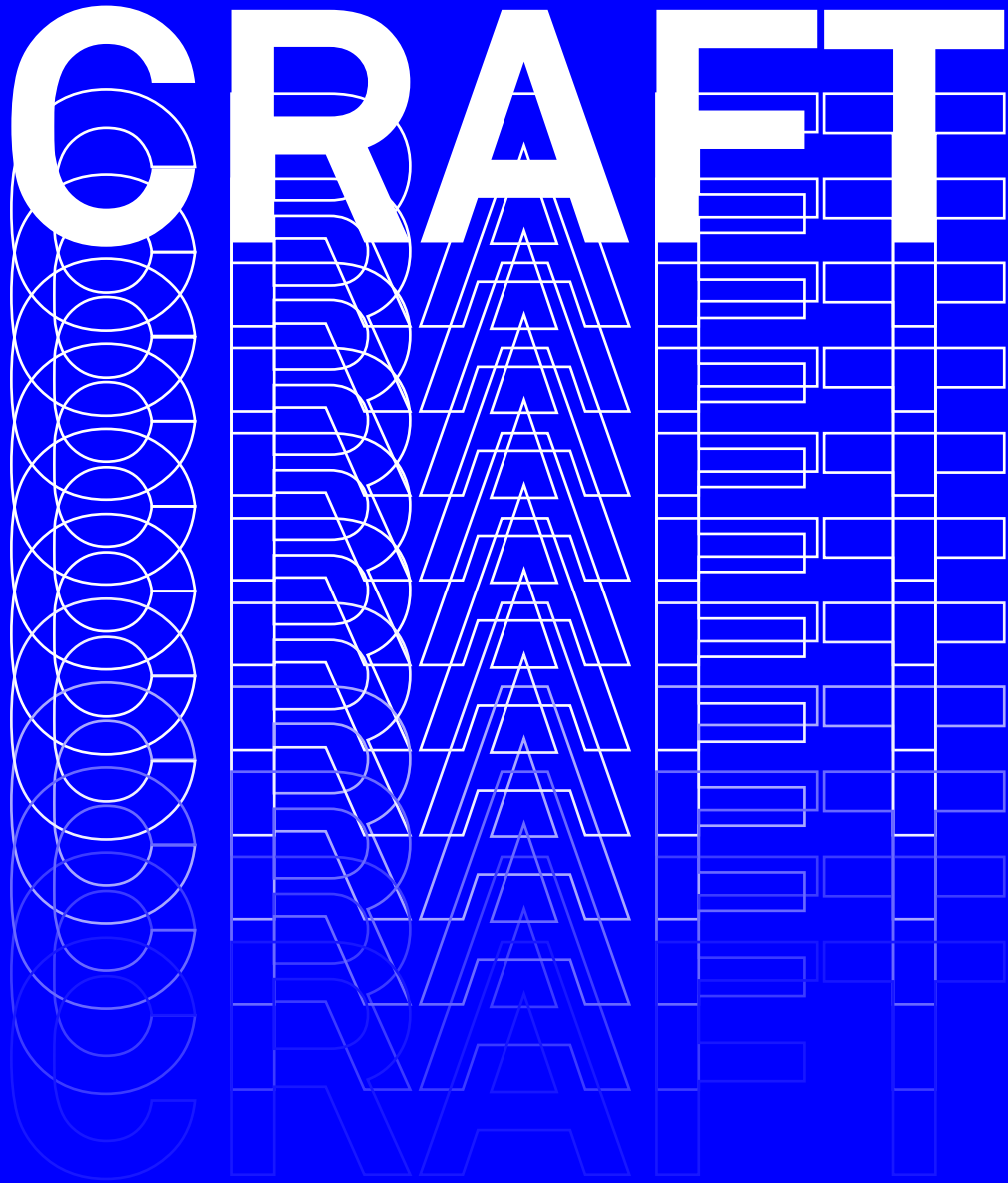


DIGITAL

CRAFT



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FORWARD/INTRODUCTION

I am a graphic designer who has always been triggered by, the often incomprehensible aspect of, social issues. I am always trying to understand these issues by reading, watching and listening, even when it is an impossible task to understand them. Even then I'm triggered by them. By the way they arise, exist and by the way they are fought over in society. These issues are often a part of my work which is questioning these issues, their appearance or their existence.

Besides these social issues are programming movement and interaction things trigger me and that I use in my work as a way to interact with my audience. They are tools to make them visible, interactive or more understandable through an experience. Digital craft is here a part from. It gives me courage, knowledge and the ability to make this way of working my own.

PROJECT 1: CRITICAL MAKING EXERCISE

Introduction

For the first assessment i worked together with Annemarie (animation), Dieke (animation), Koen (animation) and Lot (graphic design). We received a couple of cards from the teachers for this project to get a starting question by combining three sorts of cards.

Central Question

By combining the cards we got a couple of questions that we found interesting. The final question we choose was: to "Make an object designed for a tree (plant) to use "Social Networking" and we had to use folded paper to create a physical model of this new thing.

Relevance of the Topic
Interesting about this question is that a tree/ plant can not use anything because they cant talk, can't move at a speed that would be knowledgeable, or could not give a quick feedback like other objects or beings. Because of this it would definitely be a interesting to see what you can do with objects or living things that are not expressive or in movable or how you can still get a response from something like that to see them in a different way that what we are used to.

Research Approach

For this project we tried to work together as much as possible by meeting in person and discussed the ideas each of us had, to create a concrete idea.

After we made the decision about the question to make an object designed for a tree (plant) to use "Social Networking" we thought about a way to make this work because a tree/plant does not give that much input to the world

around him or the feedback is too slow to measure in the period of the project.

The thirst thing we thought about was that a tree/plant could maybe write comments with its twigs or when roots are growing over a keyboard. After a bit of research on the internet we came across a project with birds who were using twitter [1] which looked a bit like our idea. But after thinking it over we came to the conclusion that the wind was the one doing it and not the tree and that it would take too much time for the roots to grow and touch the keyboard.

So we decided to keep it to just "Yes" and "No" decisions because a plant doesn't have much output. This is how we arrived at Tinder, because not only is the idea of a tree on Tinder pretty funny and weird, it's also simple to use. You merely need to swipe to the left or the right whether you want to date a certain person or not. From that moment we started to think about tube's in which a plant could grow to make the choice because growing is one of the wastes ways to measure and to see that it is actually alive. And so we each thought about different ways to let a plant use tubes.

