Adversarial Design

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A Friendly Introduction to Generative Adversarial Networks (GANs)

The Design of Everyday Things - by Don Norman*Design Is [Speculative] Futures Design Thinking - a new toolkit for preemptive design Ian Goodfellow: Generative Adversarial Networks (NIPS 2016 tutorial)*

Maelstrom - Adversarial Design~~Manufacturing Consent: Noam Chomsky and the Media - Feature Film~~ *Plot A Thriller Backwards! | How To Plot A Thriller* Graphic Design Books! | PaolaKassa **Domain Driven Design: The Good Parts - Jimmy Bogard How the food you eat affects your brain - Mia Nacamulli** ~~Jonathan Haidt and Tim Keller on Loving People We Disagree With~~ ~~An afternoon with Jon Contino - inspirational short film.~~ ~~A Day in Life of a Graphic Designer.~~

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Adversarial Design is a type of political design that evokes and engages political issues. In doing so, the cultural production of Adversarial Design crosses all disciplinary boundaries in the construction of objects, interfaces, networks, spaces and events. Most importantly, Adversarial Design does the work in expressing and enabling agonism.

Adversarial Design - Wikipedia

Adversarial Design is a sharp and insightful exploration of design's largely untapped potential to be truly political, and is essential reading for any designer striving to move beyond the limitations of current design thinking, discourse and practice.

Adversarial Design | The MIT Press

In Adversarial Design, Carl DiSalvo examines the ways that technology design can provoke and engage the political. He describes a practice, which he terms "adversarial design," that uses the means and forms of design to challenge beliefs, values, and what is taken to be fact. It is not simply applying design to politics-attempting to improve governance for example, by redesigning ballots and ...

Adversarial Design (Design Thinking, Design Theory ...

An exploration of the political qualities of technology design, as seen in projects that span art, computer science, and consumer products. In Adversarial Design, Carl DiSalvo examines the ways that technology design can provoke and engage the political. He describes a practice, which he terms “adversarial design,” that uses the means and forms of design to challenge beliefs, values, and ...

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Adversarial Design by Carl DiSalvo - Goodreads

Such design is openly political, embracing public contestation and dissensus as fundamental aspects of a vibrant democracy."--Pelle Ehn, Interaction Design, Malmo University, Sweden " Adversarial Design is a sharp and insightful exploration of design's largely untapped potential to be truly political, and is essential reading for any designer striving to move beyond the limitations of current ...

Adversarial Design : Carl DiSalvo : 9780262017381
Throughout this book, I have presented examples of adversarial design, including software that reveals the entanglement of military and university research programs, social robots that curse at one another, and umbrellas that counteract surveillance systems. Each of these illustrates how design can do the work of agonism.

Adversarial Design on JSTOR
Watch the video for Adversarial Design from Maelstrom's Zone 19: Adversarial Design - EP for free, and see the artwork, lyrics and similar artists.

Adversarial Design — Maelstrom | Last.fm
Adversarial design fuses political issues with design techniques. Agonism (which promotes the positive types of conflict in society, such as debate) and difference of opinions are central to this type of design. In a democracy, healthy debate must be a constant component and adversarial design offers a fuel for this debate, by positing a provocative, mostly biased side of an argument. There ...

Adversarial Design | robitldub
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Adversarial Design | Shop at Matter
Now to cap a triumphant year he returns to The Hacker & Gesaffelstein’s ZONE Records with a new 4 track EP, ‘Adversarial Design’. Pulsing with menace the title track ‘Adversarial Design’ transports us to the dark and grimy warehouses of Maelstrom’s misspent youth where he first discovered the joy of techno.

Adversarial Design | Maelstrom | ZONE MUSIC
Read "Adversarial Design" by Carl Disalvo available from Rakuten Kobo. An exploration of the political qualities of technology design, as seen in projects that span art, computer science, and...

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The task of adversarial design is to design things (goods, services, events, systems) that reveal the political qualities and implications of made world. and also offer new matenal conditions and expertences that enable divergent political affairs. The difficult aspect of adversarial design is that the work is never done.

Garnet Hertz
Adversarial Design Adversarial Design Stairs, David 2013-10-01 00:00:00 Ibid. 71-73. Ibid. 73. Ibid. 75. Ibid. 77. Ibid. 28. Ibid. 14-15. Ibid. 239. Ibid. 237. Ibid. 268. Ibid. Ibid. 269. Ibid. 286. Ibid. 288. Ibid. 291. Ibid. 301. Ibid. 307. Ibid. 309. Laclau and Mouffeâ s rejection of Gramsciâ s Marxism, DiSalvo notes that they â â ...

