

*Describe the philosophical idea behind the Self-replicating machine.*

A self-replicating machine, a sci-fi dream for almost a century, now more interesting than ever (with things like self-modifying algorithms right around the corner). The idea that something can create endlessly is intricately but closely connected to the idea of life or genesis. A self-replicating machine can evolve and grow like an organism, even exponentially.

On the more concrete side of things, a self-replicating machine like the RepRap 3-Printer could be a solution to many of the problems of our capitalistic system. An affordable printer that spreads exponential in the community, is a resource of production for the "proletariat" (perhaps the beginning of a radical change in our economy without a bloody revolution, as Marx would require in his theory). One could say: "Wealth" without money or "power to the people".

*Describe the advantages and disadvantages of Maker Culture.*

*Advantages:*

- A form of democratization of producing, up to and including possibilities of protest, up to and including anarchism
- Independence from brands and companies
- When you can make/repair something by yourself - you know what is inside,  
-> Have a better understanding of things/how something works/is built.
- > Have a deeper connection and appreciation to things (and how they are made) and can repair these things.
- > Anti-disposable society->better for people and environment.
- Community with other makers
- Even if there are instructions, they do not have to be followed exactly -> evolution
- Can be a cheap way of producing for isolated and poorer countries and people, also a way to get certain tools and items that are other ways unavailable

*Disadvantages:*

- DIY aesthetics
- Commercialization by companies -> DIY as a business model and as its own market
- Not always more resource-friendly/environmentally friendly (e.g. if everyone operates their own 3D printer, needs batteries, components, etc.)
- Dangers of improper handling of for example electronics or dangerous content -> e.g. it is possible to print guns.
- The loss of specializations -> loss of perfection
- Often high entry barriers/costs, (especially for people who do not live in *New York, London or Berlin*)
- Copyright, law and right- problems

*Describe a DIY project that you like that is not present in the presentation.*

The beautiful thing is that there are endless projects one could mention here. From basic stuff like a community bicycle repair shop to body modifications - reaching from stick and poke tattoos (already commercialized a lot) to heavy body implants. The access we have on information to do DIY projects/art is huge with popular websites like Github or Youtube and tons of other sites all over the internet. Also a pretty good source of inspiration on the art-side - for anyone with a creative slackness I can recommend Yoko Onos book: Grapefruit.

On the personal side, as a photographer, I really like that there are lots of 3D-printable DIY medium format cameras like the Cameradactyl, Goodman Zone or the even wider 6x14 PK-6142016 camera. They help to ensure that medium format doesn't die out and make it affordable.

For the presentation I would have loved to hear more about the digital maker scene/open software things going on, as I think it is connected to each other a lot. So, it was surprising for me to see, that in the presentation there is nothing about the Arduino-Scene, as there is not only a lot of simple/experimental/kids' stuff, but serious artworks relying on Arduinos or similar micro controllers and the big maker-community and software developers behind it.