The most crucial point was that the plant needed light to grow. So the tube should be transparent. The tube also needed a split point in which it could choose between the left and the right side. Last but not least should we be able to measure the choices by equipping the tubes with sensors. One of the sensors that i suggested was the infrared sensor but we could also use a small camera that could measure how much green it sees to measure the choice.

After completing our research, we switched to the manufacturing process

Key References / Literature

Inspiration we found along the way:
• **birds who were using twitter** [1]

Experiments

we started our experiment- ing by buying a young plant to show the result during the presentation. We choose a small creeper (climbing plant)by the name Clematis that could climb inside a tube. Then we started to sketching a couple of tube designs in which the plant could grow and started to look for transparent paper to create the tube system with.

We didn't make prototypes but started to make the best tube right away but we did questioned each other during the making, if it would actually and if we understood each others ideas. This helped in the making and it also changed the end result of the tube because some things didn't work the way we thought it would like the split points and the way it would be braid.

Insights from Experimentation

One of the things i came across during this process was that it really helps to make things to see if it will actually work the way you thought it would.

Realised work

In the end we created a braided paper tube in which the plant would grow. The plant will come across several splits inside the tube while growing in which it can go either left (cross) or right (hart). we also created a Facebook and Tinder account for our plant: Clovis Clematis so that it could use tinder right away.

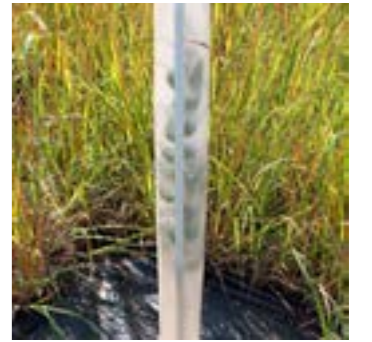
Reflection

I really liked the cards for this project. its a easy and interesting way to create new projects or to just get you started with a good

question. it's also a good way to start again when your stuck and it is definitely something that i will keep using.

Despite the fact that the project was a small starting project, I think that as a group we could have gone much further in the design and think process by asking ourselves more questions and by doing more try outs and research on the plants. This came back in one of the of the questions we got after our presentation. this question was: "How can a plant know that it is using Tinder?" Obviously it doesn't know that it is using twitter because it is just growing randomly towards the sky. And i think that we should have thought about this before like we did before when we thought about the tree that was triggered by the wind.

We could have made a prototype which could let the plant know that it is using twitter when we had done more research about plants and how they can respond to their surroundings. adding sound to the tinder pictures could maybe work better to give the plant a choice instead of letting it grow by chance.





PROJECT 2: CYBERNETIC PROSTHETICS

Introduction

For this project we had to make small groups in which we had to make a cluster of self-directed works as a prototype of a new relationships between a biological organism- and a machine, relating to our explorations on reimagining technology in the posthuman age.

They should be materialized in 3D form, it should be fully functional and simulate interactive feedback loops that generate emergent forms. The project itself could be a continuation of project 1 but you can also make something completely different. and so i worked again in the same group as in the first project (Koen, Dieke, Annemarie and Lot).

Central Question

the question we worked on during our second project was: how could we let a plant make a choice?

Hypothesis

I think that it is a good question because we can now start to answer the question that we didn't answer during our last project. I also think that it is a interesting question for others because we don't see plants like creatures/ living beings but only as beautiful or useful more like a object. Which is a waste because plants are interesting beings we know far too less from and beings that we could use and learn from more than we do now. A example for this is Photosynthesis which could be a great solution for green energy and cleaning the air!

Research Approach

We started as a group just like we did during the last project. We sat together and each of us threw ideas on the table which we then questioned. We wrote down the

ones that were good and tried to get a final question from which we could start working. But this process was much harder than it was last time because we all had our doubts about our last project and the question we got.

I then tried to get this process running again by giving inspiration to my teammates that i found by searching for plants and technology. A couple of interesting things i found along the way where: video walking plant, cybernetic flowers, urban trees grow faster and a video about the inside generation.

This gave a new boost to the process and we started to get other ideas that weren't related to out first project like a meat plant which could be a alternative for animals but got stuck when we thought about making a actual product. We all went home and came back the next morning to discuss the idea again and went back to where we stranded in the last project: How can we let a plant make a choice. We then all searched the internet to find ways and information about wat a plant reacts on which where: light, water and sound (vibrations). Sound/ vibrations was one of the things that stood out the most and so we went with sound.

Besides the plant we also researched some technology and ways to measure the growth. We started by searching for sensors and by watching a video from disney[4] so that we could ask the interaction station for a more professional advice and tips which we got.

After we knew what technology we wanted to use to measure the growth, we started to think of designs for the flowerpot. Things that we had to put inside the pot to make the technology work where: a camera, earplugs for music, raspberry pi or a mini computer to play the songs, water crystals, a plant and the box itself.

We also did some research about the program Max so that we could

build a working system to trigger the earplugs to make it functional. Unforgerly there wasn't much to find and so it became more of a experiment than a research point.

Key References / Literature

Interesting projects that i found during this project and other inspiration:

- **Hortum machina, B** - a project that was developed on the Masters Programme of the Interactive Architecture Lab @ University College London interactivearchitecture.org/dfpi

“Harnessing the collective intelligence of plant behaviour, the reEarth project explores new forms of bio-cooperative interaction between people and nature, within the built environment. While plants lack a nervous system, they can, much like animals, become electro-chemically stimulated by their surrounding environment. Through the study of plant electro-physiology, we have wired their primitive ‘intelligence’ into the control-loop of an autonomous robotic ecosystem. Half garden, half machine – a new cybernetic lifeform we’ve named Hortum machina, B” [2]

- **Michael Candy** | Robotic flower - https://www.pioneeringminds.com/3d-printed-robotic-flowers-bees-pollination/michael-candy-synthetic-bee-polleniser-cybernetic-flowers-technology_dezeen_sq/

Experiments

We started our experiments by planting planting seeds inside our own made pots in which we put earplugs. We then put on certain music through each of the earplugs to see if it would have a effect on the plant and to proof that it has effect. Unfortunately it didn't work as good as we hoped it would. Most of the plants didn't sprout or they didn't make a strong choice between the music that was presented to them but we still

decided to go on with our choice.

After this experiment we tried to work with max to make the prototype functional. We (Lot, Annemarie and i) started with an old file from a project that Lot did in her 2e year and used it as a base for the project. We did it all ourselves because there weren't teachers that new how max worked the days that we worked on it and so we figured it out ourselves. there weren't much examples and so we worked on it with the little examples we found and which worked in the end.

Insights from Experimentation

Insights i got during this project were the possibilities that the program MAX provided us.

