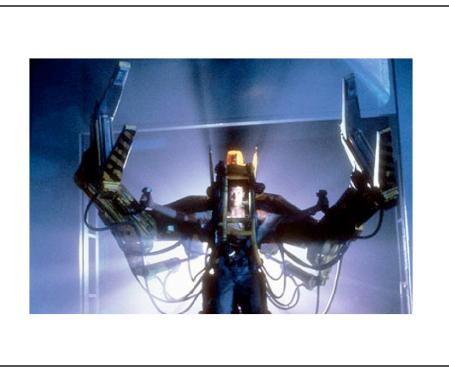
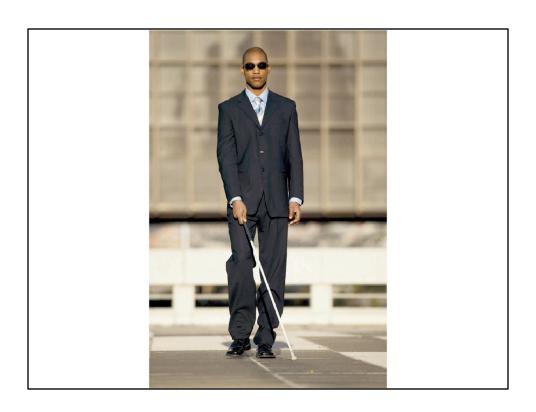


Humans make to survive because they are lacking These things are extensions of their body These things become part of their body



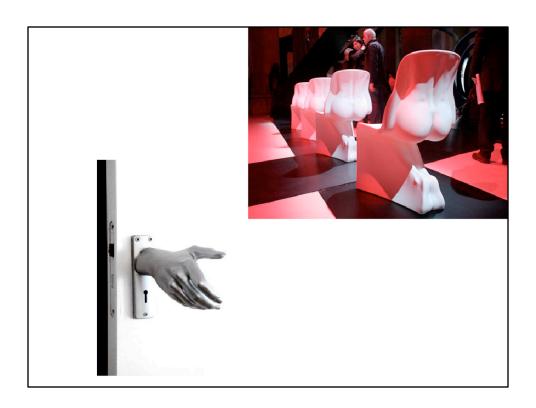
Humans make to survive because they are lacking These things are extensions of their body These things become part of their body



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Designs are based on affordances: a thing (is seen as) affording an action The seeing is projecting: being-there Having is being already with that possibility



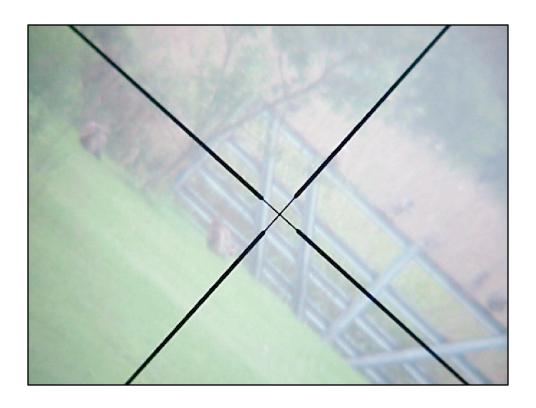
Affordances only work by scripting human interaction. These become habitualized Even incorporated



Affordances only work by scripting human interaction. These become habitualized Even incorporated



Because we are embodied, having a prosthesis changes who we are mentally This is the basis of physical character work in acting



Affordances lie not only with the object enabling the action But also the object of the action Guns afford shooting and things become shootable.

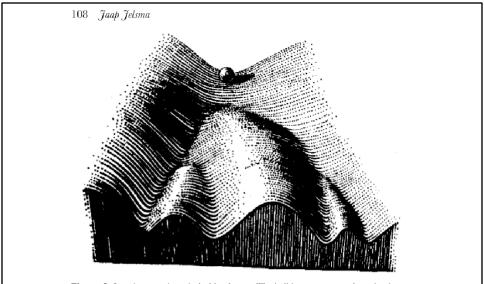
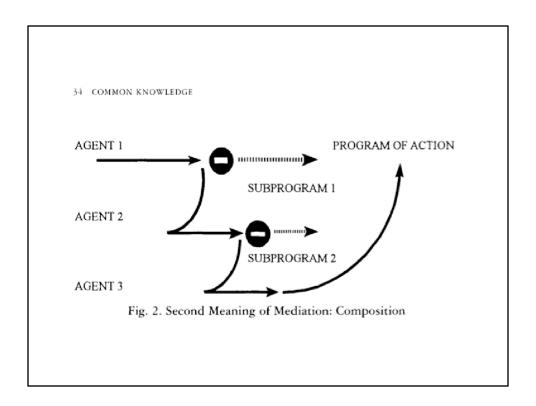


Figure 2. Imaginary socio-technical landscape. The ball is an actor entering a landscape with all kinds of folds creating different gradients of resistance for moving around. Imagine what is involved in switching off a TV in this landscape: doing this by walking towards the device and pushing the button means going uphill; doing it from the armchair by using the remote control involves moving through a valley. The latter option costs less in behavioural terms, but more in energy terms (the TV continues to use energy when switched to the standby mode).

