least likely scenario

introduction

least likely scenario is a 3week course that introduces how computers work and immediately challenges you to imagine how we could interact with them differently.

computers interface with our world through sensors and actuators, and understanding how these works allows us to invent our own and in doing so imagine stranger interactions and less likely outcomes.

how many buttons have you pushed today?
how many scrolls scrolled?
swipes swiped?
links clicked?
screens tapped?
switches flipped?

pushbuttons were invented shortly after we discovered electricity in the 1800s, as a means for human hands to control electricity's flow and cause things to happen. pushbuttons were marketed as solutions that allowed everybody to interact equally. although men were portrayed as powerful button pushers, women as delicate hands and children as mischievous souls. the spread of pushbutton technology even caused us to imagine the inner workings of the human body as mechanisms triggered by pushbuttons.

today, pushbuttons and other human-computer-interfaces continue to be designed and marketed as technologies that allow us to easily, discretely, effortlessly trigger all kinds of things with as little use of our (whole) bodies as possible.

part1

BUT! what if things were different?

what if you had to jump, twirl, pound, kneed, kick, stretch, crumple, burn or fold technology in order to turn on the light, send a text or navigate the internet?

what if computers demanded more of our whole bodies in order to get things done?

when inventing something new, it can be hard to escape conventions. the more we understand about how sensors work, the freer we are to invent stranger interactions.

THE BRAIN AND THE NERVES. 155

things "will steal the brains away." Another thing you will find, and that is, when such persons do use them they are not to be trusted any more than other people with muddled brains. So beware of doctors, druggists, candy-makers, saloon-keepers, and even

ministers, if they are in the habit of using alcohol, opium, chloral, cocaine, or anything that will stupefy the brain.

15. Though I have tried to explain clearly to you what the brain and

part2

NOW that you have invented a strange new way of inter-
acting with a computer, your input technology will trigger new
human behaviours and ideas about the world.
will we see people jumping in the street, twirling their phones,
stomping their feet? what are they doing? what are they think-
ing?

just as pushbutton technology shaped the kinds of things we
could imagine to do with them, a new form of input will cause
us to make other things to happen in the world.

what strange new thing does your sensor trigger?

what new behaviours does it entail?

does it lead us to new explainations of how humans function?

trying to imagine things differently is a difficult creative chal-
lenge. give it a hard and long think, pull out pencil and paper
to doodle, draw, write what comes to your mind..... then take a
break and do something strange. maybe treat your feet to a
foot mask:-)
take a shower or a walk or have a beer with a friend....

can you formulate in one sentence an idea for what strange
new thing / behaviour / explaination your sensor might
trigger?

_____

_____

_____

Don't be
"A Button Presser,"
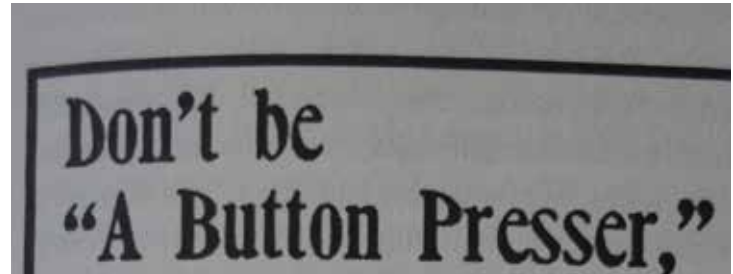
tomorrow you will receive a box in which you can realize
a small **diorama** depicting the least likely scenario that you are
able to imagine would happen based on the **sensor/interac-
tion** you have invented.

if you haven't yet inveted your sensor, spend this time to do so
first. there is no rush, you will have 3days to refine your sensor
and build your diorama.

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