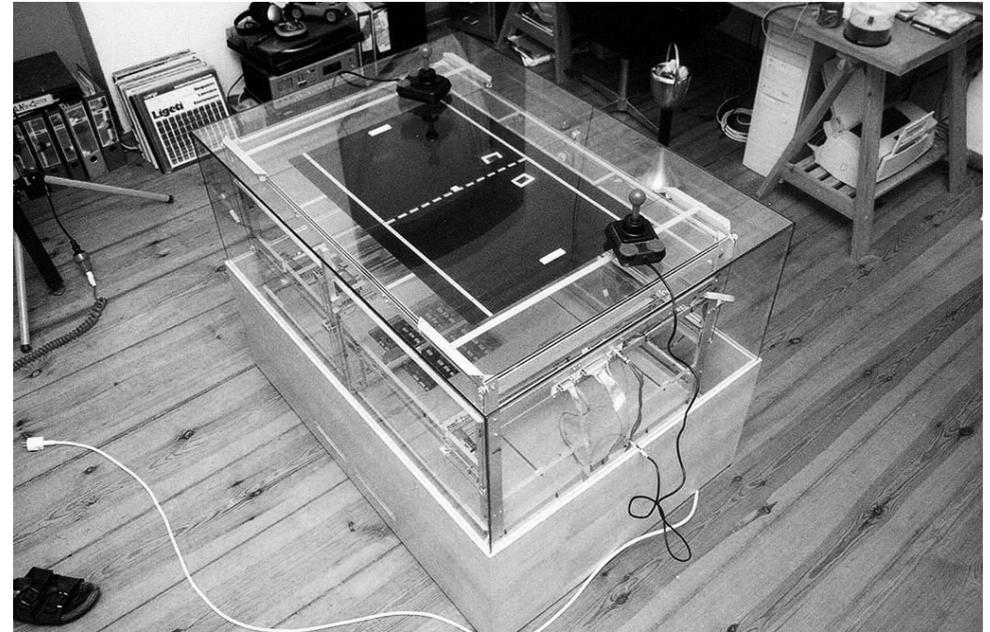
10_GAP the use of old(er) technology

Technology x Humanness

10_GAP_TECHNOLOGYHUMANESS

The use of older technology
e.g. - Older technology has been used to build
a game called Pong in a new way

Pong



In 1980 people developed a game called Pong with previous technology from 1940. On the contrary of skueomorphism we make use of older technology to develop something new. This implies that human imagination didn't think of such a game back then while the technology was available already.

11_GAP_HUMANNESS_TECHNOLOGY

Human Imagination

eg. Architects such as Zaha Hadid designed buildings that couldn't be built (yet)

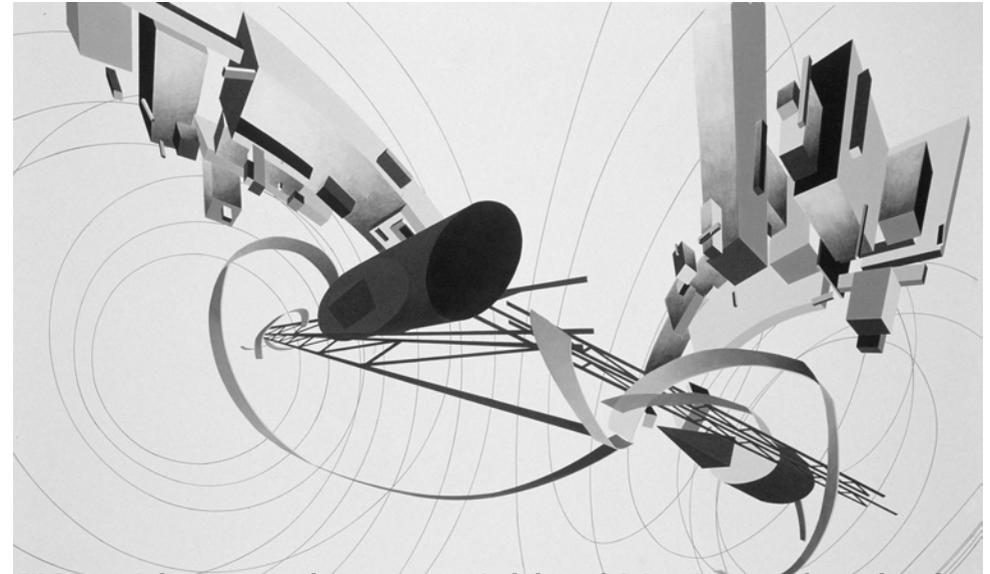
11_GAP human imagination

Humaness x Technology

12_GAP_TECHNOLOGY_HUMANESS

New technological inventions that work "against" us
eg. Microsoft's anti "spam" and spam a "spam" or
backdoors and cyber
eg: right making software conflicts with tangible
building systems