Realised work

In the end, we had created our final work: a black plant box with one transparent side that was filled with water crystals (so that the camera could see the roots), a plant inside of it, earplugs on the bottom for the sound and a camera to measure the roots (whiteness) on one of the sides to make the installation complete.

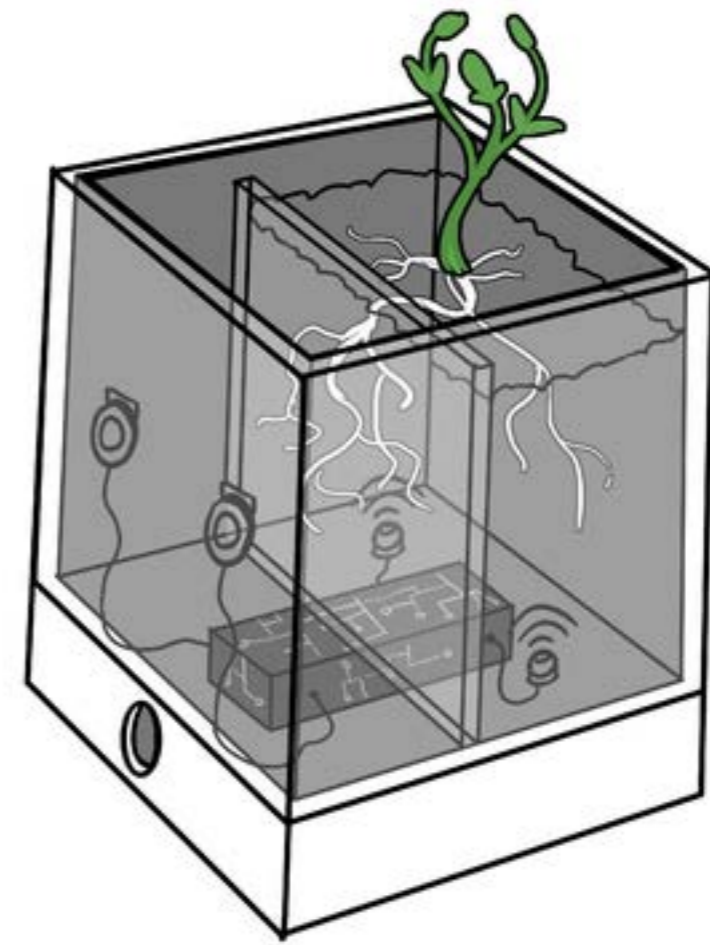
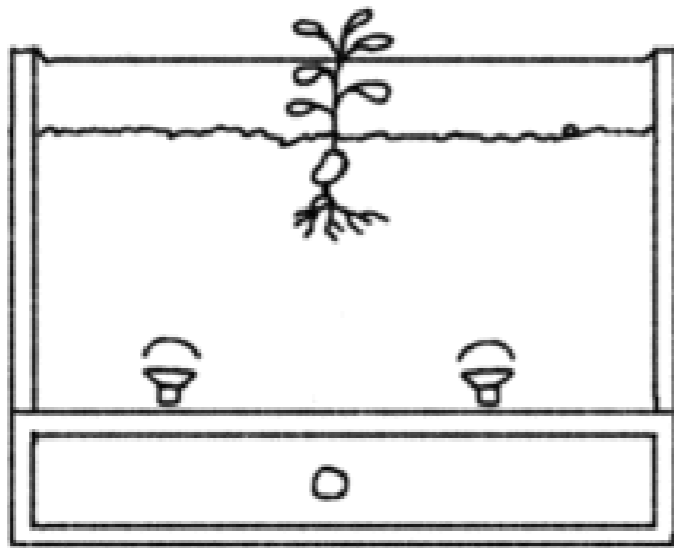
Reflection

One of the things that bothers me about this project is that we didn't have enough proof that it would actually work with the music that we choose and that we didn't question the way we created the box more. I think that we should have researched the technology that we could use a bit more witch would probably have resulted in a different flower box because it was purely created on color.

The examples that we got after the presentation really helped and trigger me because they were so minimalistic, clean and showed us another way of presenting a work. What i did ike about the project is that we found a way to work with Max to create a working prototype in which AnneMarie had a leading role.

Working in a group is also a thing that could be quite difficult when no one really takes the lead. I see for myself that I take a wait and see attitude and that i am taking the role as a maker instead of a leader when i could do differently.





PROJECT 3: FROM DEVICES TO SYSTEMS

Introduction

Project three was about opening a 'black box' and it was the project that i looked out for the most. The black box is in this case a machine or a electrical device that you can pick by choice to take it apart. It is the intention that you describe and analyse all parts to understand how the device works. You then have to create a new functional product out of the existing one.

Central Question

You could say that the central question of the project was: "how to make a new machine out of a existing one?"

Relevance of the Topic

Relevance of this project is that you get a better understanding of machines and the way the mechanisms and circuit work.

Hypothesis

I think that i will get a better understanding of the machines and the circuits inside these products and that i learn more about the sensors, constructions and the the way that i can manipulate, read or use them. This will be helpful for creating technological projects because i can read them better.

Research Approach

At first I had no Idea which object I wanted to deconstruct or what I could add to a existing project. After hearing some ideas of my classmates I got into the flow of ideas. I started by checking all the devices that I wanted to throw out, but I wasn't satisfied after I collected a keyboard, a clock, two mobile phones and a digital photo screen. I was looking for something that felt good, a object that gave me an idea on the spot and so

I went to the kringloop/ thrift store. I ended up with a old weather station and a digital photo camera and started by taking them apart one by one.

I worked on them, layer by layer, so that i wouldn't miss a crucial point, which i needed to understand how they worked. starting with the weather station i came across a couple of sensors and smal stuff from which i didn't know anything. By researching all the different sensors on the internet and by looking at the closely at the circuit board i sort of figured out how the weather station worked and what i could maybe do with it. I did the same for the camera in which the internet had a big roll to explain the different parts to me.

The research made the ideas that a got a lot clearer, because i now knew what parts i could use for my project. What i didn't know was how i could use the things that i found to make the new products that i had in mind and so i went to the interaction station for help. Unfortunately they didn't know how i could use the devices to create a new one and when they knew what what i could do it would take more than a week to make it work which was too long.

I decided to look for another device which was easier and not as complex as the camera and the weather station and that could be working before the presentation. The first thing that came in mind was the keyboard which i could maybe transform into a exual keyboard. I then started to deconstruct a keyboard in the same way i did the other devices and looked for more information about the parts that i found inside. I searched for other keyboard projects on the internet to get more inspiration and started to experiment.

