

Questions Issues Domains	Concepts	Media Methods
<p>How does trauma shape one's learned behaviors with others in the world? How does one grow from that trauma and change?</p> <p>Domain: trauma</p> <p>Level of interest: high</p>	<p>My work explores the connection between environment and an individual's learned behavior, specifically in the context of traumatic experience and abuse in order to understand potential outcomes of AI programs when placed in abusive situations.</p> <p>... so what?</p>	<p>1. ai programs in bad situations (networks)</p>
<p>How do we evolve in order to function better in the world? to function with others?</p> <p>Domain: ??</p> <p>Level of interest: moderately high</p>	<p>My work explores the connection between self awareness and self improvement in order to better understand ____?.</p>	<p>1. genetic algorithms 2. self learning protocols 3. game</p>
<p>Loneliness / Isolation</p> <p>Level of interest: moderately high</p>	<p>My work explores the tension of feeling lonely/isolated in a very crowded world.</p>	<p>1. portraits of isolation? no chosen tech yet</p>
<p>How do we move on from our experiences if we cannot fully remember them?</p> <p>Domain: memory loss</p> <p>Level of interest: very high</p>	<p>My work explores the tension between an inability to remember a traumatic experience and the psychological aftermath of that experience.</p> <p>(reword)</p>	<p>1. triggered robots/creatures 2. program that has issues saving? 3. program that messes with storage and memory of a computer</p>
<p>Domain: outreach/ at-risk youth</p> <p>Level of interest: low</p>	<p>My work explores the systemic impact of how at-risk youth fall through the cracks in order to _____.</p>	<p>1. game that attacks more systems</p>
<p>Domain: fucked up human beings</p> <p>Level of interest: ??</p>	<p>My work explores dangerous behaviors and addictions of an individual within a network full of individuals...?</p>	<p>no idea</p>

Updated Grid of Nine (Per the official thesis guidelines)

<p>I want to explore the connection between environment and an individual's learned behavior, specifically in the context of traumatic experience and abuse and create a project that discusses the nuances of those effects.</p>	<p>I want to explore the tension of feeling lonely/isolated in a very crowded world and create a narrative about modern loneliness.</p>	<p>I want to research how artificially intelligent programs learn within their environments when they are placed in sub-optimal conditions.</p>
<p>Traumatized and malfunctioning robots that interact with viewers based on the effects of their trauma.</p> <p>Traumatized monsters that interact with people. Monsters because of Haraway's thoughts of monsters as a border creature and a way to demonstrate... often abused children are overlooked or seen as unruly-</p>	<p>Portraits of loneliness using internet behavior narratives.</p>	<p>A series of programs and environments/networks that are "abusive" or "unhealthy" for a computer. Programs will learn how to function within their networks.</p>
<p>A series of computer viruses that represent different effects of trauma.</p>	<p>Lonely robots that chase each other around for affection but don't know how to interact.</p>	<p>A genetic algorithm that rewrites itself based on the environment that it is placed in currently instead of the abusive environment it grew up in.</p>
<p>A PSA about abusing your robots rooted in child psychology.</p> <p>Based on the assumption that we treat our technology better than our kids. (not proven)</p>	<p>Isolation suits to wear in a crowded room</p> <p>plastic coverings filled with too much random crap so people can't even interact</p>	<p>A speculative design piece about artificial intelligent creatures and their fragility in the future.</p>