The great utopia, Zaha Hadid

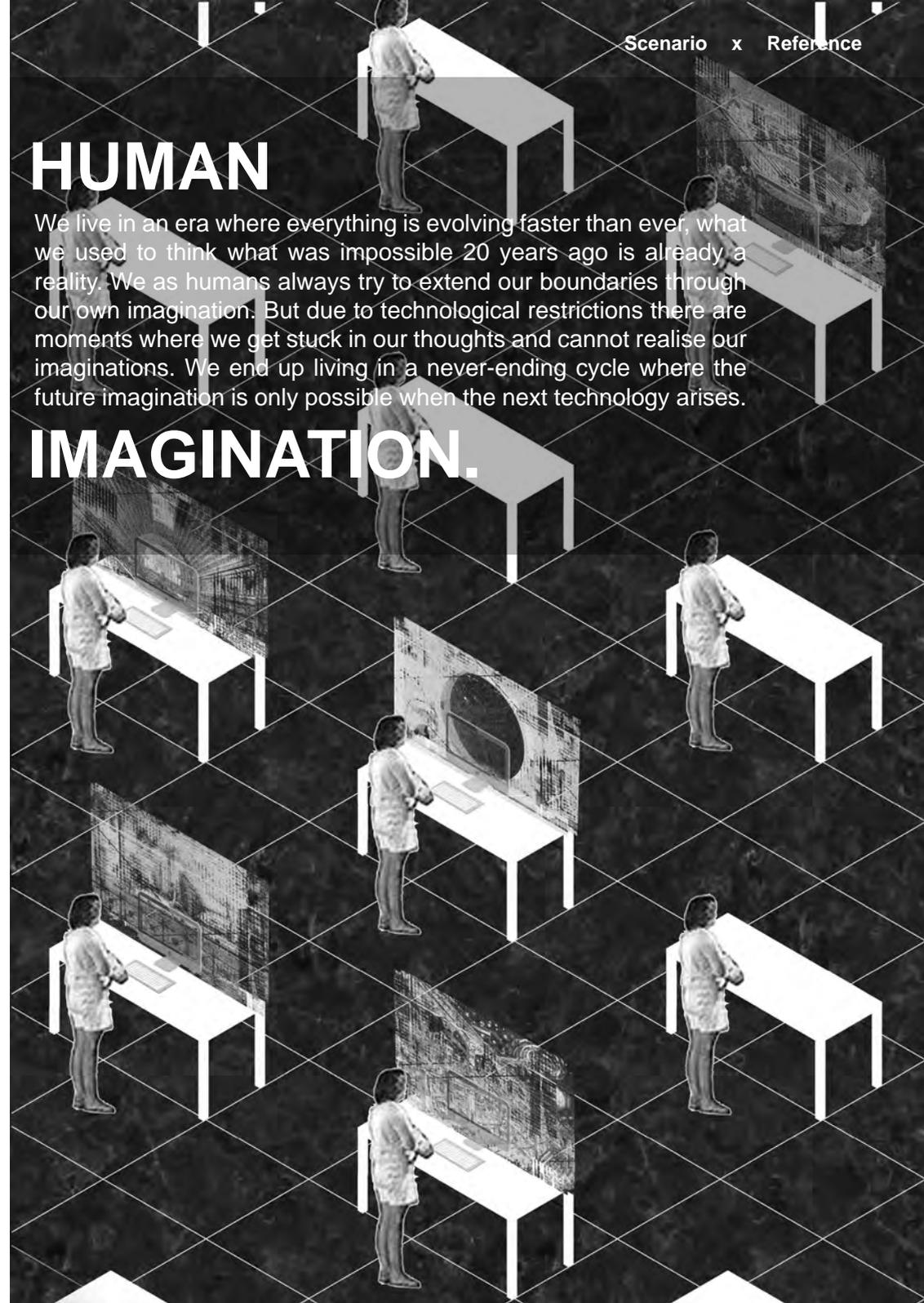


Although in the previous example it is said that human imagination couldn't think of certain things yet, it is also possible to have it the other way around where technology is not yet able to build what we can imagine. Architects such as Zaha Hadid constantly challenge the limits of building engineering by designing complex shapes and structures.