Key References / Literature

Instructables was one of the main inspiration sources for this project because you can find a lot of projects that have already been

made with working devices. I also found a couple of great and inspiring projects during my first research attempt. These inspirations where:

- **Moritz Simon** Making techno with music robots | <https://www.youtube.com/watch?v=wHrCkyoe72U&t=150s&frags=pl%2Cwn>

Ideas and references i got for the digital camera:

- **Smart glasses** for blind people | <https://www.dailymail.co.uk/sciencetech/article-2659993/Smart-glasses-BLIND-Device-transforms-world-outlines-shapes-help-partially-sighted-navigate.html>

Ideas and references i got for the weather station:

- **Tempeture display** - <https://www.instructables.com/id/Temperature-sensor--weatherstation/>
- **Tempeture display 2** - <https://www.instructables.com/id/Make-a-Personal-Weather-Station/>

Ideas and references i got for the keyboard:

- **PS2Keyboard library** | <https://playground.arduino.cc/Main/PS-2Keyboard>
- **How to use a buzzer** | <https://www.instructables.com/id/How-to-use-a-Buzzer-Arduino-Tutorial/>
- **How does a keyboard work** | <https://computer.howstuffworks.com/keyboard2.htm>

Experiments

I wanted to tryout if i could turn a computer keyboard into a actual keyboard by using a arduino to create a working project before the presentation. I started out by trying out codes and circuits that i found during my research to find a working one that i could use as a base for my project. i then tried to deconstruct and understand the code so that i could make it my own by adding new parts, like the tone and which key is which sound, and i tried to add tunes.

After i was able to make these

parts i wanted to add new features. The first thing that i started with was to find a way to create a record from the keys that you could play yourself. After trying out some code and after searching i couldn't find anything to help me further and started to focus on finalising the main project again. Everything was already working but it was not quit functional yet. One of the things i can across was that the tunes couldn't stop in the middle which was a problem because they were quite long. In the end i wasn't able to fix this problem but i did make a working object which was my main goal.

Insights from Experimentation

Insights i got from the experimets where that i am now able to read the code, that is used for a arduino, better than before and that it is less complex than that i thought it would be which encouraged me to do it more often and to search for ways to use it. But i also think that it is easier to start programing with a arduino or a raspberry when you have a clear goal instead of just trying out stuff. I think that it helped me to find a better way to learn more about programming with the arduino for in the future.

Realised work

As a final work i created a keyboard from a computer keyboard that worked with a programed arduino, a buzzer, code and a couple of wires. the letters on the keyboard were programs with tones which were created by the the buzzer and the first three numbers were programed to play programed tunes.

Reflection

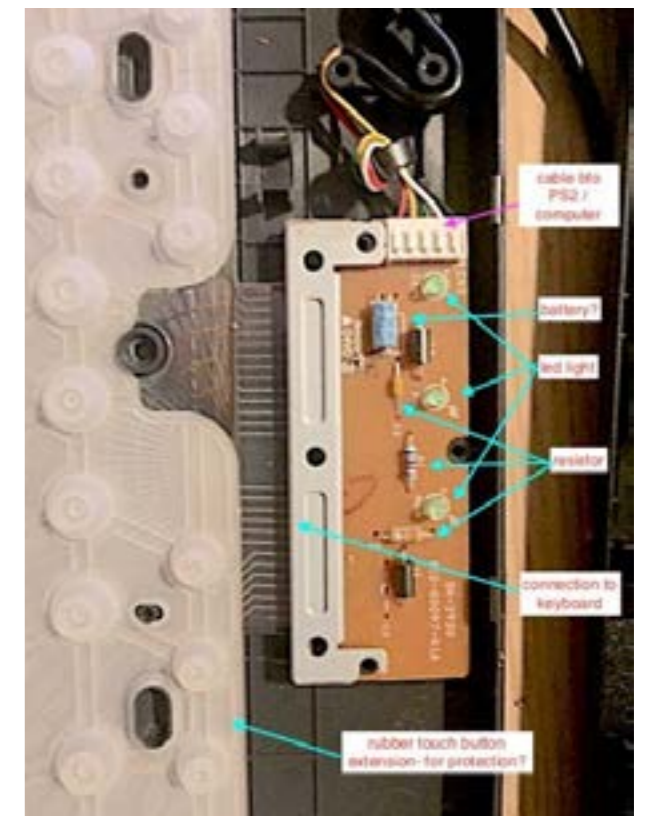
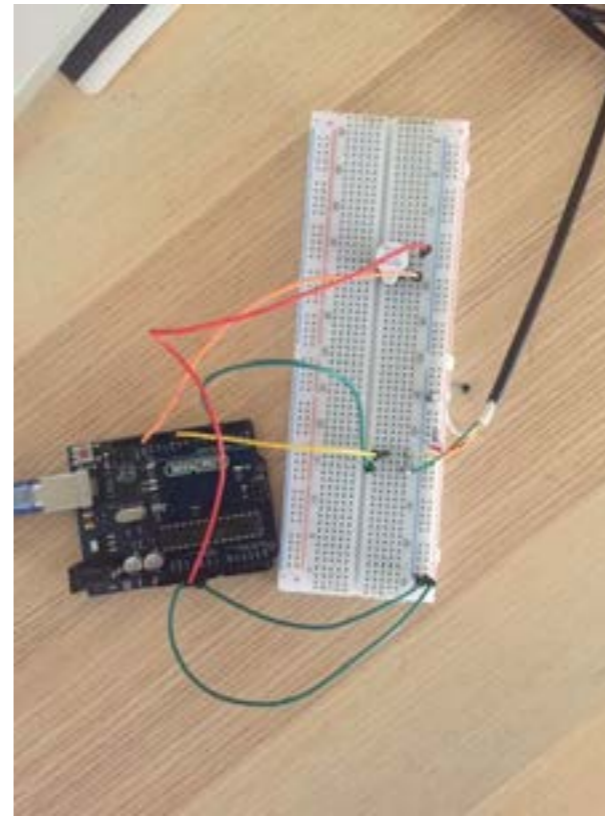
From day one i was looking forward to this project because i really wanted to know how i could use existing technology to create something new. I was also very curious about what the inside would look like and if i would be able to recreate the code.

I have learned a lot during this

project about: the different sensors, the way they work, how i can use them and i learned more about how i could read the circuit boards and some of the sensors. I also think that it would be a bit easier for met to start with programing a arduino and that i'm more encouraged to reach out to programming arduinos and sensors then before.

The final object that presented for this project could have been a lot better or interesting like the ideas that i had for the camera and the weather station and i think that i should have tried them out more. Because even when the end project was not a working one the ideas and the technology would have been much more interesting and challenging for me than the keyboard was.

