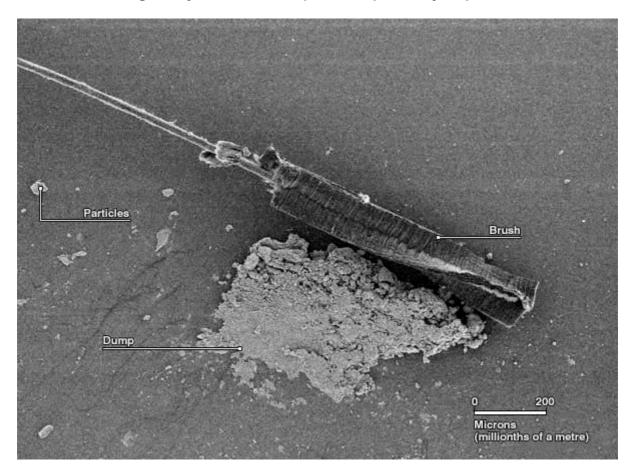
Interaction Design Project 04: Nanotopia -- Utopia or Dystopia?



"As we move towards knowledge societies that rely on innovation to drive economic growth, science and technology are likely to become increasingly contested sites of public debate.... Nanotechnology is only one of several areas where the pace of innovation is accelerating. Others such as genomics, neuroscience, pervasive computing and artificial intelligence are giving rise to distinct sets of ethical and social dilemmas.

Debates are too often framed in terms of 'Is it safe?', with the implication that the likelihood of certain outcomes is susceptible to rational calculation. More challenging questions which flow from ignorance about the long-term social consequences of a technology's development are never asked, let alone answered.

See through Science, Demos, August 2004 (www.demos.co.uk)

This project is an opportunity to familiarise yourselves with some of the key issues surrounding nanoscience and nanotechnology, especially its potential social, cultural and ethical impact on society.

After some initial familiarisation and research you should identify either a hope or fear for nanotechnology and develop it into a 'what if...?' scenario. Treat it as though it has already happened, and bring back some compelling evidence from your scenario (artefacts from the future) to present in the final crit.

The project has two other important elements: separating fact from fiction in relation to future time scales; and identifying, making contact with, and consulting experts. You will be expected to consult an expert to help accurately locate your scenario in the near, mid or far future.

With such an intangible subject it is essential that you visualise your thinking at every stage of the project. Please do not bring stacks of print outs to tutorials -- process, edit, summarise, visualise!

SCHEDULE

Week 1 Research (familiarisation)

Tues 14 Feb Project Launch, 2.00 pm

Dr David Kirby, Lecture/Discussion 5.00 pm

Thurs 16 Feb Roundtable, 4.00 pm

Week 2 What if...? (contact an expert)

Tues 21 Feb Studio Tutorials

Update on contact with experts.

Prof Richard Jones, author of Soft Machines Lecture and discussion 2.00

Thurs 23 Feb Studio Tutorials

Andrew Jackson, Foresight, presentation/discussion, 10.00 am

CHS Lecture by Future Foundation, 1.30

Week 3 Communication Experiments (evidence from the future)

Tues 28 Studio Tutorials

Thurs 2 Studio Tutorials

Week 4 Presentation

Tues 7 Studio Tutorials

Dr Jack Stilgoe (co-author The Public Value of Science), Demos,

Lecture /discussion 2.00 pm

Thurs 9 Project Crit 10.00 am

REFERENCES:

Very Good Downloadable Introduction (essential reading)

www.wellcome.ac.uk/node5954.html

Excellent Webcast exploring different aspects of nanotech

www.danacentre.org.uk/calendar.asp?filter=date&date=01/03/05

Prof Richard Jones' Blog

www.softmachines.org/wordpress/

Key UK Report (read summary)

www.royalsoc.ac.uk/landing.asp?id=1210

A Public Engagement Project

www.demos.co.uk/projects/currentprojects/ESRCnanotech/

Organisations

www.foresight.org www.nanotec.org.uk www.nano.org.uk

Popular Fiction

Prey, Michael Crichton, HarperCollins, London: 2003

Early nano sci-fi

Fantastic Voyage, Richard Fleischer, 1966

One of very few art-meets-nanotech projects

www.nano.arts.ucla.edu

Some Nano Products

www.forbes.com/2006/01/10/apple-nano-in_jw_0109soapbox.inl.html?boxes=popstories&boxes=custom

Glossarv

www.nanotech-now.com/nanotechnology-glossary-N.htm\

The Institute for the Future (lots of links to 'futures' places)

www.future.iftf.org/

General Books

Engines of Creation: The Coming Era of Nanotechnology, Arthur Drexler, 1987

Soft Machines: Nanotechnology and Life, Richard Jones, Oxford University Press, 2004

Nanotechnology for Dummies, Richard Booker and Earl Boysen, Hungry Minds Inc., 2005

NanoCulture: The New Technoscience and its Implications for Literature, Art, and Society, N. Katherine Hayles (ed), 2004