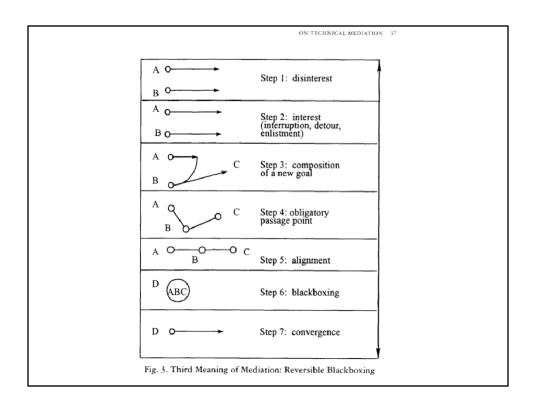
Humans make things to make things easier. Easier is not just an option, but a tendency, because not-easier will take effort



That propensity of things is why we do consider things to be attractors If not animate, with intentions



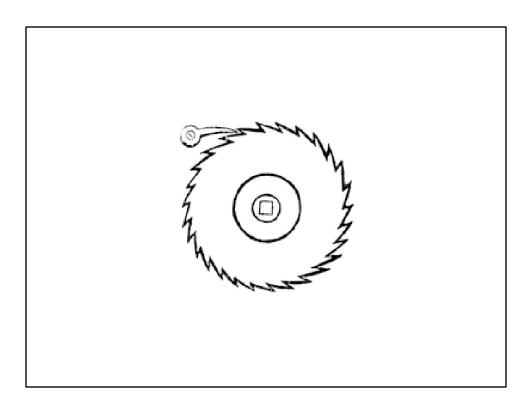
Bruno Latour calls this mediation It detours activities creating new kinds of hybrid people-things



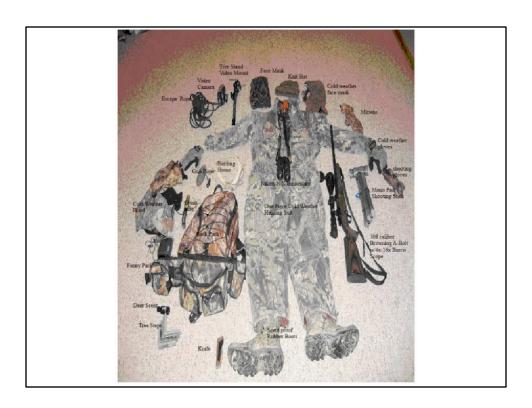
And mediation creates new kinds of activities



But also new kinds of meanings: doing x (slowing down) accomplishes y (safe streets) Or having a gun accomplishes liberty



This blackboxing tends to be a ratcheting.



Things are never things but ecosystems: guns, bullets, maintenance equipment, storage, carrying devices hunting/camping shooting ranges
Gun shops, gun shows, gun clubs
NRA



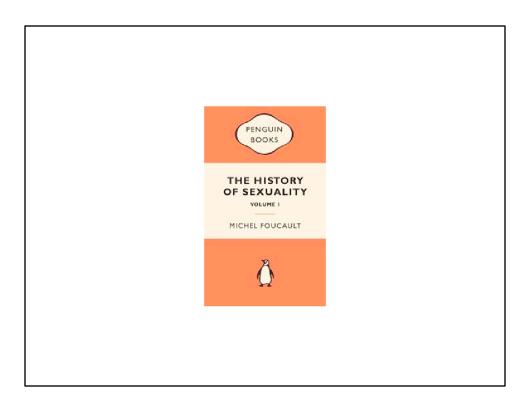
The more 'responsible' the gun owner, the greater the ecosystem The more normalized/naturalized shooting



Having a gun is about 'pretending' to shoot it It is always already an affective game.



It is not just that having a gun makes harm by gun more likely But that it is a concrete anchor for making real a (fearful) fantasy



The Repressive Hypothesis