



E-Waste & Media Materiality

Introduction

Find, organise and visualise information/data on the topic of e-waste and the materials aspects of electronic (information) technologies. Your visualisations must be 3-D installations situated on the campus and work with the built environment of School. The installations should quickly and simply communicate complex information to a public unfamiliar with the topic. The works will be displayed at a public exhibition of post-graduate work.

Aims

This brief encourages you to work collaboratively to mount an exhibition of works as preparation for the Final Project module and exhibition. In focussing on key concern within media scholarship you are challenged to engage with contemporary research from another discipline.

Sub-topics

Focus your work on one or two questions from the sub-topics and question prompts below: Production and Consumption, Resources and Materials, Circuits of Disposal and Repair, Salvage, Recycling.

- Materials: What is e-waste?
- Production/consumption: How is our appetite for consumer electronics growing?
- Materials: What are the materials used to make electronic technologies?
- What are the natural resources, minerals, rare earth elements involved?
- Production/disposal: What are the implications for human health and the environment?
- Circulation: Where is e-waste produced and where is it processed, recycled and disposed?
- Disposal: How much e-waste are we producing? What materials are salvaged and recycled?

References

Jussi Parikka
<http://bit.ly/1PZPgMY>
<http://bit.ly/1Ls9dH0>
 Lev Manovich
<http://bit.ly/1WrAaoF>
<http://bit.ly/1PUVZnp>
 Edward Tufte
<http://bit.ly/1U7rRuF>
 Otto Neurath
<http://bit.ly/20YON4G>
 Nicholas Feltron
<http://feltron.com/>

Schedule

Mon. 15.02.16
 Part 1 Launch / Workshop
Wed. 17.02.16
 Review Part 1 / Part 2 Launch
Mon. 22.02.16
 Part 2 Workshop
Wed. 24.02.16
 Tutorials
Mon. 29.02.16
 Crits/Presentations
Wed. 02.03.16
 Exhibition set-up tutorials
Mon. 07.03.16
 Exhibition set-up
Wed. 09.03.16
 Exhibition Private View / Part 3 Launch