

NOT ANOTHER TOOL

**Designing Resistance Scenarios For Sustaining Street Movements In Response To
Riot Control Scenarios**

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Abstract

Looking at civil disobedience as a never-ending social practice in a society in which computer code is woven into the fabric of everyday lives; the proposal is to design non-violent resistance scenarios in respond to authorities' desire for controlling street movements.



Intro



Role of Technology in Street Movements

Hyper Spaces

Mixed Reality

Control and resistance

Literature Review

1. Hybrid Spaces:

Reality

Augmented Reality

Virtual Reality

Mixed Reality: “Can you see me now?”

2. Control and Resistance



Method

1. Riot-control scenarios

2. Identifying resistance scenarios in response to each one of the control scenarios.

3. Extracting technological tools, and platforms from the developed resistance scenarios and concentrate on designing them by making prototypes.

Riot-Control Scenarios

1. CHOPPING [INTO SEGMENTS]

2. CONTAINMENT (KETTLING)

3. SNATCH SQUAD I

4. SNATCH SQUAD II

5. CONNECTION SHUT OFF

6. BLOCKING



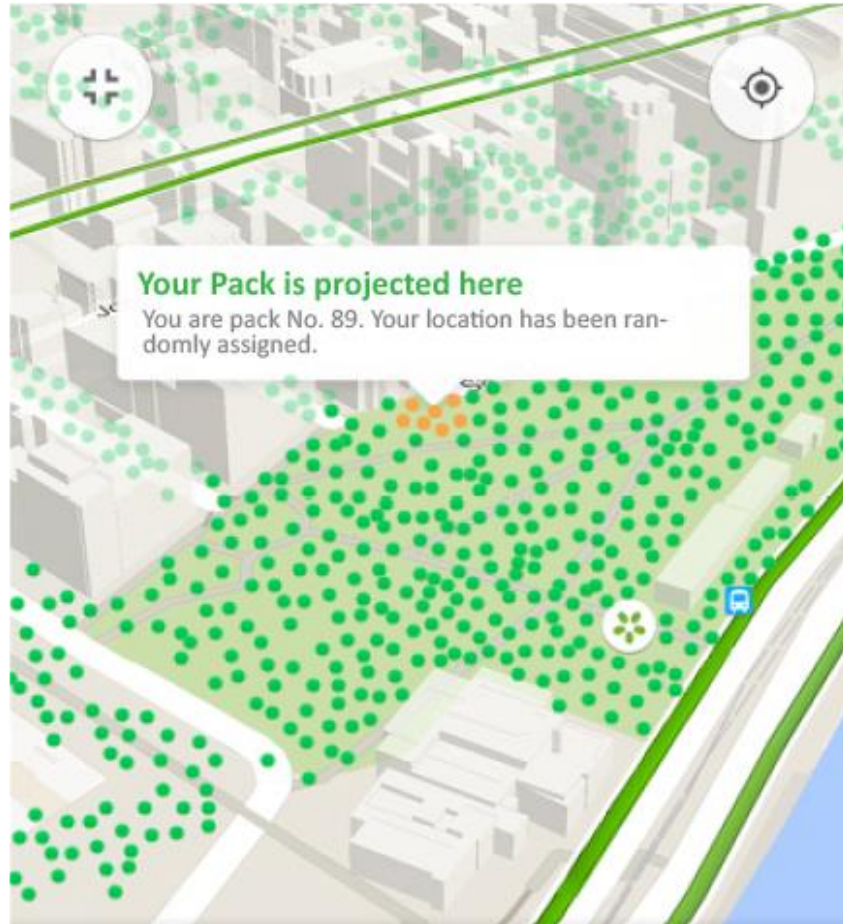
Outcome

1. INTERNET “IN” THINGS



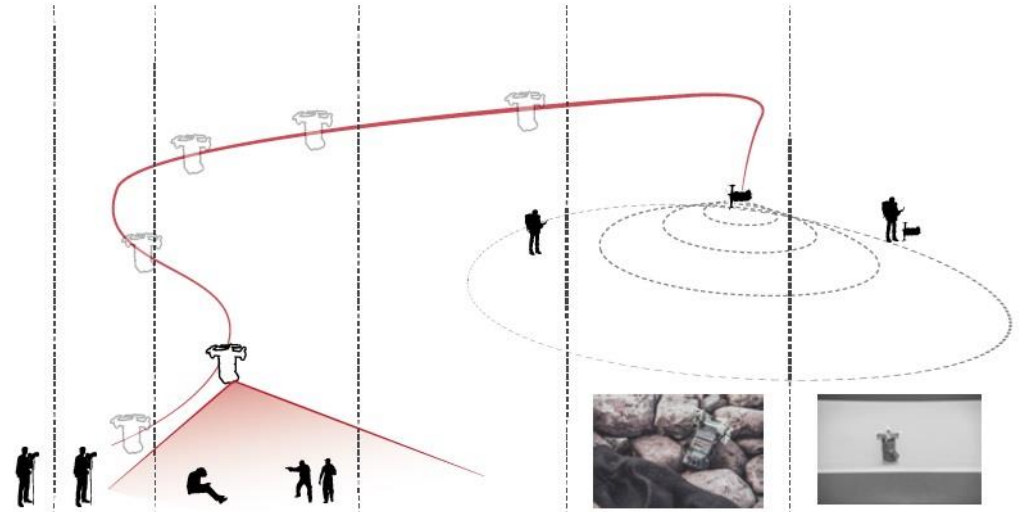
Outcome

2. PACKER



Outcome

2. PIGEON



Critique

- 1. Transition from Hybrid Space to Street Protests**
- 2. Scenario Planning Method**
- 3. Considering Riot Control Scenarios Separately**
- 4. Response in a Strategic Level**
- 5. Illustration**