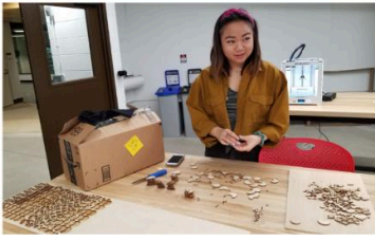# ARTS ENGINE

DESIGNING GENERATIVE JUSTICE

Learn

Innovate

Fabricate

Celebrate!

The Designing Generative Justice project develops technologies for empowering grassroots production by artisans in Detroit. This includes the use of sensors in growing systems, digital fabrication for textiles, and other means for creating human-machine collaborations that allow value to remain in unalienated forms, rather than extracted by large corporations. For more see https://generativejustice.org/projects/

This UARTS Faculty Engineering/Arts Student Team (FEAST) will actively engage with Detroit artisans, helping to develop prototypes that meet their needs; testing these technologies; and modifying them based on user feedback.

MEETING TIME AND LOCATION
Thursdays, 4-5pm via Zoom

STUDENTS SOUGHT

SOFTWARE DEVELOPMENT (4)
- Preferred skills: javascript, python, Django or GoLang, HCI or UX
- Likely majors: CS, CE, SI

HARDWARE DEVELOPMENT (4)
- Preferred skills: experience with arduinos, sensors, effectors, basic shop skills
- Likely majors: CS, CE, SI

MULTIMEDIA DESIGN & DEVELOPMENT (2)
- Preferred skills: Adobe Creative Suite, web design, drawing, making (e.g. laser cutting, 3D modeling, etc.)
- Likely majors: ARTDES, ARCH, AMCULT

Audrey G. Bennett is a University Diversity and Social Transformation Professor and Professor of Art and Design at the Penny W. Stamps School of Art & Design at the University of Michigan. She is a former Andrew W. Mellon Distinguished Scholar of the University of Pretoria, South Africa, and a former College Art Association Professional Development Fellow. Her research publications include: How Design Education Can Use Generative Play to Innovate for Social Change (International Journal of Design); Engendering Interaction with Images (Intellect/University of Chicago Press); The Rise of Research in Graphic Design (Princeton Architectural Press); Interactive Aesthetics (MIT Press's Design Issues Journal); and Good Design is Good Social Change (Visible Language Journal). Bennett is the co-editor of the Icograda Design Education Manifesto 2011, a member of the Editorial Boards of the journals Image & Text (South Africa) and New Design Ideas (Azerbaijan), and a member of the NYC-based College Art Association Board of Directors.

Ron Eglash is a Professor in the School of Information at University of Michigan. He received his B.S. in Cybernetics, his M.S. in Systems Engineering, and his PhD in History of Consciousness, all from the University of California. His work as Fulbright scholar was published as African Fractals: modern computing and indigenous design (Rutgers); and featured in his 2007 TED talk. His "Culturally Situated Design Tools" software, offering math and computing education from indigenous and vernacular arts, features over 17,000 projects uploaded by users. https://generativejustice.org/