On the other hand could the keyboard also become much more then it is now and i still see it as a challenge to develop this keyboard further.



PROJECT 4: CARTOGRAPHY OF COMPLEX SYSTEMS & THE ANTHRO- POCENE

Introduction

We all know it. The introduction tune, the globe from the introduction, the presenter in a suit sitting behind the desk, the colors, the typography within a border, the rhythm of the emotionless words read from the autocue and the news footage shown through the frame of a device. but are we really looking at it? Or are we only listening to a voice in a suit and are we looking at it as if we were there?

But what will happen if we indeed look closer to this news and the way it is presented. Then the news that we know is no longer “the news” but something else..

Central Question

“why do we trust the news as it is presented to us?”

news -> a report of a recent event; intelligence; |the presentation of a report on recent or new events in a newspaper or other periodical or on radio or television. What is happening in the world at this moment. Often bad things or thing people worry about. | knowledge of the world?

trust -> reliance on the integrity, strength, ability, surety, etc., of a person or thing; confidence. | confident expectation of something; hope. | have faith in.

presented -> to introduce to the public | to introduce and compare | presented through a device

Relevance of the Topic

News consumption — whether it is by phone, tablet, radio, internet,

or television — is a daily habit for billions of people around the globe and we keep on looking at it. But there is a reason why we are looking at it if we have to believe: Loretta Breuning. The reason is that our brain is attracted to troubling information because it's programmed to detect threats and not to overlook them to survive. The news is a reflection of this process in our brain which is why we keep on looking [5].

But this is not the only reason why the topic of my project is relevant. Another reason is the point that we are making a big deal out of fake news when alle the news that we see is actually a framed image of a certain happening which is re-constructed and shown to you as the news.

And our whole world is now filled with these addictive frames who are presenting a fake reality, a simulacrum from the world around us. But because they are so known to us we aren't questioning them anymore and believe (until a certain point) what the people on the screens are telling us. Especially when the name, design and presentation look serious or when the people have authority or when they are wearing a suit.

Hypothesis

I think that the effect of this work could be that people are gonna question the presentation of news and maybe also other programs.

Research Approach

I started my research by writing down and connecting everything about the news and things that are related to it inside a online mind map. After that i started to search the internet and books for topics, projects and articles that were related to news and its production. During this process i started to categorise the words an projects to make it easier to look through.

The most important once for me where: Imagery, Sound, Topics, Journalism, Designers and Medium. But after reading a lot and

writing everything down I got a bit stuck in the subject. What was the story that I wanted to tell and even more important what topic would I go for. They were all so big and some were quite difficult when I dove into it. So I started to narrow it down a bit to make it possible to work with it. But instead of narrowing it down i made it bigger by looking into possible subjects which create even more subjects.

During the second talk I spoke with Shailoh. I showed her the two topics that I researched and wanted to work on (branding a terrorist and The Middle East conflict) and told her that the Middle East conflicted was the one I wanted to work on and wanted to know more about. But of course it was way to big to be a topic which was also a part of my feedback but what struck me most was that I sounded like a western news watcher.. Which is basically what I am but what I don't want to be and what i didn't think i would be. Because i'm reading all kinds of different news articles from all kinds of websites, perspectives and countries. Which made me question my own look on the news and the news itself more and more. So much that i got stuck again with all the topics and points that i found out about even with all the extra input that i got from her.

What really helped was to discuss the ideas and things that i found with others like friends, colleges and teachers to see another side from the topics that i had and i created some questions for myself.

- How does the news look like when it is censored or made in a different country then where it is presented?
- how are divergent countries presenting the same news? and what does this say about the country?
- How do the make create the news ?
- Why do they choose a certain image for a news item?
- Why do we have so many photos of our king or president and almost none of terrorists?

- How would the news look like when it is created directly from social media without the interference of reports ?
- Why do we take the news so serious ?

But after making all these questions for myself I still got stuck not knowing what to do with it after reading lots and lots off articles, watching documentaries and researching more information. so I asked a colleague at my work for information on the production on news and its imagery. I asked her about this topic because she did some work at the nos nieuws, is often working with news related topics and knows a lot of people who are involved in this world.

to get a bit more inside in the way how news is produced. This interview and the third talk i had with ivan helped me to look at the news from a different perspective. I now started to look more into the production of news and the way it is presented and i started to question why certain images where used in the news when others weren't. Insides i got after this research and interview about the making of news where:

news is always shown from a certain viewpoint and is recreated from a collection of imagery. it is constructed.

the news consist out of a couple of important topics in the world. it is selected
news is not a window to the world it is framed. This idea is called: “the transparency fallacy”

there is often a certain way that news is presented: introduction, video about the topic with a voice-over, blurry background or stock footage, list, numbers or chart about the topic, speech or interview, conclusion. Example for this is the video: <https://www.youtube.com/watch?reload=9&v=aHun-58mz3vl>
Semiotics - The theory and description of sign systems | <http://www.digitalrhetoriccollaborative.org/2017/03/29/semiotics-and-constructing-fake-news/>

| <https://www.thedrum.com/news/2011/07/22/importance-semiotics-branding>

I then started to look on youtube for videos and infographics to get more of a understanding of how this works. While searching i found a couple of videos with the ideas from philosophers about media, news, representation and semiotics that were quite interesting. Philosophers and activists in these video's where: Stuart Hall, Edward Said, Noam Chomsky, roland barthes and Marshall McLuhan. These videos made me look even closer to the news that i did before. Another good tip that helped me with this was that i should look at semiotics in the news and in its representation.

After that i started to research by experimenting. I deconstructed the news and created exercises for myself to see the news and the effects from different sides.

Key References

The topics i worked on and get inspirate by are often related to the news or social issues. Next to it are artists found in museums, interactive design, moving imagery and design as in graphic design: books, typo, websites, identity's, etc.

Literature

Besides collecting design projects and video's I started collecting books and texts from the internet for more information about the news, the way they produce it, semiotics and much more.

I got a couple of books from a colleague who used to work within the nos and who knows a lot about news, how it is produced and knows a lot of people who are working with news. These books where:

- **Nieuwsbehoefte** een nos boek over nieuwsgebruik written by: Maïke Olij
- **Factfulness** written by: Hans Rosling
- **achter de schermen bij het**

jeugdjournaal written by: Jan Paul Schutten

I also read a lot of other books, wiki pages and articles on the internet. Most of these topics and names came from videos that i found on youtube.