HUMAN

We live in an era where everything is evolving faster than ever, what we used to think what was impossible 20 years ago is already a reality. We as humans always try to extend our boundaries through our own imagination. But due to technological restrictions there are moments where we get stuck in our thoughts and cannot realise our imaginations. We end up living in a never-ending cycle where the future imagination is only possible when the next technology arises.

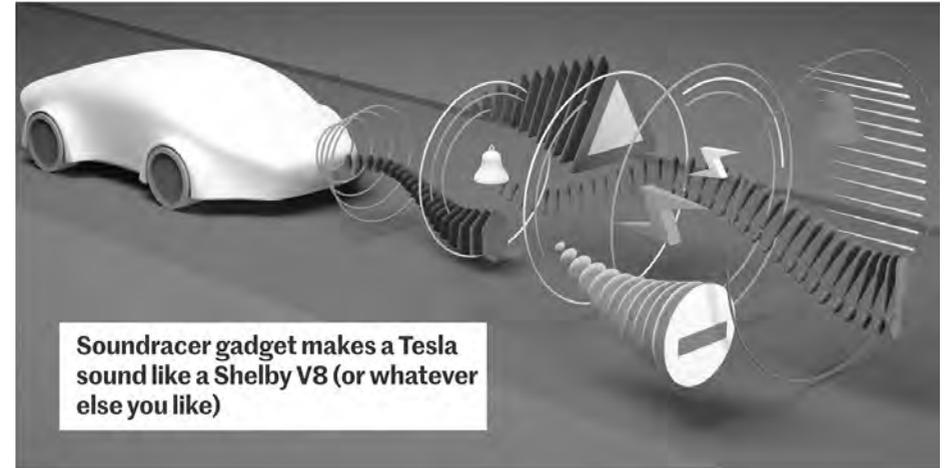
IMAGINATION.



12_GAP new technological inventions that work 'against' us

Technology x Humaness

The sound booster



The silence of electric cars brings two issues with it. First, there are the people who enjoy the sound of a strong engine. Right now, there exist devices that can imitate any engine desired. Secondly, the silence of electric cars pose a danger to pedestrians and cyclers. Accidents happen frequently when people are not able to hear electric cars approaching them in low speed. Therefore, a law has been planned to apply by 2019 regarding electric cars that have to emit a sound as a sign.

Designing/modelling software

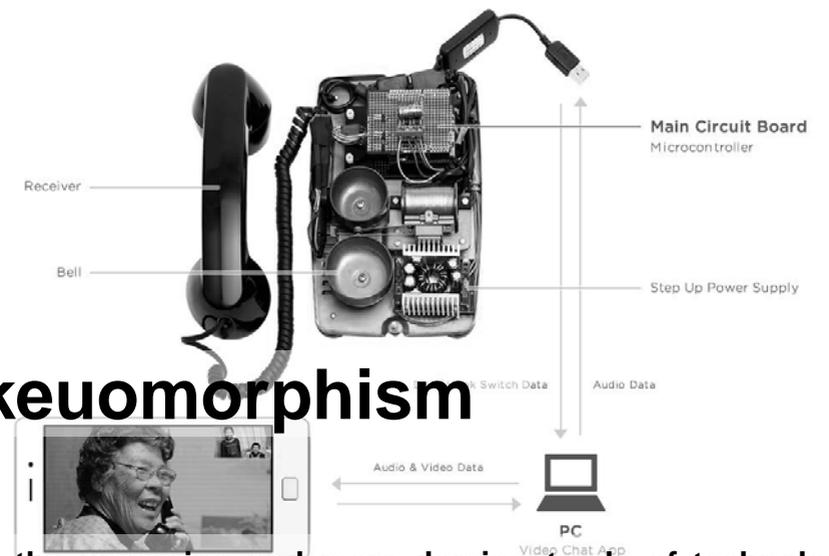
Software such as 3DS Max gives us countless possibilities to design certain shapes and structures. Although possible in digital format, the designs do not necessarily work with the real world matter and physics. Referring back to “La Voûte de LeFevre” where it is stated that carving is essential to building constructions. 3D models in digital format represent solid shapes that consists of light surfaces as a result of parametric procedures which actually does not contain any mass and volume at all. It merely gives us an idea what a design could look like, much of it based on speculation without actually taking into account the weight and how such structures can be constructed, etc. A gap arises when computation meets fabrication.