Adversarial Design, Design Issues | 10.1162/DESI_r_00234 ...
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In Adversarial Design, Carl DiSalvo examines the ways that technology design can provoke and engage the political. He describes a practice, which he terms "adversarial design," that uses the means and forms of design to challenge beliefs, values, and what is taken to be fact. It is not simply applying design to politics--attempting to improve governance, for example, by redesigning ballots and polling places; it is implicitly contestational and strives to question conventional approaches to political issues. DiSalvo explores the political qualities and potentials of design by examining a series of projects that span design and art, engineering and computer science, agitprop and consumer products. He views these projects-- which include computational visualizations of networks of power and influence, therapy robots that shape sociability, and everyday objects embedded with microchips that enable users to circumvent surveillance--through the lens of agonism, a political theory that emphasizes contention as foundational to democracy. Each of these projects engages one of three categories as a medium--information, robots, and ubiquitous computing--and in each of them certain distinctive qualities of computation are used for political ends or to bring forth political issues. DiSalvo's illuminating analysis aims to provide design criticism with a new approach for thinking about the relationship between forms of political expression, computation as a medium, and the processes and products of design.

An exploration of the political qualities of technology design, as seen in projects that span art, computer science, and consumer products.

Exploring how design can be used for good—prompting self-reflection, igniting the imagination, and affecting positive social change. Good design provides solutions to problems. It improves our buildings, medical equipment, clothing, and kitchen utensils, among other objects. But what if design could also improve societal problems by prompting positive ideological change? In this book, Bruce and Stephanie Tharp survey recent critical design practices and propose a new, more inclusive field of socially minded practice: discursive design. While many consider good design to be unobtrusive, intuitive, invisible, and undemanding intellectually, discursive design instead targets the intellect, prompting self-reflection and igniting the imagination. Discursive design (derived from “discourse”) expands the boundaries of how we can use design—how objects are, in effect, good(s) for thinking. Discursive Design invites us to see objects in a new light, to understand more than their basic form and utility. Beyond the different foci of critical design, speculative design, design fiction, interrogative design, and adversarial design, Bruce and Stephanie Tharp establish a more comprehensive, unifying vision as well as innovative methods. They not only offer social criticism but also explore how objects can, for example, be used by counselors in therapy sessions, by town councils to facilitate a pre-vote discussions, by activists seeking engagement, and by institutions and industry to better understand the values, beliefs, and attitudes of those whom they serve. Discursive design sparks new ways of thinking, and it is only through new thinking that our sociocultural futures can change.

Beyond radical design? -- A map of unreality -- Design as critique -- Consuming monsters: big, perfect, infectious -- A methodological playground: fictional worlds and thought experiments -- Physical fictions: invitations to make believe -- Aesthetics of unreality -- Between reality and the impossible -- Speculative everything. Inhalt: Today designers often focus on making technology easy to use, sexy and consumable. In this book the concept is proposed, that design is used as a tool to create not only things but ideas. Design means speculating about how things could be - to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong again and again. The "what-if" questions that are intended to open debate and discussions about the kind of future people want (and do not want).

"The term "affordances," at least in the design literature, was popularized in Don Norman's The Design of Everyday Things. He brought affordances to design studies to address human-machine interactions. In recent years, the concept has picked up considerable steam as the study of computer mediated

communication (CMC) and information communication technologies (ICTs) have become firmly entrenched in the academic canon. How ArtIfacts Afford is about the social dynamics of technology. It is about the ways that ethics, values, and interests are built into technological objects and how these objects take shape through interaction with human subjects. More specifically, this book is about technological affordances. Formally, affordances are defined as "the 'multifaceted relational structure' between an object/technology and the use that enables or constrains potential behavioral outcomes in a particular context". That is, affordances mediate between the features of a technology and the outcomes of engagement with that technology. Technologies don't make people do things, but instead, push, pull, enable, and constrain. Affordances are how objects shape behavior for socially situated subjects"--

An essential guide to the modeling and design techniques for securing systems that utilize the Internet of Things Modeling and Design of Secure Internet of Things offers a guide to the underlying foundations of modeling secure Internet of Things' (IoT) techniques. The contributors—noted experts on the topic—also include information on practical design issues that are relevant for application in the commercial and military domains. They also present several attack surfaces in IoT and secure solutions that need to be developed to reach their full potential. The book offers material on security analysis to help with in understanding and quantifying the impact of the new attack surfaces introduced by IoT deployments. The authors explore a wide range of themes including: modeling techniques to secure IoT, game theoretic models, cyber deception models, moving target defense models, adversarial machine learning models in military and commercial domains, and empirical validation of IoT platforms. This important book: Presents information on game-theory analysis of cyber deception Includes cutting-edge research finding such as IoT in the battlefield, advanced persistent threats, and intelligent and rapid honeynet generation Contains contributions from an international panel of experts Addresses design issues in developing secure IoT including secure SDN-based network orchestration, networked device identity management, multi-domain battlefield settings, and smart cities Written for researchers and experts in computer science and engineering, Modeling and Design of Secure Internet of Things contains expert contributions to provide the most recent modeling and design techniques for securing systems that utilize Internet of Things.

