

**TOPIC TITLE: WHAT TO DO ABOUT TECHNOLOGY?**

**NAME OF PERSON CONVENING: ROBERT VESTY**

LIST OF PARTICIPANTS

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Discussions / Recommendations / Next Step:

I called this because I know how integral technology is to Julyen and Billie's work, both within it often but also as a way to disseminate it.

There's a full audio recording of this discussion but here are the main points:

Go to youtube for 'how-to-dos' on literally everything

Read the manual

Applications give you power, apps go in a different direction

Final Cut 7 is better than 10 – there's an American man (google 'things you think you couldn't do with Final Cut')

Julyen uses Photoshop, but also simple tools in preview

Use it, play with it, take on a 'ludic' attitude to technology

Susan mentioned Schmiede - <http://schmiede.ca/> - Schmiede is a

cooperative prototyping environment,

focused on the arts, hacking and

entrepreneurship. Schmiede is a place

where our ideas come to play.

Maybe it's not so necessary to meet and skill-share since everything is online/youtube etc.

Videoing the work is useful for feedback but only to confirm what you already know. Video won't pick up the mistakes but it'll confirm the mistakes you already know you spotted.

There's no possibility of technology representing the 'purity' of the work, so may as well turn it into something – put a filter in it, take

More Questions:

How vital is 'this' technology (to me)?

Which technologies are 'useful' to us?

Should we consider the ethics of paying/not paying for software? What are the effects of pirating?