

[illegible]

Humanistic culture

The core concern of the humanistic culture is the relationship of people with computers. Programming is viewed critically with regard to its socio-political implications and impact on education in such areas as literacy, art and creativity.

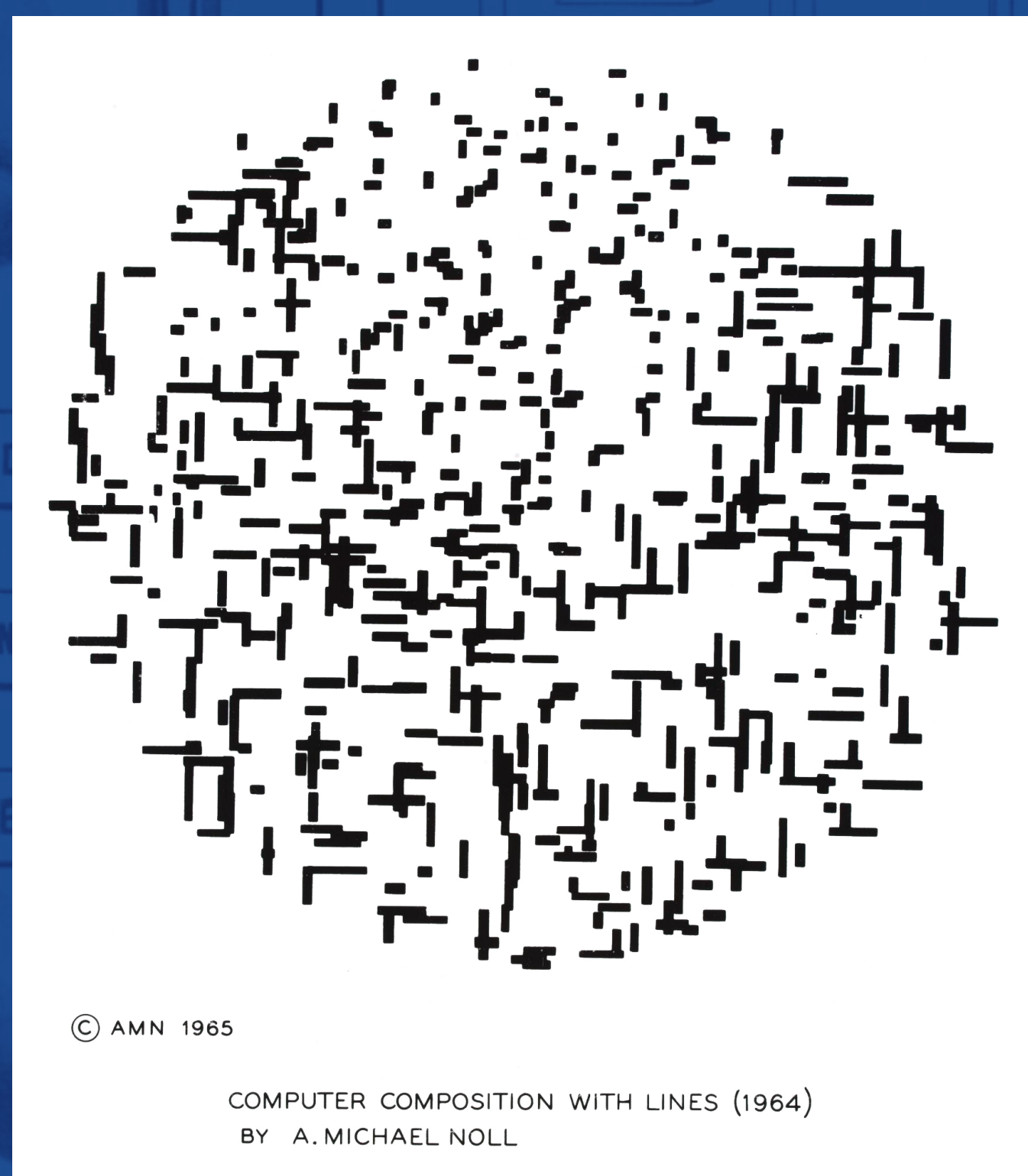
Imagining a human-centered future of computing

Dynabook was envisioned by Alan Kay in 1972 as a personal computer for children of all ages, enabling its users to experience the excitement of thought. The medium could be adapted to the user's needs and creations could be shared.



