IMAGINED PLACES

ON WANDERING AND DIGITAL LANDSCAPES

Irina Gendelman, Ph.D. Jeff Birkenstein, Ph.D. Saint Martin's University

What we do

Jeff – Significant Food



Irina – Street Art



The Olympian

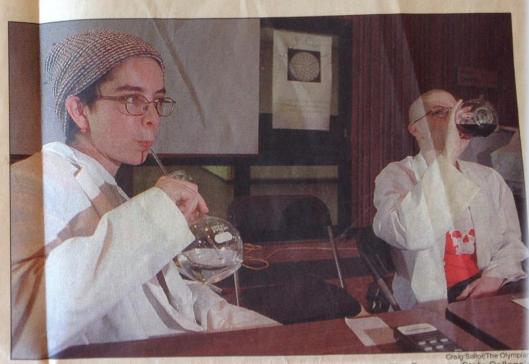
TECH@OLYMPIAN FDITOR: WALTER NEARY / 754-5403

D₆

MONDAY



Software showcase



TONGUE IN CHEEK: Irina Gendelman (left) and Drogheda NiFaolain relax at The Evergreen State College Business, Science and Entrepreneurial Software Fair last week. Along with programmer John Rock, they designed the Human Extinction Project, a game that teaches users lessons in the environment, genetics and epidemiological as they exterminate all human life on Earth. At left is a prototype African fractal that students developed to teachigh school students about the use of fractals in everyday African life.

The Evergreen State College's technology fair showcases projects both functional and bizarre

By Walter Neary

The Olympian he students did from everything

tailed idea of what's going fearsome looking device with and dropping things. on in the homes, said Luther Smith, a DSHS systems programming manager. we beloing the elderly in

a nasty protrusion that apparently was supposed to be audience got out of hand (ale easily and efficiently look up

On the opposite end of the excitement spectrum was used if any members of the BART. It allows people to

Everyone in the Seattle Community Network team is a programmer. Their group designed a World Wide Web calendar system

Original ideas

Here are some of the projects from the Student Originated Software (SOS) program # Math: A prototype African fractals

Examples

Lady Gaga's "Telephone":

https://www.youtube.com/watch?v=EVBsypHzF3U

A Couple of Questions



We struggle with the seduction of the spectacle.

Are you not entertained?

https://www.youtube.com/watch?v=xMVLwl35R_I

The Flâneur

A literary type from 19th century France, essential to any picture of the streets of Paris. The man of leisure, the idler, the urban explorer, the connoisseur of the street.



The Observer

"To the perfect spectator, the impassioned observer, it is an immense joy to make his domicile amongst numbers, amidst fluctuation and movement, amidst the fugitive and infinite...to be away from home, and yet to feel at home; to behold the world, to be in the midst of the world and yet remain hidden from the world."



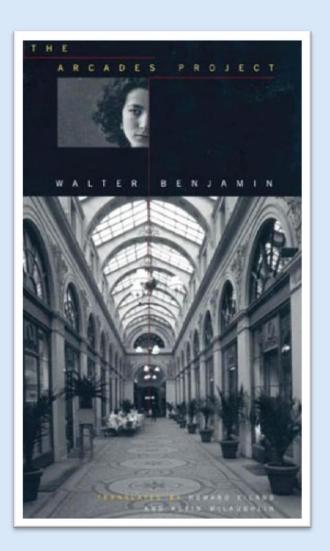
-Charles Baudelaire

The Arcades Project (1927-1940)

Walter Benjamin

Documented the shift to the modern age

"Fashion," "Boredom," "Dream City," "Photography," "Catacombs," "Slums," "Advertising," "Prostitution," "Baudelaire," "Theory of Progress."



Method of this project: literary montage. I needn't say anything. Merely show. I shall purloin no valuables, appropriate no ingenious formulations. But the rags, the refuse - these I will not inventory but allow, in the only way possible, to come into their own: by making use of them.

-Walter Benjamin





The Observer

"Like Baudelaire's flâneur; the virtual flâneur is happiest on the move, clicking from one object to another; traversing room after room, level after level, data volume after data volume."



- Lev Manovich

Society of the Spectacle





The Observed

It was, in the first moment, as though you had entered an aquarium... 'The city in the bottle', - the city indoors...Those passing through arcades are, in a certain sense, inhabitants of a panorama...They can be seen out these windows but cannot themselves look in.

