



Microsoft Research

Faculty Summit

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Remixing and post-human design

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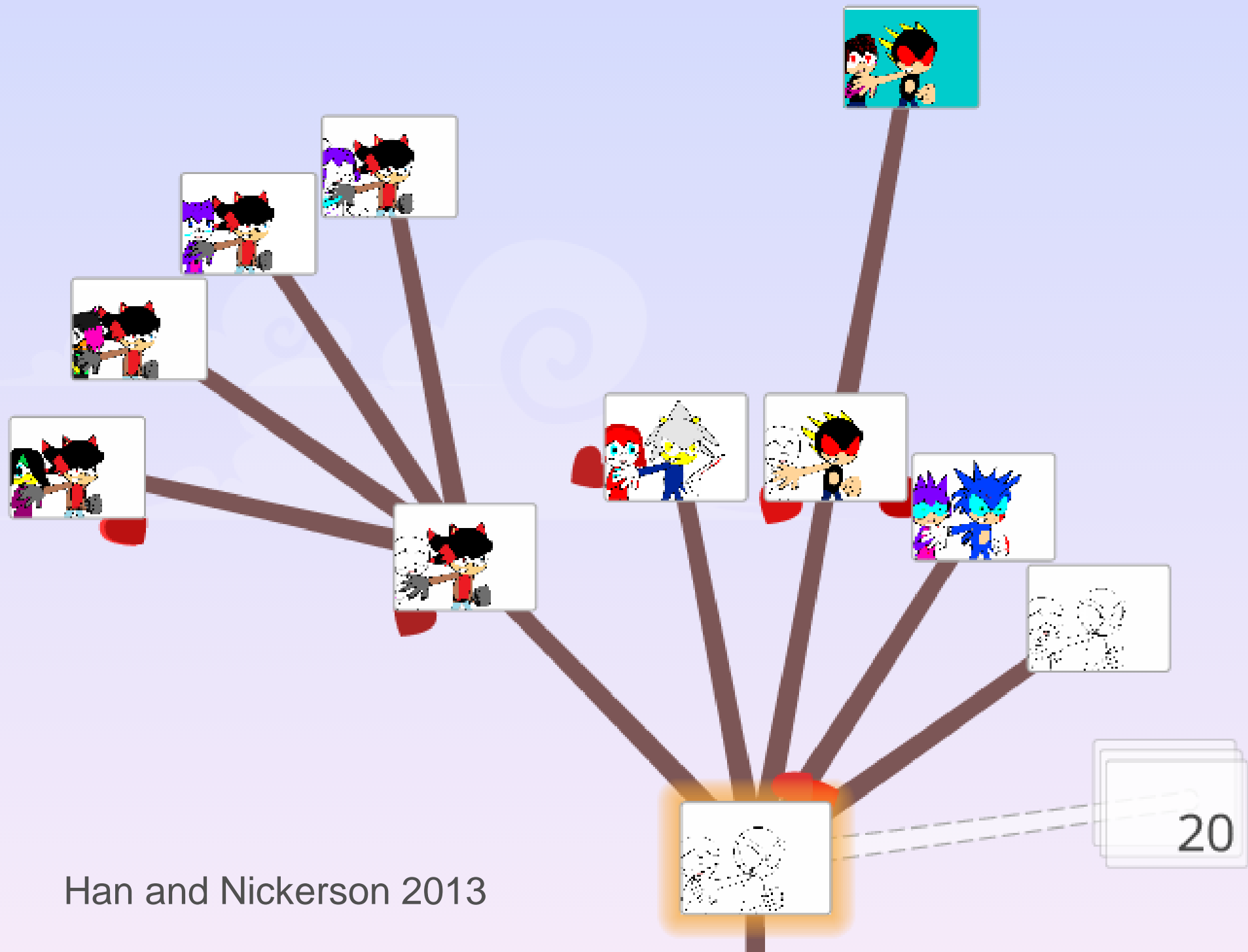
Collaborators: Yue Han, Harris Kyriakou, Pinar Ozturk.
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Post-human design