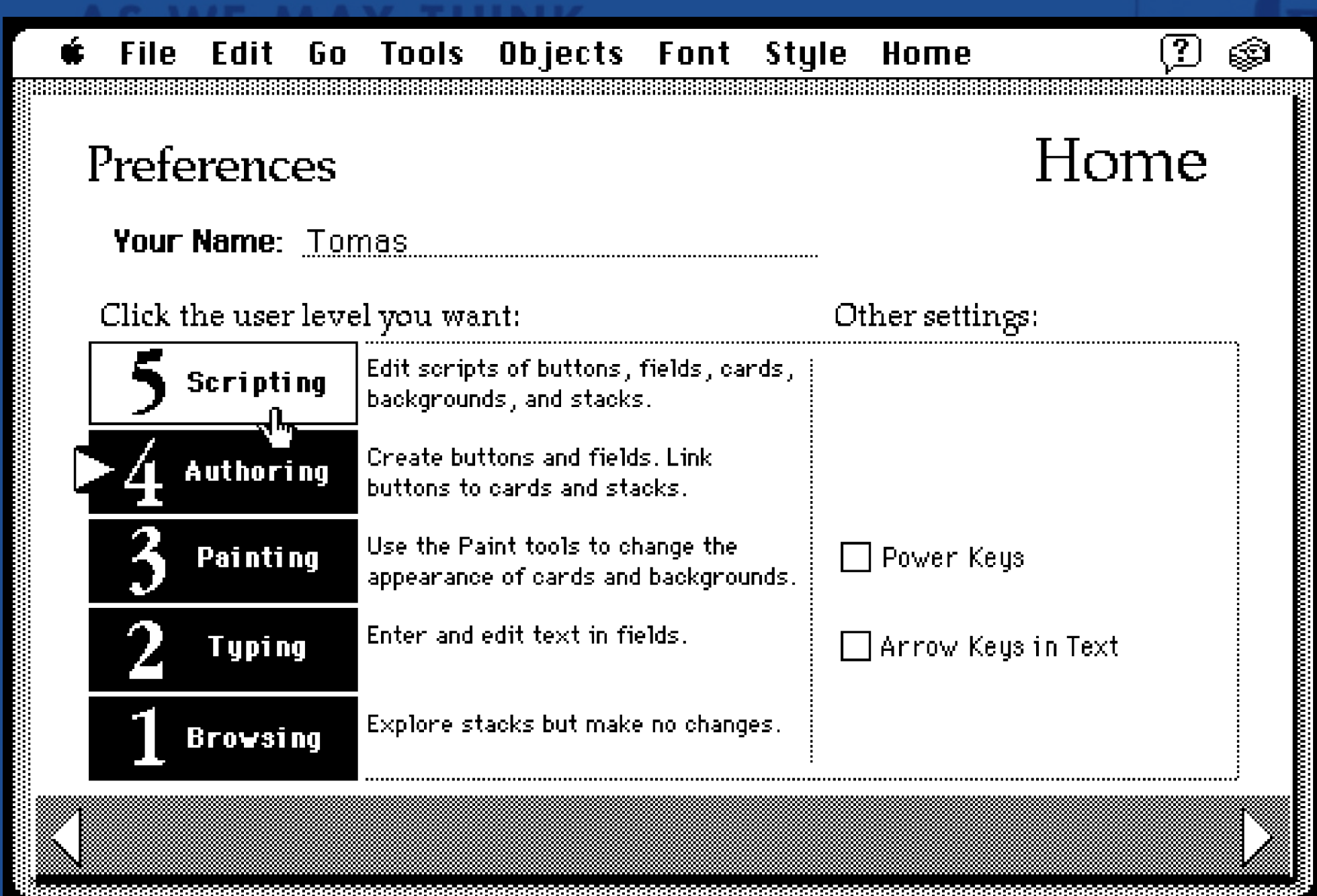
Augmenting humankind's consciousness

Bill Atkinson conceived HyperCard on an LSD trip in 1985. Released two years later, the program enabled all Macintosh users to easily create and share knowledge in the form of interactive "stacks of cards". HyperCard was to become one of the inspirations for the World Wide Web.



Probing the nature of perception

A. Michael Noll is one of the earliest computer artists. His 1964 computer recreation of Mondrian's "Composition with Lines" prompted reflections on the nature of art, algorithms and aesthetics.



ing

Code studies

Accessibility

Human-computer symbiosis

Pygmalion

Visionary and speculative

The Mother of All Demos

Human

Communi

Thinking As We May Think Creativity

Tools for thought Visionary and speculative

Political context

Pygmalion Interdisciplinary

Logo

Human thought

Art Compute

Transparency

Medium for thinking · Political context

Education
Human

Literacy

Computational medium
Readability