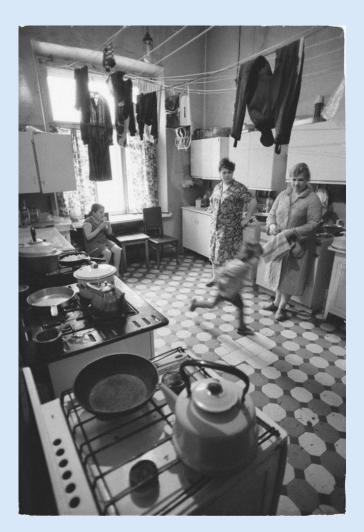
--Benjamin



Passage des Panoramas



The Observed



"A western artist sees the Internet as a perfect tool to break down hierarchies and bring art to the people. In contrast, as a post-communist subject, I cannot but see the Internet as a communal apartment of the Stalin era: no privacy, everybody spies on everybody else, always present are lines for common areas such as the toilet or the kitchen."

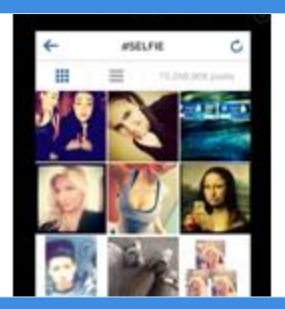
- Lev Manovich

Pavel Kassine





We want to control how we are seen.





We are all public.

It's the story that we tell about ourselves to ourselves...

Throwback Thursday Definition

By Elise Moreau

Definition:

Throwback Thursday is the name of a weekly post theme that social media users participate in as part of a very general "throwback" activity for posting content.

On Thursdays, people usually post photos on sites like <u>Instagram</u>, <u>Twitter</u>, <u>Tumblr or Facebook</u> that are from the past. Photos can be from years ago or from just a few days ago. There aren't really any limitations, and it really

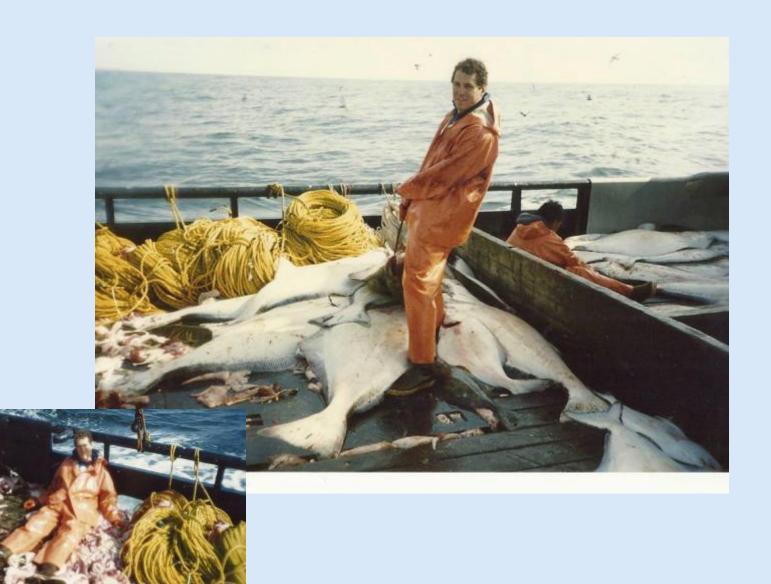
just gives people an excuse to post more.



Photo © Getty Images

Throwback Thursday is very popular on <u>Instagram</u>, and users often tag their photos with a variety of hashtags like #TBT, #ThrowbackThursday or just simply #Throwback. Adding these hashtags can help get photos more exposure from a wider audience of people who are searching through those tags.





Of course, the self-portrait is an easy target for charges of self-involvement, but, in a visual culture, the selfie quickly and easily shows, not tells, how you're feeling, where you are, what you're doing...

We all have different reasons for posting them, but, in the end, selfies are avatars: Mini-Me's that we send out to give others a sense of who we are.



