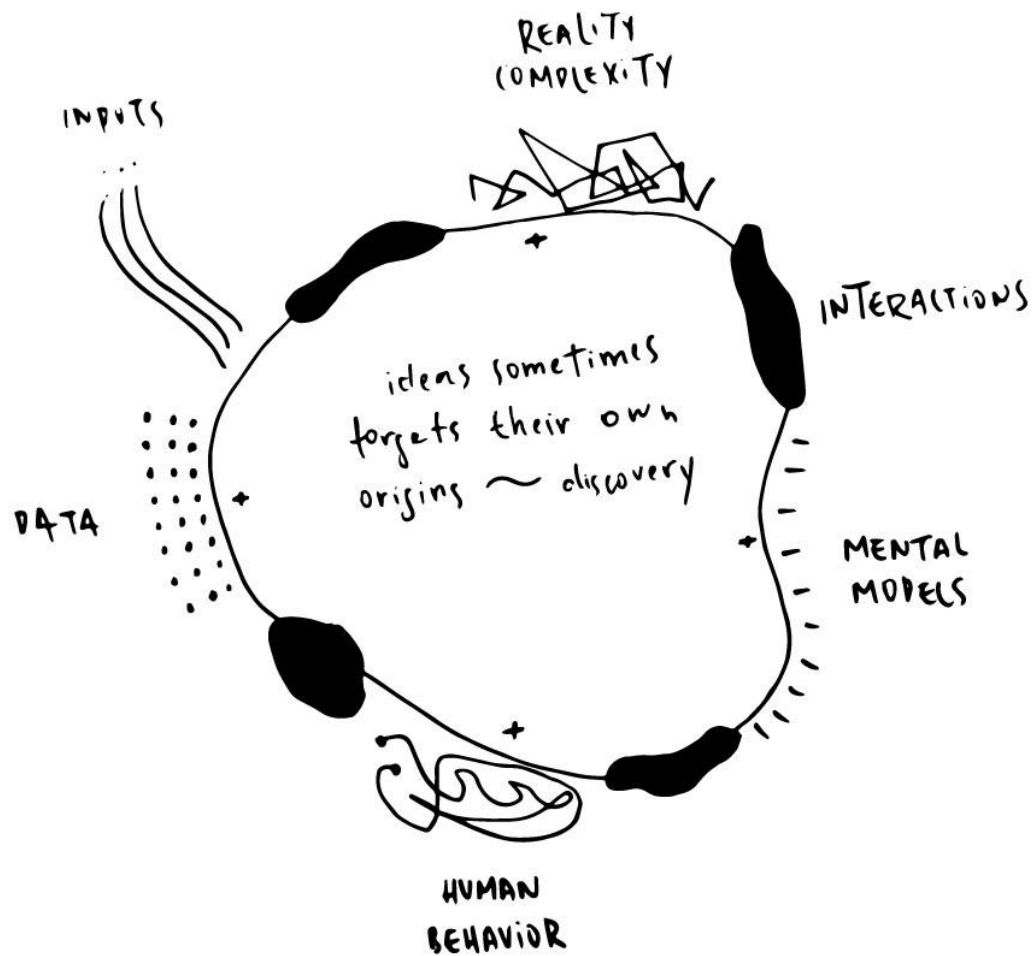
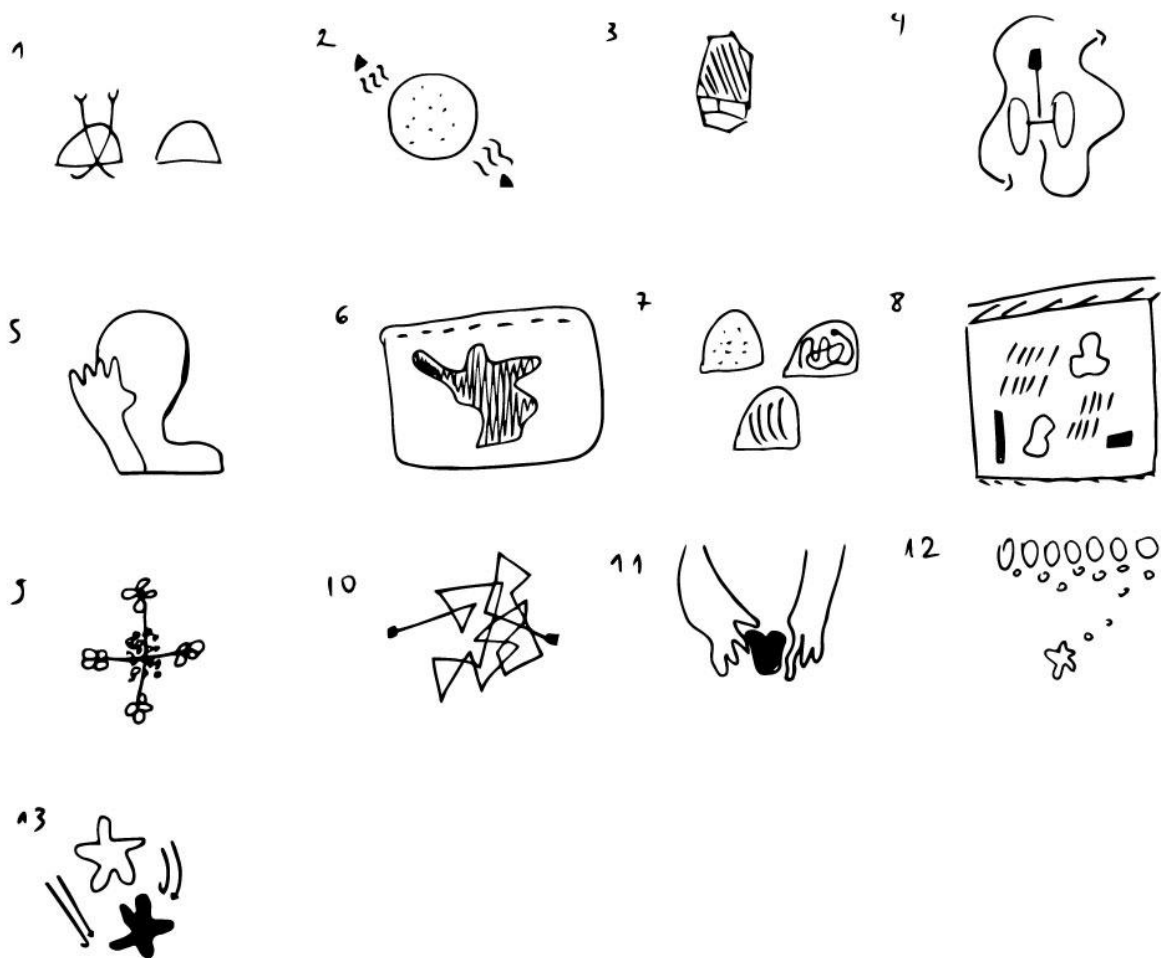


