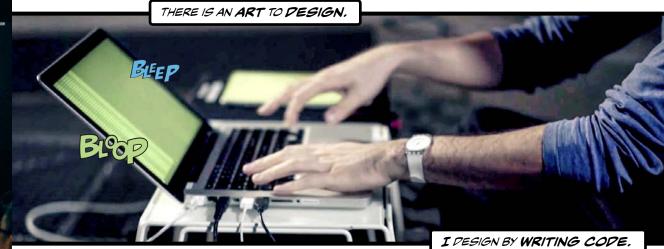
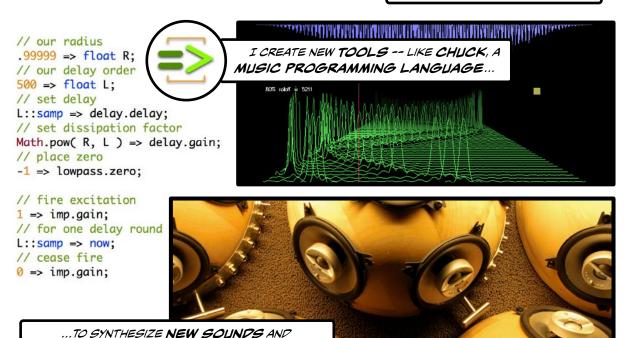
HI THERE! I'M GE!* I AM A **PESIGNER** AND A COMPUTER MUSIC RESEARCHER. C'MON IN! *PRONOLINCED "GUH" THIS IS A MANIFESTO ON THE **ARTFUL DESIGN** OF TECHNOLOGY... A MEDITATION ON THE NATURE, PURPOSE, AND MEANING OF **PESIGN**. WE WILL USE COMPUTER MUSIC DESIGN AS OUR LENS, BUT THE PRINCIPLES OF ARTFUL DESIGN CAN BE APPLIED TO ANY DOMAIN.

WE ARE **HERE**, AND IT IS **NOW**...

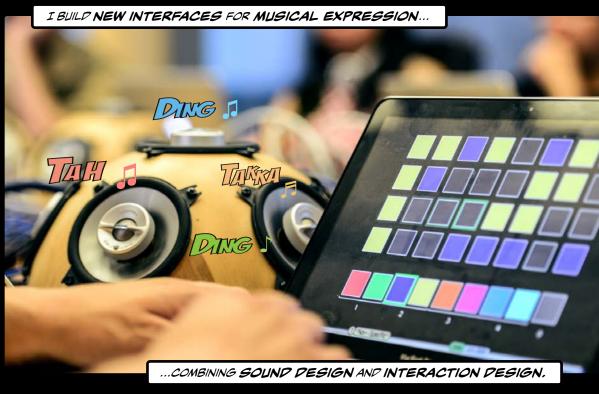








EXPERIMENT WITH MUSICAL INTERACTIONS.







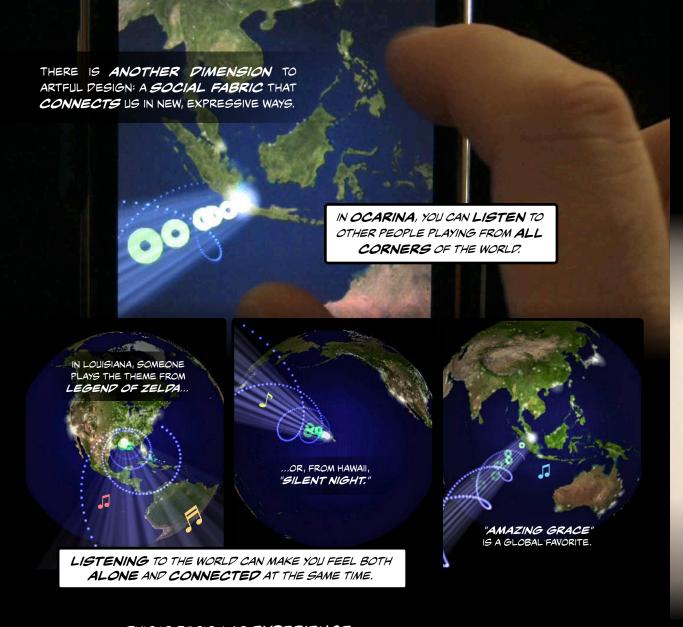












THIS IS DESIGN AS EXPERIENCE, VISCERAL AND HUMAN...

> ...A SMALL FEELING THAT THERE IS SOMEONE, SOMEWHERE OUT THERE... AND THAT WE ARE MORE ALIKE THAN DIFFERENT.

THIS KIND OF DESIGN WOULD NOT BE POSSIBLE WITHOUT **TECHNOLOGY**...

...YET HOPEFULLY THE USER **NEVER NOTICES** THE TECHNOLOGY.



A REALM OF...



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MANIFESTO

In our age of rapidly evolving technology and unyielding human restlessness and discord, design ought to be more than simply functional; it should be expressive, socially meaningful, and humanistic. Design should transcend the purely technological, encompass the human, and strive for the sublime.

Sublime design presents itself, first and last, as a useful thing, but nestled within that window of interaction lies the novel articulation of a thought, an idea, a reflection—an invisible truth that speaks to us, intimate yet universal, purposeful without necessity of purpose, that leaves us playful, understood, elevated. It is a transformation so subtle that it escapes our conscious grasp but that once experienced—like music—we would never want to be without again.

Design should be artful.