- **Eduard Said** written on: Wikipedia | https://en.wikipedia.org/wiki/Edward_Said#Orientalism
- **Noam Chomsky** written on: Wikipedia | https://en.wikipedia.org/wiki/Noam_Chomsky#News_media_and_propaganda
- **Propaganda model** written on: Wikipedia | https://en.wikipedia.org/wiki/Propaganda_model
- **Mythologies** written by: roland barthes | <https://soudenvironments.files.wordpress.com/2011/11/roland-barthes-mythologies.pdf>
- **Is Reading news bad for you** Written by Markham Heid | <http://time.com/5125894/is-reading-news-bad-for-you/>
- **Stuart Hall** Journalism, identity and what Stuart Hall taught me Written by Arun Kundnani | <https://www.aljazeera.com/programmes/listeningpost/2017/02/journalism-identity-stuart-hall-taught-170228105012994.html>
- **Marshall McLuhan** The medium is the message | https://en.wikipedia.org/wiki/The_medium_is_the_message | <https://medium.com/@obtaineudaimonia/the-medium-is-the-message-by-marshall-mc-luhan-8b5d0a9d426b>

Experiments

I started really late with experimenting and it wasn't until the third talk with Ivan that i finally came closer to my final topic and a exercise. I started my exercise by buying some newspapers at a local store in amsterdam and started by photographing each of them. Then i started to digital collected all the images from the newspapers and tried to turn the messages around, swap images and played with the representation/ the design of the news itself.

I learned during this exercise that not all combinations worked as good as the others and that not

every good outcome worked for others as well as for me which was quite interesting. One of the best outcomes for me was the trump | 9/11 combi which sort of fitted the feeling of the people who are against trump.

But i was hungry for more after this exercise and started a lot of new ones. I started to collect different newspapers from the same date to look for comperes-ens. I changed the typo from one newspaper to see what its impact was and i separated the presentation of male and females inside the newspapers that i collected. I then went over to news broadcasting and there presentation and started by collection screenshots from every news agency in the world and compared there colors, studio's, presenters, and way of showing the news.

I was quite surprised when I put all the news broadcasts next to each other. What I saw was that every news program is: using the same kind of studio's (shiny, tv screens in the back of the studio, most news introductions show a globe, every woman or man is needly dressed in a sort of suit (no tattoos, not too revealing, no punks as in hair,), they all speak in a certain way, set up of the news itself (first this then we show something like this) , same sort of intro sounds, red and blue are used often (not everyone is using them), text bar is always coming in from the left, sometimes there is a moving text block (in the Netherlands on nos it is shown only when something serious has happened). I didn't expect to see so many similar things.

I started after the fourth talk again with deconstruct the news again in different parts. I could clearly see the divergent parts after this exercise. The parts that the news consist out are: person who tels the news (men or women in a sort of suit), background of the studio, sometimes you can see the floor of the studio, one or multiple screens in the back of the space which shows the news, a laptop or

a screen on the desk with information, often a glass of water or a mock on the desk, a desk they sit on (with chair) or a small table they stand next to, some have printed papers with text next to the screens or laptops, there is always a logo of the news in the left or right corner, inside other video then the studio they use little text blocks which consist out of : 1. telling the name of the person. 2. tel who this person is (what, company, function, social status) 3. moving by text block with information of the other news (nos shows this only with emergency topics so that you can read into everything when you just tune in) 4. news topic (often shown only in the intro of the beginning of the news or when the change topics) 5. sometimes they show the current time, sometimes they show a small weather infographic.

I then made a list with all the things that i could change within the news. The things that I could change are:

Person presenting the news:

- Hair (punk)
- Tattoo
- Clothes (bikini, revealing clothes)

Stuff on the desk:

- Change cup/glass/ computer/ paper for something else (bottle whiskey, knuffel, fruit,)

News:

- Change news video behind presenter(porn, weird/ funny animals, something that could be related: trump -> 9/11)

Typography:

- Use other typography
- Put in a different text
- Change color of the text/ text block

Background:

- Create a different studio
- Change color in the studio

sound/voice:

- change speed or the way that the presenter talks
- change langues

After making this list i started to

create a actual video to see if it would work and to see what i could change myself. I learned, from my own feelings and from feedback from others, that the news videos are only working when we can understand the language that we see and hear within this presentation. What did work in the ideos was that you could see the things that you heard. For some reason these two things were working together closely which is i found quite interesting.

Besides the experiments in video, image and typo did i work on a interactive way to present my end video. I choose for a kinect to do so because it could easily detect the people around the installation. Whit some help and codes from the interaction station was i able to create a working video installation to show my video.

Artistic/Design Proposal

I was thinking about presenting the video on a tv screen which is attached to a Arduino and something like movement sensors and a sort of a button / sensor for when your standing in a certain spot. I want to use this because I think that when im only looping the video maybe even on multiple screens the audience is not triggered enough to come and see the video. to create a portable tv stand I watch this video: portable tv stand link .

Things that i need for this presentation are: a TV, Kinect, laptop to play the videos, hdmi cable, power cables, Stand for the tv, two headphones, explaining text and maybe a place with business cards.

Realised work

As a final work i created a After all the research and the exercises did i end up with a final video which showed the news in a new way which made people question the news itself. The video consisted out of 4 different news broadcasts and 3 different presentations. These presentations

where triggered by the movement and the position of the person that was entering the zone of the kinect inside of the installation. I choose to use a kinect and the change of the video to trigger the people in the gallery more.

The result was that the news would be normal when you are far away. At the moment the visitor would be halfway the normal news would switch to a mix between normal news and the news that i created combined with a glitch that made it look off. But it wasn't before the visitor came close that the news switcht to the weird news that i created. By presenting it in this way, I immediately showed the process that I am going through and the process that others will go through when they are looking more closer to the news that is presented.

One of the things that i didn't expect during the publical presentation was that people wouldn't see that i changed the news in the video which was a pleasant surprise.

The four different news broadcasts that i used in the video where: a broadcast about migrans at the border of mexico and the us in which the migrants were replaced with stray dogs, the yellow fest movement in france in which the yellow fests were replaced with community workers, a broadcast about climate change which ended with the coming of dinosaurs as its result and a broadcast about a flooding in which the flooding was replaced with drought.

I tried in every video to turn around the things that we know and to replace them with an image that kind of could say the same in appearance/ signs/ semiotics to represent the news like the example of the migrants and the stray dogs.

The video itself was presented on a tv screen that was connected to a homemade wooden frame. Within this wooden frame was a space for a laptop to play the video and te

code from. It also had two hooks and two headphones so that people could listen to the movie while there was music within the gallery. It also had a small wooden space for the kinect to rest on to make the installation complete.

