

Self-Directed Learning Contract

Name: Cliff Hammett

Project: Major Project

Period: Spring term 10/11

Strand 1: Main project thematics

- 1.1 **Objective:** Develop practical methods for investigating the potential of jokes and similar forces (focussing on ideas such as tangential connection, arbitrariness etc) in negotiating disruption in rule governed structures (formal and informal) and co-ordination frameworks (analogue and digital)
- 1.2 **Strategy:** The primary strategy employed will involve the elaboration and deployment of game structures. These will provide an environment which allows and encourages participation, and creates a framework that can be disrupted.
- 1.3 **Resources:** Suitable game structures for this objective will need to be examined. Players will need to be found, and consideration given to who these could be (friends, fellow students, outside groups). A parallel historical investigation into clockwork automata and early gaming programs will be used as further inspiration.
- 1.4 **Proof:** Several game structures will have been developed, and their use documented.
- 1.5 **Evaluation criteria:** Did the experiments provide insight into how people and systems negotiate anomie where rule governed structures were expected? Are other tangential lines of investigation suggested?
- 1.6 **Means of validation:** Feedback from presentation of results at end of spring term.
- 1.7 **Achieved by:** End of spring term

Strand 2: Documentation strategies

- 2.1 **Objective:** Find new methods to elaborate research findings in an accessible manner.
- 2.2 **Strategy:** Begin with rethinking how project is documented and outcomes recorded, in order to produce datasets with different opportunities. Focus on making this data tangible.
- 2.3 **Resources:** Need to source different approaches
- 2.4 **Proof:** A new way of presenting findings and speculations.
- 2.5 **Evaluation criteria:** Can others grasp what is happening with minimal explanations?
- 2.6 **Means of validation:** Presentation feedback, and also outcome of showing it to others (possibly future participants or collaborators)
- 2.7 **Achieved by:** End of spring term

Strand 3:

- 3.1 **Objective:** Develop new 'making' skills in one direction or another (e.g. hardware hacking, electronics, different programming/software architectures etc) which differ substantially from those employed in my previous project.
- 3.2 **Strategy:** Dip toes in different methods within project experiments to get a feel for what works. Once the project has achieved more focus this outcome needs to be revisited.
- 3.3 **Resources:** Keep aware of further workshops/opportunities which could provide a spur.
- 3.4 **Proof:** the final outcome of the project will have a very different build from the X_MSG project (i.e. not just Perl + MySQL + other incorporated program); if it does incorporate them they should not be the main focus.
- 3.5 **Evaluation criteria:** Achievement of critical use of different technology set.
- 3.6 **Means of validation:** ?
- 3.7 **Achieved by:** Project end