—James Franco, The New York Times

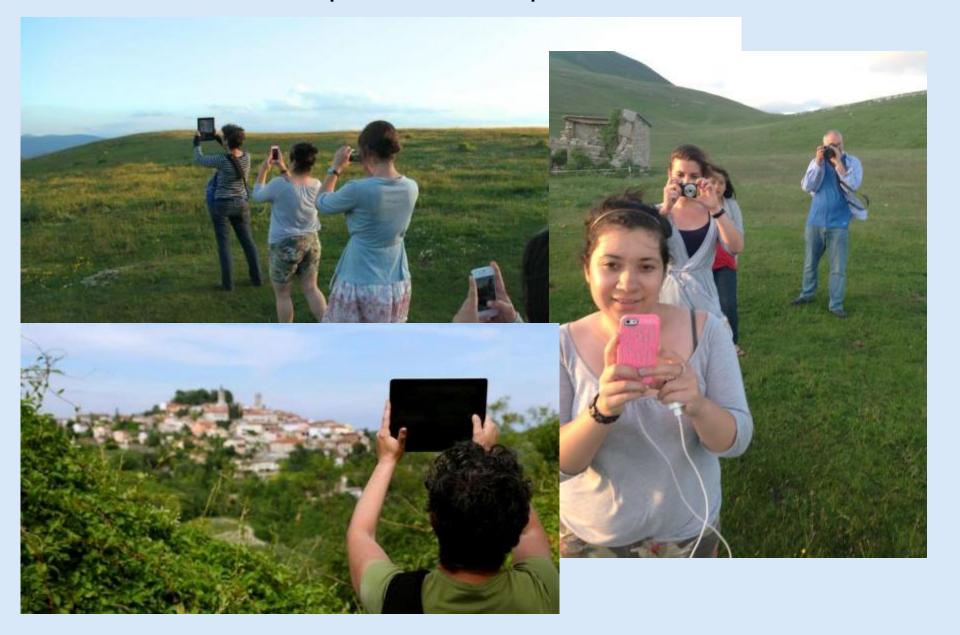
'Selfies... Here I Come!' Ronald McDonald Gets Cargo -- The Wall Street Journal





Graffiti in Bali, 2013

We are at once the spectator, the spectacle & the creator.







Inside and Outside Boundaries Blurred





Psychogeography

the art of strolling

is an approach to geography that emphasizes playfulness and "drifting" around urban environments. "the study of the precise laws and specific effects of the geographical environment, consciously organized or not, on the emotions and behavior of individuals."

-- Guy Debord

"a whole toy box full of playful, inventive strategies for exploring cities... just about anything that takes pedestrians off their predictable paths and jolts them into a new awareness of the urban landscape."

-- Joseph Hart

Dérive (drift)

"A mode of experimental behavior linked to the conditions of urban society: a technique of rapid passage through varied ambiances."

Guy Debord

There is an app for this

Digital Imagination



Countertourism
Acitivity – from the
Lonely Planet Guide
to Experimental
Tourism

What if you were to turn your back to the monument you are visiting, and could only take pictures of what you saw then?

Tour the Grounds...

WE HAVE ELECTRICITY

To meet the demands of all your teachers we accommodate almost any need, which includes access to electricity.

Below you will notice one of SMU's newest buildings, Harned Hall. However, enough about the building...outside of Harned you will find one of dozens of power boxes found throughout the campus! These fancy green boxes in some way help provide energy to SMU's power hungry students.



Soc 395 Urban Anthropology

Banksy's latest:

https://www.youtube.com/watch?v=Otc7JWuJoG4

Soc: 395 Food and Digital Storytelling

Fall 2012

Tuesday and Thursday 1-2:20pm

In this class students will be introduced to the methods and theory of both digital ethnography and reading fiction. In order to better understand the mystery of storytelling, we will use fiction, digital photography, video and audio recording as a research tool and our local environments as our laboratories. Students will learn how to read critically, collect digital data, take notes, conduct archival research and put together compelling digital stories with images, sound and video. The focus of our exploration this semester will be through texts (both reading and of our own making) relating to the politics and community of food.

Co-taught and cross listed with Jeff Birkenstein Eng 201.





ENG 201/SOC 395 Food, Culture & Fiction I

ENG 395/SOC 395 The Cultures of Italy!

ENG 201/COM 395/SOC 395 Food, Culture & Storytelling I

ENG 395/SOC 395/COM 395 Food, Culture & Storytelling II: Backpacking in Spain!

Travel

Italy:

https://www.flickr.com/photos/irigen/sets/72157634557226 550/

Spain:

https://www.facebook.com/groups/saintsinspain/

Situations

Tactical Moments that Disrupt Habitual Seeing and Doing.