Reflection

During the whole process i was often discouraged by the fact that i got stuck so many times but i'm happy that i was able to create a interesting project in the end in which i was able to find my own story.

But i am still a bit flabbergasted about the fact that i was told that i have a very western look on this world and i am looking at the news in a whole different way then i did before. Which is also one of the thing that i liked about the project and about being a designer. To learn about everything around us and question it when others see it as normal.

Despite my satisfaction with my last project i'm also aware of the fact that it is not yet a finished work for me. I think that i could have been more if i started to make things earlier on. During this project i got stuck too many times and one of the reasons for this was that i kept on filling my mind map and kept on reading when i should have made stuff to keep me going. Which is also something that i learned in this quarter because it really helps to make things to bring you further into the process and i should use more during my process.

Final Conclusions

Looking back on this minor, I am satisfied with the projects that I have been able to make and i'm glad that i choose digital craft as my minor. I finally i found what i was looking for during my study: a place in which i'm challenged and especially encouraged to use programming/ digital stuff/ machines and i am glad that i found a place in which i can learn more about coding and to get more of a understanding on how i can use it inside of my projects.

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A day of infamy

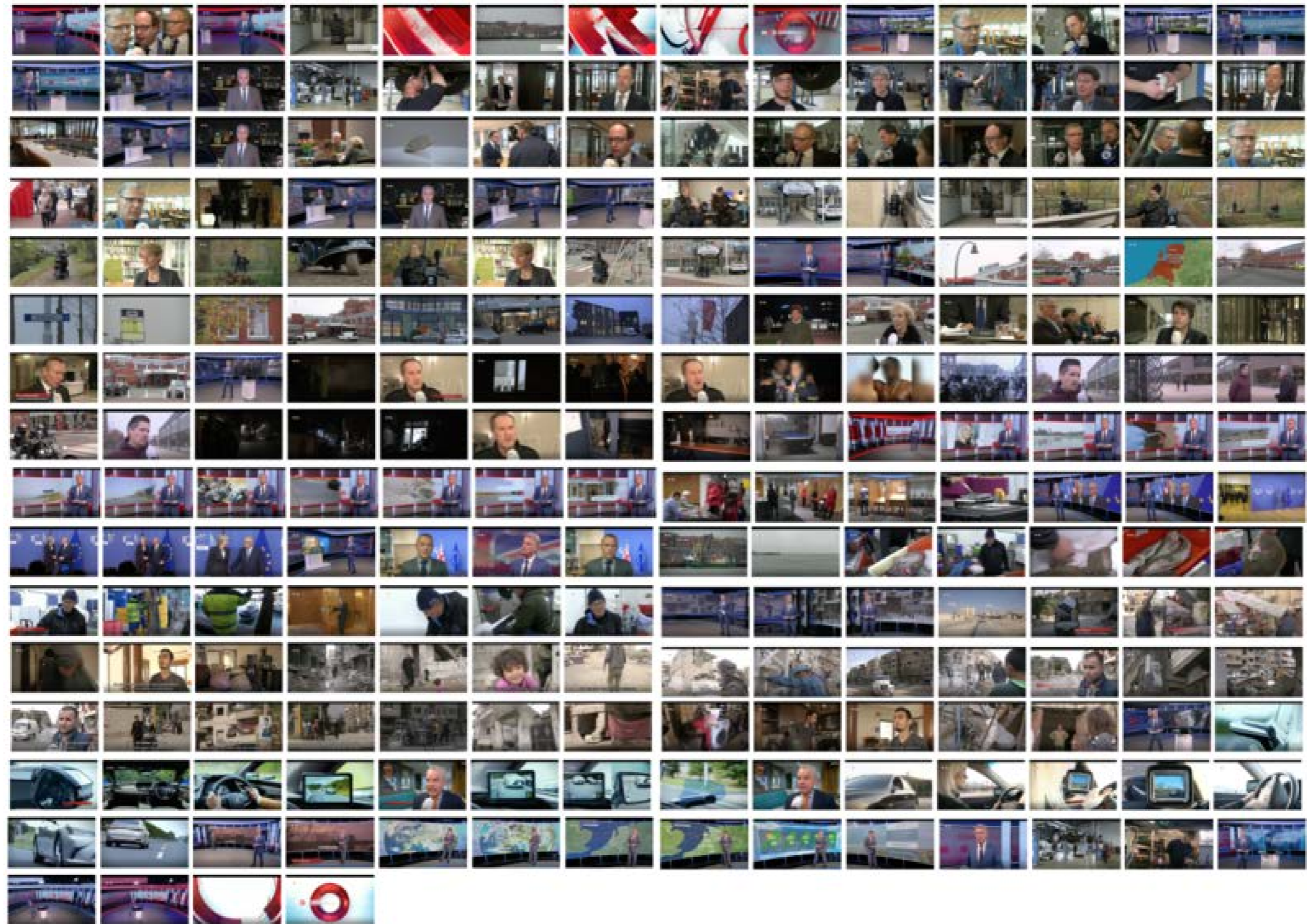


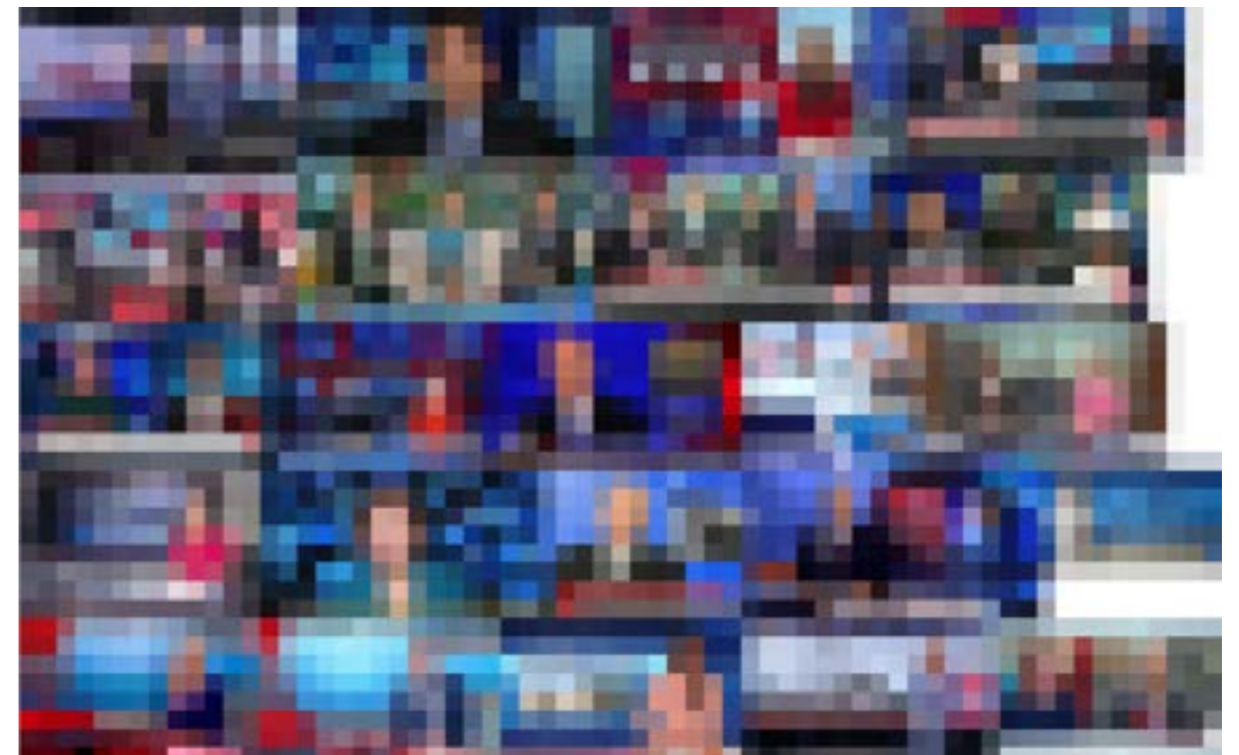
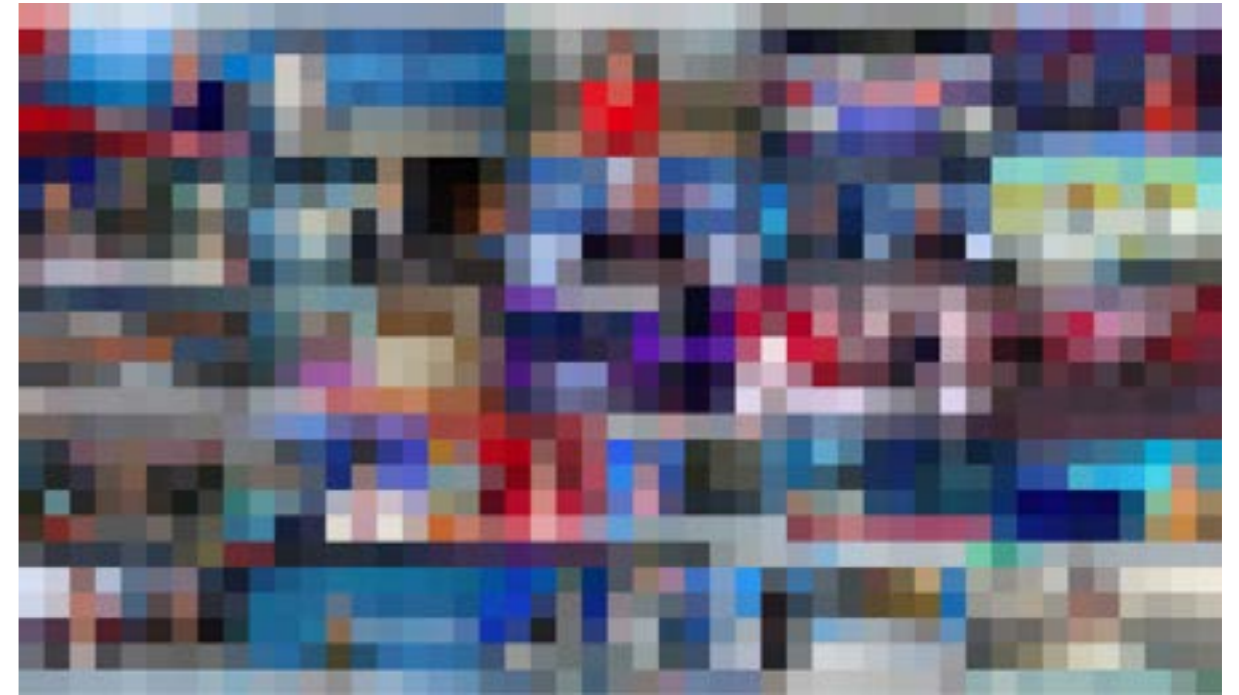
INSIDE

U.S. will never be the same

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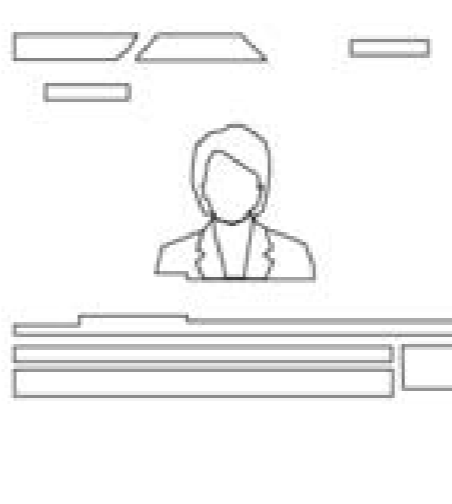
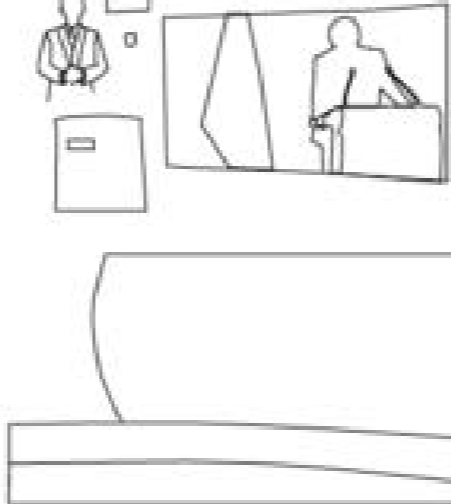
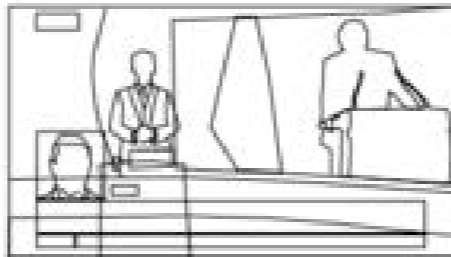
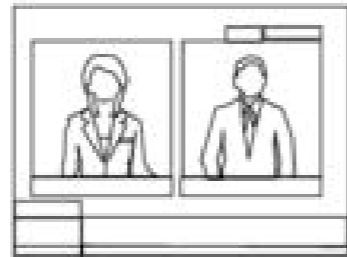














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