

# **Culturing Design**

**Technology effects human interaction acting as barrier between two people. With design and access to technology being widely available meaning that there are at least two devices per human and %90 of teens with a mobile lessening the time wanting to be spent with others**

**Story: Discussions at the dinner table don't happen as often as they did in past culture, children in the modern culture have devices in their room which creates for a very isolated life.**

**Artefact: The idea that the culture was very much human interaction in the past with 4-8 player board games and now the culture is fit with new technologies and there is a choice by someone to choose technology over interaction. E.g. at a restaurant instead of a child behaving in good manner, they are given a device to distract them for the manners they need to learn.**

**Language: Gesture and behaviours are learnt by children's experience so the manners they would learn from watching are avoided/ignored because the child is just viewing a screen. Manners are predicated on language being the gestural notion of difference. Manners in essence becomes its own language being subject to an individual's interpretation.**

**People: The culture of any society is brought up through the younger members, this void in manners and interaction will become very apparent when these children become adults.**

**Manners are learnt through experience.**

**Culture is built by youth.**

**By Phoebe and Trent**