Designing technological apparatuses for confrontation: Transdisciplinary perspectives on the collision of technological agencies and the design of mediations (with special attention to German media theory and the Latourian approach to STS)

Venegas, Diego Gomez

Suggested citation:

DESIGNING TECHNOLOGICAL APPARATUSES FOR CONFRONTATION

transdisciplinary perspectives on the collision of technological agencies and the design of mediations
(with special attention to German media theory and the latourian approach on STS)

Diego Gómez Venegas
Department of Design, University of Chile

September 1st, 2015

RSD4 Symposium: At the Frontiers of Systemic Design | September 1-3, 2015 | Banff, Alberta, Canada
1. Profession versus Discipline
“ARCHITECTURE AND DESIGN HAVE NEVER BEEN DISCIPLINES IN THE SCIENTIFIC SENSE OF THE TERM”

(B. Latour, personal communication, November 9, 2014)
Interview with Bruno Latour. Valparaiso, Chile. 2014.
Personal archive.
Leonardo da Vinci’s design for an enormous crossbow. circa 1500.

Wikimedia [public domain]: http://tinyurl.com/ou7hpuc
The US Navy Bombe. circa 1943.
Wikimedia [public domain]: http://tinyurl.com/ogu6t26
2. Things and Obstacles
ANTAGONISM

ENEMIES

AGONISM

ADVERSARIES
Engraving of *Thylacinus cynocephalus* and *Sarcophilus harrisii*. 1808.

Wikimedia [public domain]: [http://tinyurl.com/ok4ulth](http://tinyurl.com/ok4ulth)
3. ANT and Confrontational Agencies
“OBJECTS TOO HAVE AGENCY”
(Latour 2005 p. 63)
Analog computing machine at the Lewis Flight Propulsion Laboratory. 1949.

Wikimedia [public domain]: http://tinyurl.com/nsz2kpt
“WORDS AND THINGS HAPPEN WITHIN THE MACHINE (COMPUTERS) AS LOGIC AND HARDWARE. THE MEDIA-ARCHEOLOGICAL GAZE, ACCORDINGLY IS IMMANENT TO THE MACHINE. HUMANS BEINGS, HAVING CREATED LOGICAL MACHINES, HAVE CREATED A DISCONTINUITY WITH THEIR OWN CULTURAL REGIME.”

(Ernst 2013, pp. 69-70)
4. (un)Designing Technological Apparatuses for Confrontation
Cybersyn control room. circa 1972..

Wikimedia [fair use]: http://tinyurl.com/o872k5f
I have sought to outline that there would be something intrinsically confrontational in the contemporary technological agencies, and because of that, designing apparatuses and devices as mediations between actors within complex systems, will lead inevitably to collisions among the agencies in question.