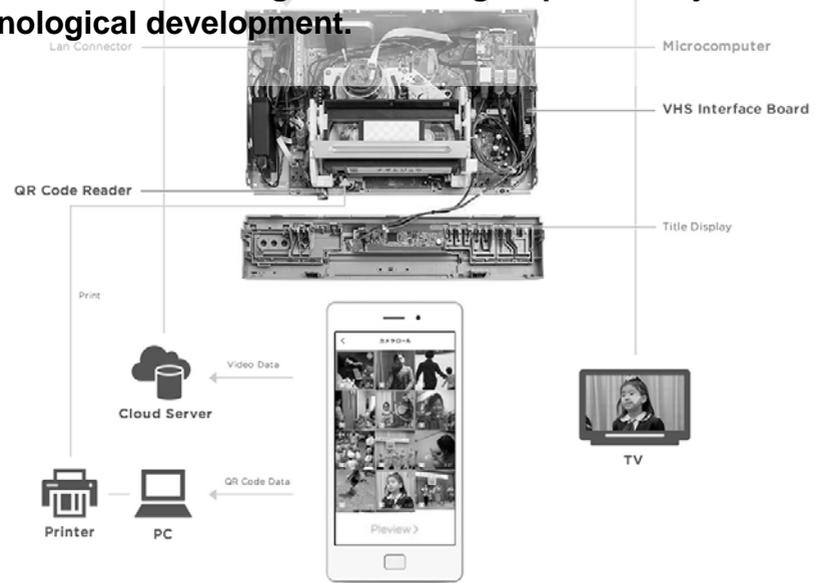
12_SYNC HUMANESSE & TECHNOLOGY
 Increasing technological devices
 e.g. "Rehabilitation" - Human interface into our daily
 interface of devices

13_SYNC increasing technological devices
Humanness x Technology

Skeuomorphism



With the upcoming and more dominant role of technological devices that uses a digital interface, certain groups that are not able to keep up with the fast development run in to problems where they are absolutely unfamiliar with how these devices work, simply due to the rapid design development. Skeuomorphism seems to be a solution to pace down fast changing technological devices without leaving out certain groups that adjust slower to technological development.



14_GAP_TECHNOLOGY ENVIRONMENT

A shift in function of buildings
e.g. - Global measure to avoid 'empty' stores
- shift to online platforms

14_GAP a shift in function of buildings

Technology x Environment



With the rapidly growing online platforms for ordering food, items and clothes from stores, the distance to getting your product becomes so small that it is only a few clicks away. Food (and packages) will be delivered to you within moments (or within 24h) which means people no longer have to go through the trouble of leaving the house to visit physical restaurants or stores. The service of serving food 'sur la place' changed into home delivery (through bikes, scooters, drones, cars, ...). This also means (a share of) customers do not visit the building anymore. These ghost restaurants and stores only need to facilitate the function of providing the product to be produced, get packed and delivered.

THE INTERNET.

Everything has become more accessible thanks to the internet. An abundant amount of information is available to us that has an impact on how we experience our environment. Due to online platforms we are able to get to see parts of the world where we used to only see them if we actually went to visit the place itself. It doesn't merely allow us to see things, but the internet also serves as our guide through this world. But will this increase in online platforms hinder us from exploring our own real-life environment?

15_GAP gentrification in San Francisco

Technology x Environment

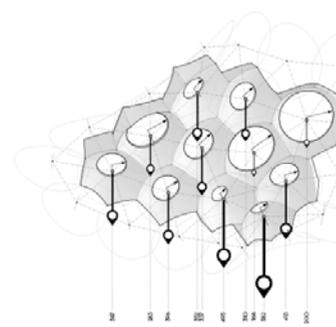
16. DYING TECHNOLOGY/HUMANITY
Dystopia
eg. "The Whitechapel Murders" is a
computer game and film series

Gentrification, San Francisco



Due to big companies of large online platforms that are settled in San Francisco, a large amount of people moved to this city for their job in these gigantic tech companies. Therefore the real estate prices increased exponentially in a (relatively) very short time. This became problematic for local residents as they were not able to pay their own rent and living expenses anymore. While big tech companies are taking over the city of San Francisco, local residents are driven out.

La voûte de LeFevre



In the project “La Voûte de LeFevre” by Brandon Clifford shows us how computation and fabrication work hand in hand. Designed in digital software, separate elements that are produced in plywood with mass and weight make the vault structure possible. It is inspired on how we carved stone back in ancient times where we build voluminous, solid shapes. Without getting lost in the illusionary image of digital design, computation can in fact make great designs possible if used in a correct manner that actually supports our ways of fabrication.

