

TAMPA TO ANAHEIM SOUP-TO-NUTS HACKSHACK

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1. A How-To Workshop for Pursuits both Sensible and Senseless

The Tampa to Anaheim Hackshack workshop is designed for dogged tinkerers of all descriptions and levels of skill. Be your motives moral, ethical, frivolous, or just plain senseless, the Tampa to Anaheim Hackshack workshop provides the means and expertise to implement a large host of Ad-Hoc solutions to the issues of everyday life. Projects to be built by participants include the creation of a microphone and amplifier, a solenoid drum, a California or Florida citrus battery, machines made out of paper, a confetti cannon, a desk-mounted trebuchet, a clockwork manifesto, a passive water heater, a swamp cooler, and a portable distillery. In addition to instructions for small on-site projects and take-home projects of a larger scope, the workshop provides instruction in basic programming for Arduino, basic electronics, clockwork strategies for mechanization, and armchair engineering.

In this project, we examine the relationship between art and everyday life by combining electronic technologies with analogue mechanisms in a willfully tinker-centric approach. The ongoing surge of open source thinking, hacktivism, 3d printers, garage based manufactories, and electronic toolkits has gifted the laity with a level of accessibility to technology previously available only to the technical elite. Suddenly, anyone can make anything. Within an art setting, technology and interactive experiences provide new tools to an old outlet for commentary on contemporary culture, but also for exuberant expressions of sheer techno-joy. In a time when digital communication systems are radically shifting the configuration of contemporary social structures, and the speed of information technologies has resulted in a growing alienation from "self" and "community," this project/artwork pursues a utopian social remediation prioritizing memory, body, and community. The work bridges the edges of mind, body, and technology by drawing participants into an interactive experience that promotes awareness of socio-technological environments and, by so doing, emphasizes human responsibility within them.

All of the projects to be made in Anaheim are envisioned to educate and delight participants with the ease and ethic of producing everyday necessities and delights. We seek to offer likeminded handyfolk a sense of agency and freedom through making and creative problem-solving. Some of the projects will be display items and handouts offering detailed step-by-step project schematics, while other enterprises will offer audience participation and instruction, including working with microcontroller toolkits, building analog and digital circuits, making musical instruments, controlling LED's, as well as introductions to gears, pulleys and levers. We will also invite the audience to share in their favorite DIY project, providing the munitions for the Hackshack arsenal. In addition to what we exhibit and teach at this workshop, we will seek expertise from the audience, and encourage impromptu demonstrations from outside our skillset.

Our endeavor is driven by the philosophy that Making rather than consuming leads to self-reliance, an engaged worldview, enhanced personal relationships, robust local

economies, and ultimately to a sustainable future. Careful research into historical and contemporary DIY movements reveals that there is a growing resistance to corporate cultural mediation through technology by a congregation of tinkerers who choose to use that very technology as a means to draw closer. Under this ethic, our work explores the co-joined spaces between self and community and reveals how humankind can and must leverage technology to create a free and healthy world, made by our own hands. Implicit in this approach is a drive to develop poetic systems that function as tools as well as constructive critiques on a world running low on long-term critical thinking. By creating work that overlaps old and new technologies to query the human experience, we create new spaces for reframing a world which has grown complex beyond our understanding. An interactive workshop offers a space for an audience to become responsible participants in the work of making the world.

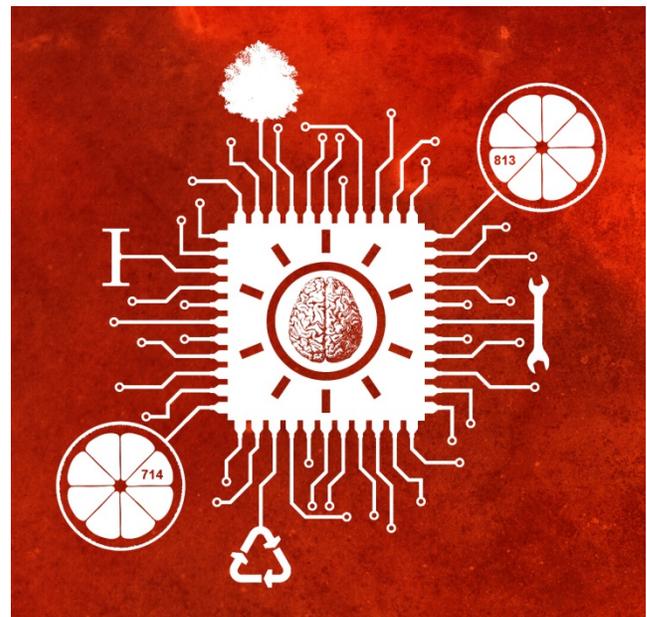


Figure 1. Bi-regional empowerment for the maker-inclined.
Image:TTASTNH

References

- [1] [HTTP://MAKEZINE.COM/04/OWNYOUROWN/](http://makezine.com/04/ownyourown/)