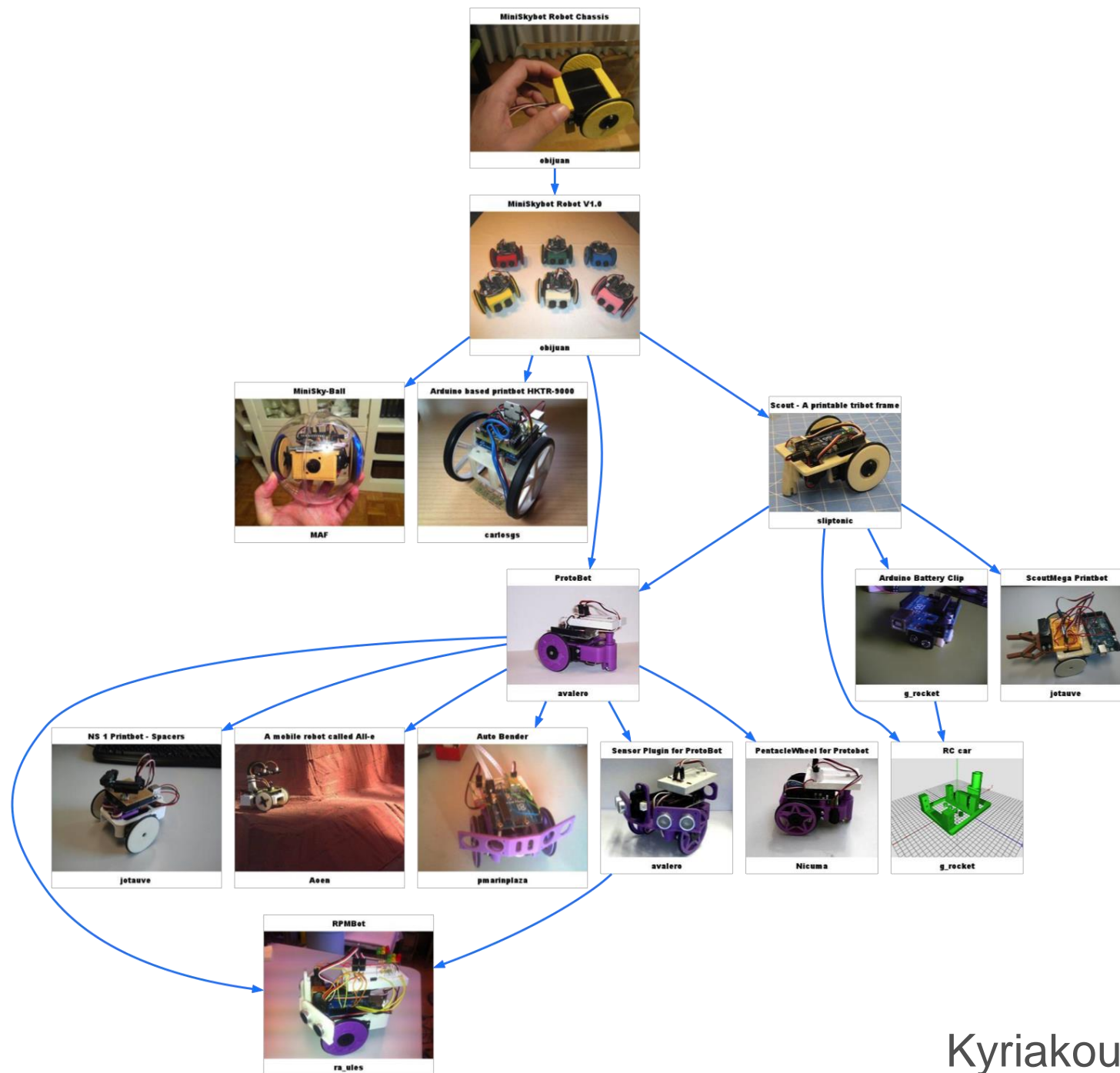




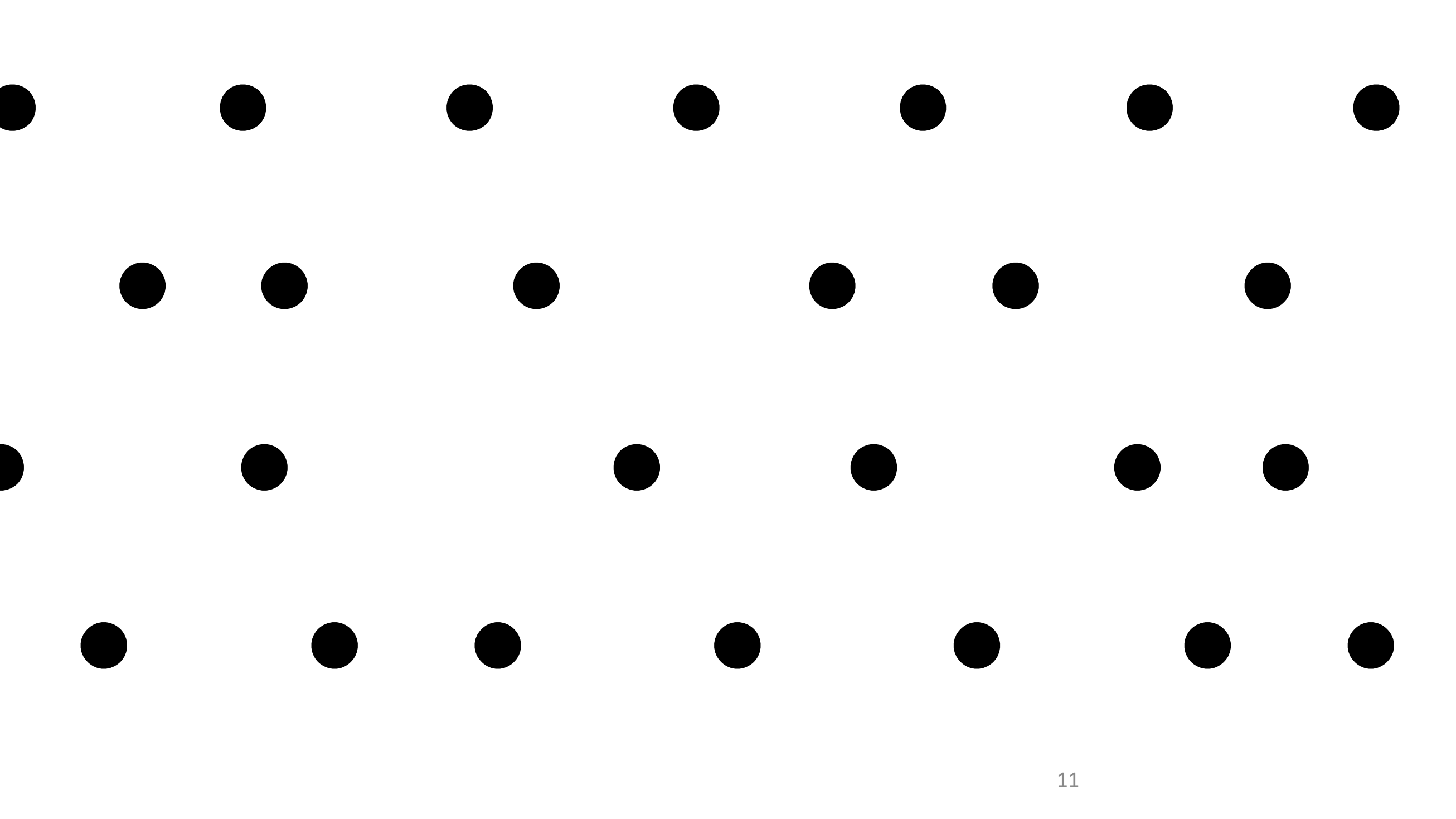


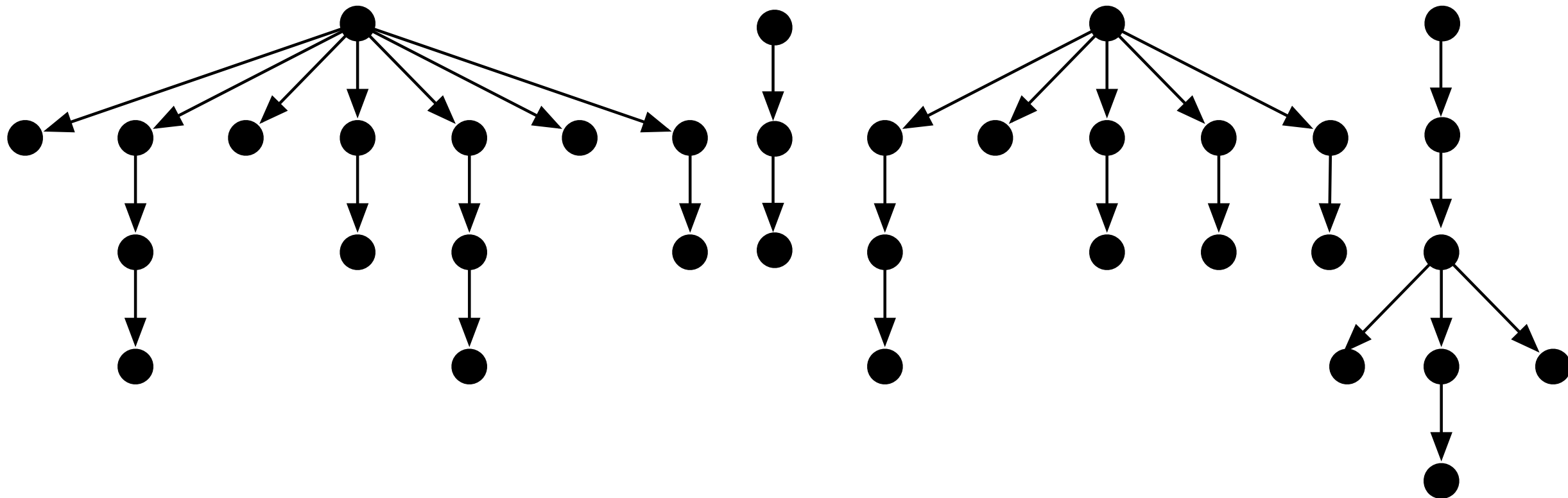
Han and Nickerson 2013

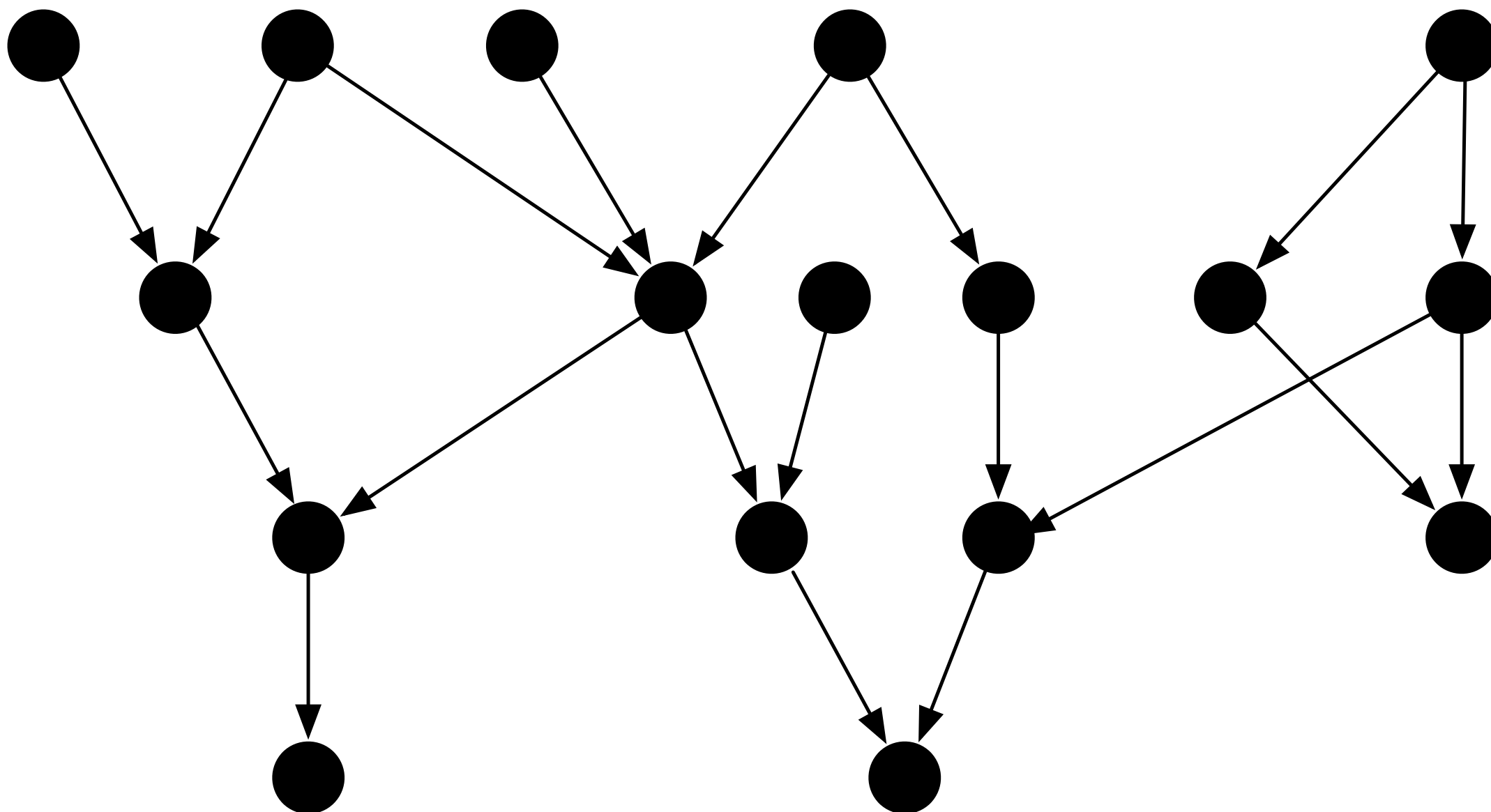