Mindmaps:

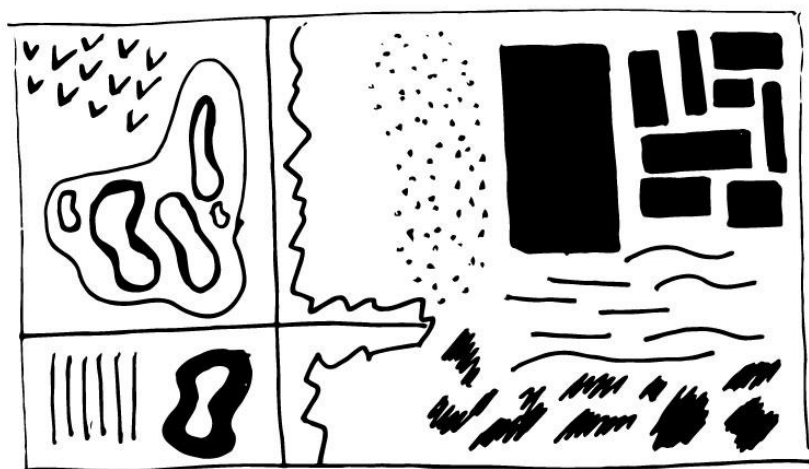
_1



_2



_3



Explanations:

In the first mindmap I tried to put in the paper what I saw in all the artworks of the presentation. While watching all the videos and reading the texts I used post-its for each slide, so in the end I had at least one drawing + few words about each artwork. I do that because I feel that my memory is really bad so I need some visual help to guide my thoughts after “consuming” new things.

I notice that interactions, mental models, human behavior, data and reality complexity are in every artwork somehow. In my point of view, the interactions are the connection and the turning point in each artwork.

The phrase “ideas sometimes forgets their own origins” said by Valentino Braitenberg stuck in my head during this task - and also after - because it’s how I feel a lot of times. And I think is also how those artists felt at some point of their work.

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The second mind map is actually the drawings I made to remind of each artwork.

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And the third drawing is about the artwork that impressed me. I don’t know if impressed is the correct word to use in this case but the work from Timo Arnall was the one my eyes enjoyed the most. I was trying to understand why, because maybe this artwork can be seen as the most “simple” one comparing to the others. But as someone who loves observation (of people’s behavior or just randomness) and geometric figures, it was really pleasant to watch.

It also made me think about privacy, the technology ethics, face recognizement and the use of data in our modern society. The idea of the drawing itself was to think of the different ways we are “read” by a robot, what are the type/visual language options that we as humans or objects can be recognised by them - in a simple geometrical way.