A new approach to theory development for practice-driven research, proposing that theory is something made in and through design. Tendencies toward “academization” of traditionally practice-based fields have forced design to articulate itself as an academic discipline, in theoretical terms. In this book, Johan Redström offers a new approach to theory development in design research-one that is driven by practice, experimentation, and making. Redström does not theorize from the outside, but explores the idea that, just as design research engages in the making of many different kinds of things, theory might well be one of those things it is making. Redström proposes that we consider theory not as stable and constant but as something unfolding—something acted as much as articulated, inherently fluid and transitional. Redström describes three ways in which theory, in particular formulating basic definitions, is made through design: the use of combinations of fluid terms to articulate issues; the definition of more complex concepts through practice; and combining sets of definitions made through design into “programs.” These are the building blocks for creating conceptual structures to support design. Design seems to thrive on the complexities arising from dichotomies: form and function, freedom and method, art and science. With his idea of transitional theory, Redström departs from the traditional academic imperative to pick a side—theory or practice, art or science. Doing so, he opens up something like a design space for theory development within design research.

The increasing abundance of large high-quality datasets, combined with significant technical advances over the last several decades have made machine learning into a major tool employed across a broad array of tasks including vision, language, finance, and security. However, success has been accompanied with important new challenges: many applications of machine learning are adversarial in nature. Some are adversarial because they are safety critical, such as autonomous driving. An adversary in these applications can be a malicious party aimed at causing congestion or accidents, or may even model unusual situations that expose vulnerabilities in the prediction engine. Other applications are adversarial because their task and/or the data they use are. For example, an important class of problems in security involves detection, such as malware, spam, and intrusion detection. The use of machine learning for detecting malicious entities creates an incentive among adversaries to evade detection by changing their behavior or the content of malicius objects they develop. The field of adversarial machine learning has emerged to study vulnerabilities of machine learning approaches in adversarial settings and to develop techniques to make learning robust to adversarial manipulation. This book provides a technical overview of this field. After reviewing machine learning concepts and approaches, as well as common use cases of these in adversarial settings, we present a general categorization of attacks on machine learning. We then address two major categories of attacks and associated defenses: decision-time attacks, in which an adversary changes the nature of instances seen by a learned model at the time of prediction in order to cause errors, and poisoning or training time attacks, in which the actual training dataset is maliciously modified. In our final chapter devoted to technical content, we discuss recent techniques for attacks on deep learning, as well as approaches for improving robustness of deep neural networks. We conclude with a discussion of several important issues in the area of adversarial learning that in our view warrant further research. Given the increasing interest in the area of adversarial machine learning, we hope this book provides readers with the tools necessary to successfully engage in research and practice of machine learning in adversarial settings.

Agonistic Democracy explores how theoretical concepts from agonistic democracy can inform institutional design in order to mediate conflict in multicultural, pluralist societies. Drawing on the work of Foucault, Nietzsche, Schmitt, and Arendt, Marie Paxton outlines the importance of their themes of public contestation, contingency and necessary interdependency for contemporary agonistic thinkers. Paxton delineates three distinct approaches to agonistic democracy: David Owen’s perfectionist agonism, Mouffe’s adversarial agonism, and William Connolly and James Tully’s inclusive agonism. Paxton demonstrates how each is fundamental to enabling citizens to cultivate better virtues for themselves and society (Owen), motivating democratic engagement (Mouffe) and enhancing relations of respect and understanding between conflicting citizens (Connolly and Tully). Situated within the context of a deeply polarised post-Trump America and post-Brexit Britain, this book reveals the need to rethink our approach to conflict mediation through democratic institutions. Pulling together insights from experimental research with deliberative democratic innovations, Paxton explores how agonistic theory might be institutionalised further. Through discussing ways in which agonistic institutions might be developed to render democracy more virtuous, more engaging, and more inclusive, Agonistic Democracy provides a unique resource for students of contemporary political theory.

The rising tide of threats, from financial cybercrime to asymmetric military conflicts, demands greater sophistication in tools and techniques of law enforcement, commercial and domestic security professionals, and terrorism prevention. Concentrating on computational solutions to determine or anticipate an adversary's intent, Adversarial Reasoning: Computational Approaches to Reading the Opponent's Mind discusses the technologies for opponent strategy prediction, plan recognition, deception discovery and planning, and strategy formulation that not only applies to security issues but also to game industry and business transactions. Addressing a broad range of practical problems, including military planning and command, military and foreign intelligence, antiterrorism, network security, as well as simulation and training systems, this reference presents an overview of each problem and then explores various approaches and applications to understand the minds and negate the actions of your opponents. The techniques discussed originate from a variety of disciplines such as stochastic processes, artificial intelligence planning, cognitive modeling, robotics and agent theory, robust control, game theory, and machine learning, among others. The beginning chapters outline the key concepts related to discovering the opponent's intent and plans while the later chapters journey into mathematical methods for counterdeception. The final chapters employ a range of techniques, including reinforcement learning within a stochastic dynamic games context to devise strategies that combat opponents. By answering specific questions on how to create practical applications that require elements of adversarial reasoning while also exploring theoretical developments, Adversarial Reasoning: Computational Approaches to Reading the Opponent's Mind is beneficial for practitioners as well as researchers.