17_GAP
The team
112 114

16_SYNC_TECHNOLOGY_HUMANNESS_ENVIRONMENT
Computation and fabrication
e.g. “La Voûte de LeFevre” a project that merges fine
computation and fabrication work with architecture

16_GAP computation and fabrication

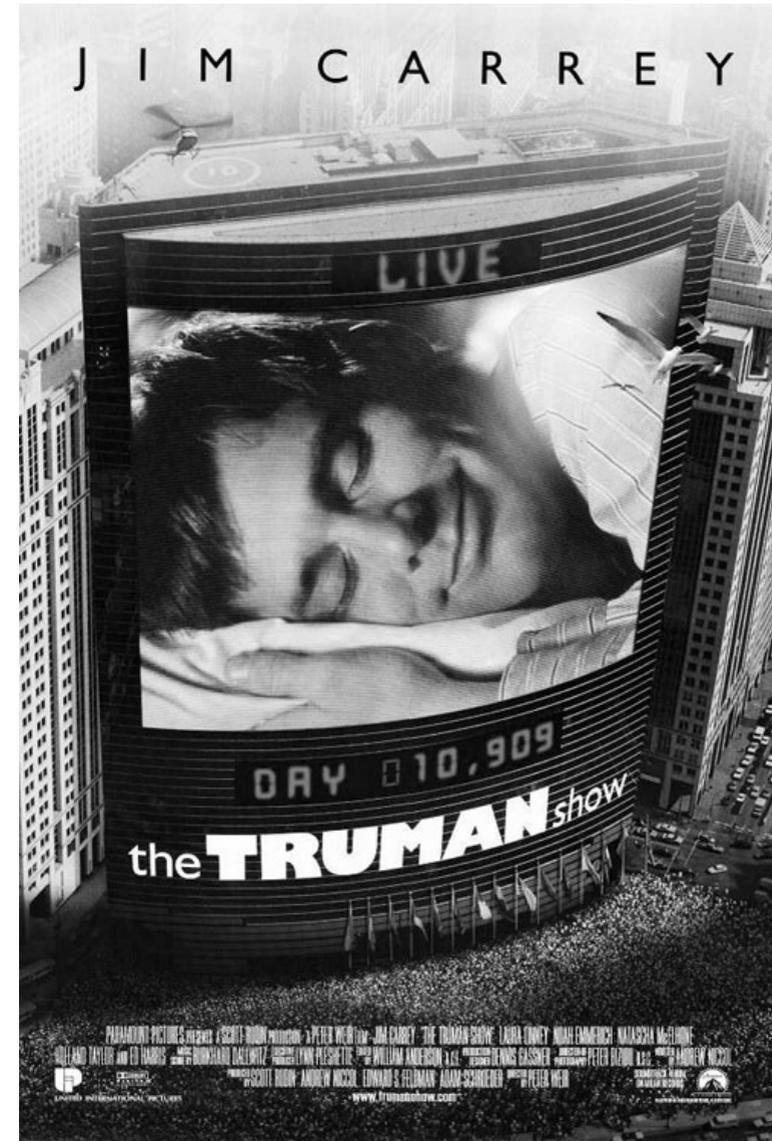
Technology x Humaness x Environment

15_GAP_TECHNOLOGY_ENVIRONMENT
Fabrication
e.g. “San Francisco”

17_GAP TECHNOLOGY HUMANNESS
The human as a subject:
e.g. "We watch the other human as a 'foreign' species"

17_GAP the human being as subject
Technology x Humaness

The Truman show



A new tendency arose with the uprising technological era where we have the possibility to see and watch things, especially through screens. From television to computer screens and now even tablets and smartphones, we are able to watch and follow a whole lot of things, even those that are far away from us. To enjoy capturing and watching things, it becomes a habit, almost a standard.

The sole survivor from a tribe in the Amazon

Articles appeared about that a drone spotted a man from a tribe in the Amazon. The way how we observed the sole survivor of that tribe is intriguing and reveals the gap between the perception of the technological society and a non-technological human being. The article reveals how the drone was able to capture the primitive ways and habitat of the man. Although both human, a technological advanced person seems to observe the other human with a distant mentality towards them. That distance or gap we feel here comes from viewing, watching, observing through lenses and screens. As if we are subjects to ourselves.