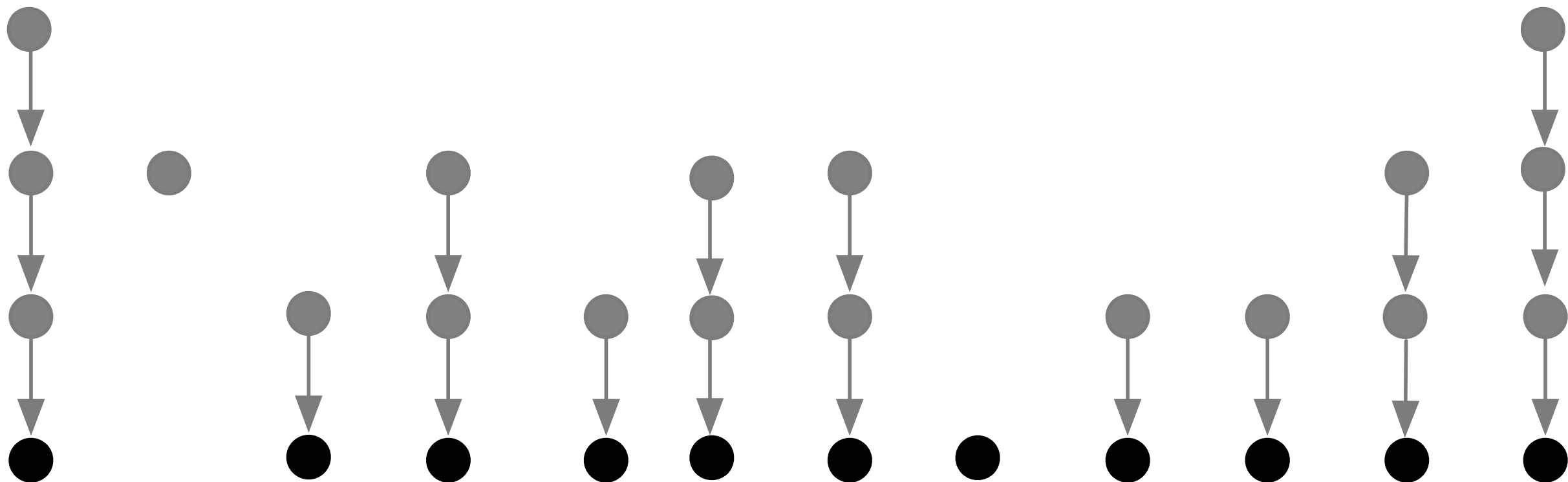
Remixing

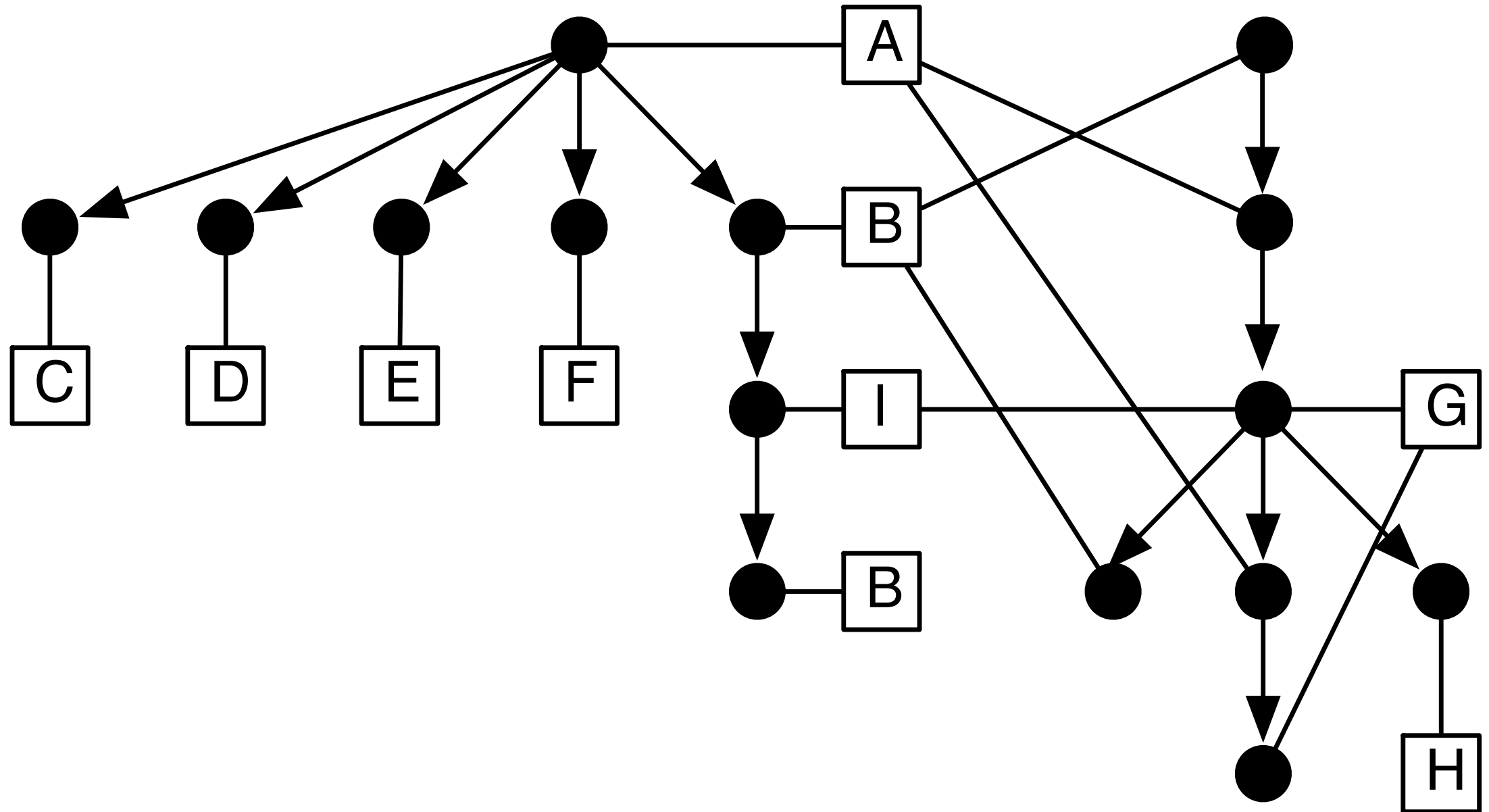






Visibility





Steps

- Observe collective design systems
- Understand natural visibility
- Design new features
- Perform experiments
- Release features into the open
- ...with the goal of increasing innovation at the societal level

Post-human responsibilities

- Measure distances
 - Between designs
 - String edit, graph edit, spectrum
 - Between people
 - Through following
 - Through common editing of objects
- Recommend designs to modify and combine
 - Not too close, not too far







Are remix communities already post-human?



Save the planet and return
your name badge before you
leave (on Tuesday)