Amazon Tribe Never Seen by Outsiders Is Spotted by Drone



An aerial view of a thatched hut in Vale do Javari, Amazonas state, Brazil. FUNAI, via Associated Press

Footage of sole survivor of Amazon tribe emerges

Man believed to be in his 50s seen swinging an axe to fell a tree in Brazilian forest



▲ 'Man of the hole': fresh footage released of last survivor of Brazilian Amazon tribe

Remarkable footage has been released of an uncontacted indigenous man who has lived alone in an Amazon forest for at least 22 years.

17_ GAP TECHNOLOGY HUMANNESS

The human as a subject
e.g.: We watch the other human as a strange species

19_ GAP TECHNOLOGY ENVIRONMENT

Available needs to adapt to new technologies
e.g.: Landing platform for drones

18_GAP human obsolescence

Technology x Humanness

18_ GAP TECHNOLOGY HUMANNESS

Human obsolescence
e.g.: Self-driving cars and self-driving circles

Project Titan, Apple



Some news had been leaked that Apple is working on a software for self driving cars. They have apparently approached multiple car manufacturers to collaborate but nothing has been confirmed yet on accepting the collaboration. It is also, revealed to be the most complex AI project they have worked on so far. It is questionable how hi-tech companies such as Apple is slowly taking control over our daily lives. From collecting personal data through mobil devices, it is plausible that software slowly takes over the role on who will control our vehicles and everything we use as we depend on it more and more every day.

Robots from Amazon

According to an undercover working at Amazon, humans are regarded as least efficient and are therefore also expensive for the company. It seems to be more beneficial to utilize robots that work faster non-stop and cost less than to employ humans.

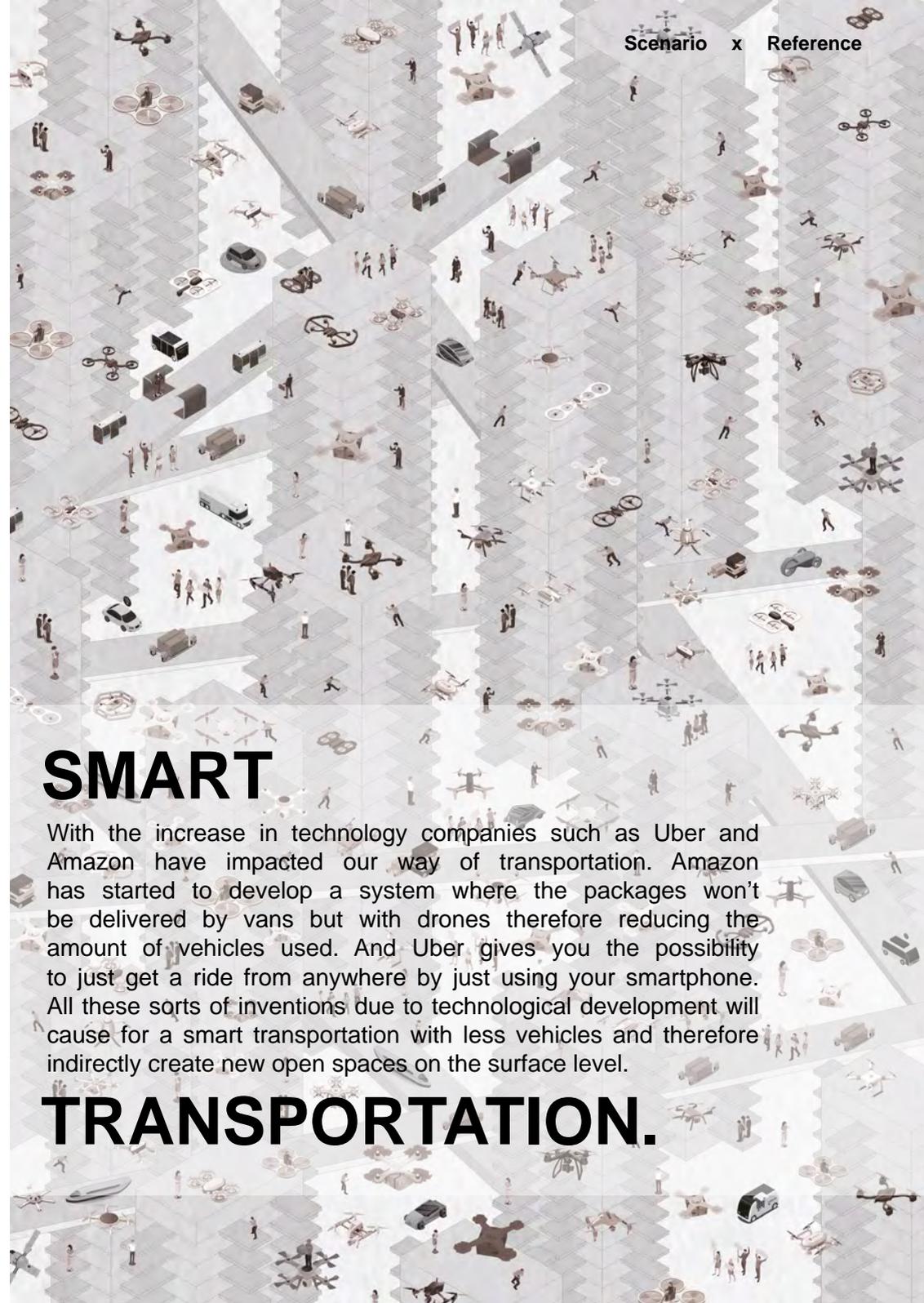
Undercover at Amazon: Exhausted humans are inefficient so robots are taking over
Mirror investigative reporter says: 'Amazon has recognised humans are the least efficient part of the operation - it makes more money by treating its workers as expendable commodities'



19_GAP architecture needs to adapt to new technologies
Technology x Environment



As drones become more and more efficient for us, they increase in amount quite steadily. It is speculated that in the (near) future our environment will have to take into account that there will be an aerial transport possibility (also in different shapes and sizes) and therefore also needs access points. This will have an impact on how we design architecture as it will also play a role in the outlook of our buildings.



SMART

With the increase in technology companies such as Uber and Amazon have impacted our way of transportation. Amazon has started to develop a system where the packages won't be delivered by vans but with drones therefore reducing the amount of vehicles used. And Uber gives you the possibility to just get a ride from anywhere by just using your smartphone. All these sorts of inventions due to technological development will cause for a smart transportation with less vehicles and therefore indirectly create new open spaces on the surface level.

TRANSPORTATION.

20_GAP TECHNOLOGIEVERBODEN MET HUMANITEIT
Disrupted privacy
E.g.: Ulfers' hole: insight in building

20_GAP disrupted privacy

Environment x Humaness



Not only access points, landing platforms, etc... have to be taken into account, but also since drones and perhaps other aerial vehicles will be floating above us, we have to keep in mind that we will be visible from above us and have access and insight in buildings from great heights as well. The possibility that we are being watched from an omnidirectional point of view could be a disturbing thought.

21_GAP_TECHNOLOGYENVIRONMENT

virtual reality

via. The way we record our environment, allow us to take it back in time through virtual reality

21_GAP virtual reality

Technology x Environment

Virtual Reality



Virtual environments become more interesting as it allows more possibilities than our physical environment. With our current technology we are able to built current and futuristic environments and even rebuilt lost architecture from the past. This way of recording surpasses the limits of a physical environment and with the introduction of virtual reality, people are able to experience time and space in a new way which was not possible before.

22_SYNC TECHNOLOGY ENVIRONMENT HUMANESS

Virtual reality
e.g.: What reality serves as a new kind of therapy

22_SYNC virtual reality therapy

Technology x Humaness x Environment

Virtual Reality therapy.

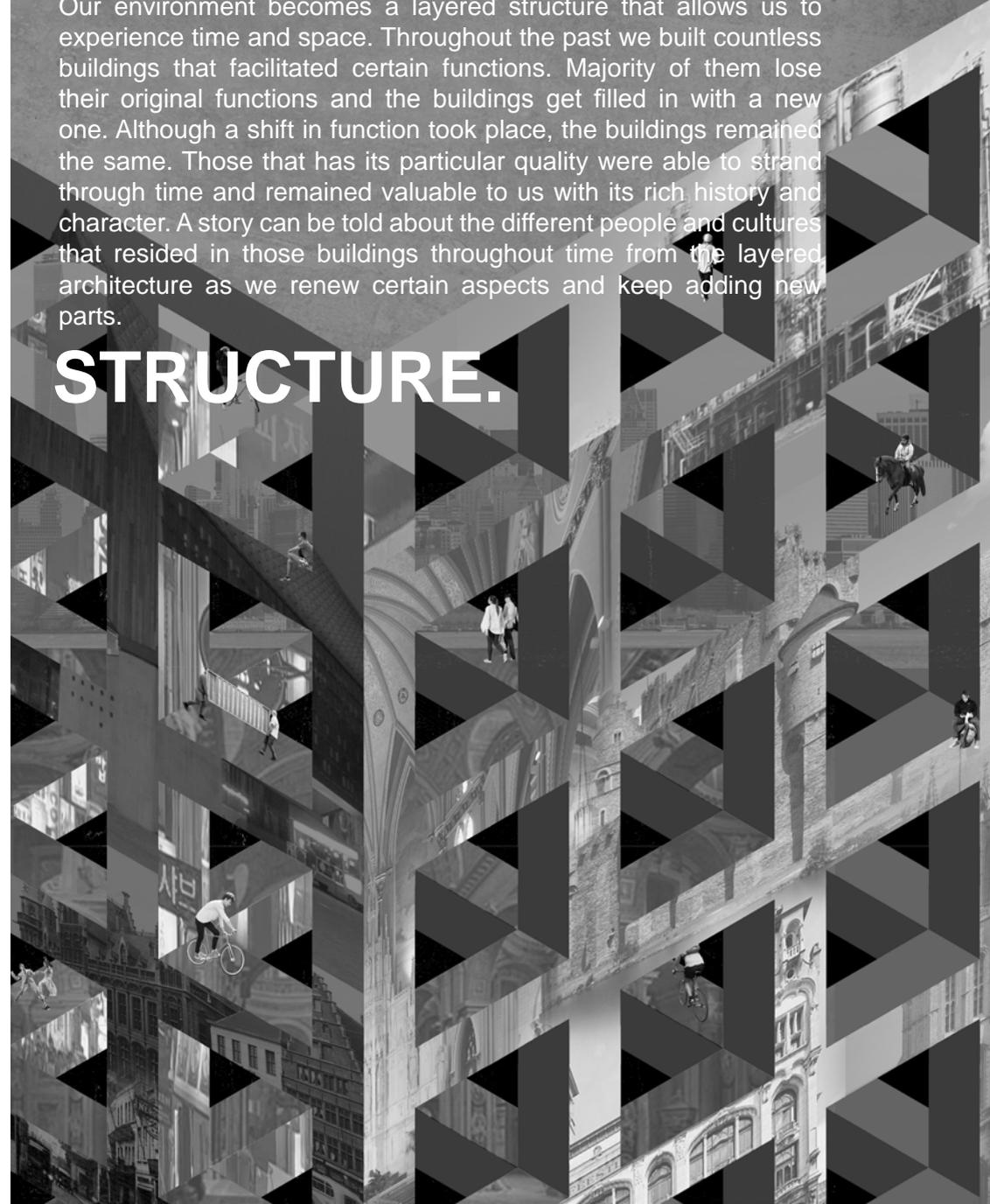


An experience that felt so real through a virtual experience could actually serve as therapy for certain people.

A LAYERED

Our environment becomes a layered structure that allows us to experience time and space. Throughout the past we built countless buildings that facilitated certain functions. Majority of them lose their original functions and the buildings get filled in with a new one. Although a shift in function took place, the buildings remained the same. Those that has its particular quality were able to strand through time and remained valuable to us with its rich history and character. A story can be told about the different people and cultures that resided in those buildings throughout time from the layered architecture as we renew certain aspects and keep adding new parts.

STRUCTURE.



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MINDTHEGAP

A FIELDGUIDE THROUGH

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MINDTHEGAP

In our rapidly transforming society where technology has come to play a bigger role in our daily lives, we find three interesting entities that interact and relate to each other that leads to situations, phenomena,... worth discussing. We define the entities as:

humanness: the condition or quality of being human.

technology: advanced technology specifically developed or created to meet human needs.

environment: changing surrounding due to human intervention.

With technology as the driving force in our society that grows at an unknown fast speed in the last decade, the two other entities fluctuate around it at its own paces. We tried to visualise this in a kind of a timeline, supported by a variety of examples where platforms directly or indirectly play a role, which illustrates situations where these three entities either go in sync with each other or take a distance from each other which we call gaps. In sync situations appear when two or all three entities work together and evolve in harmony. When two or three entities evolve at a too different speed, it will lead to a gap where they do not complement each other. With these diverse situations, questions are raised and discussions arise within this complex matter of the technological age.

By having defined the entities and mapped out examples in this timeline, certain plausible scenarios came to mind, as well as interesting strategies that we apply around technological development.

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HUMANESS

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