

What If Bugs In Technological Products Promote A Religion In The Future?

Revealing The Impact Of Societal Dependence On Technology Through Speculative Design

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DEBICISM

CONTENT

1 BACKGROUND

*A Search for Limits in an
Age of High Technology*

LANGDON WINNER

2 STATEMENT



3 DESIGN IDEA



4 OUTCOME



BACK GROUND

“WELCOME TO THE WORLD OF HIGH-RISK TECHNOLOGIES.”

—— Charles Perrow, Normal Accident

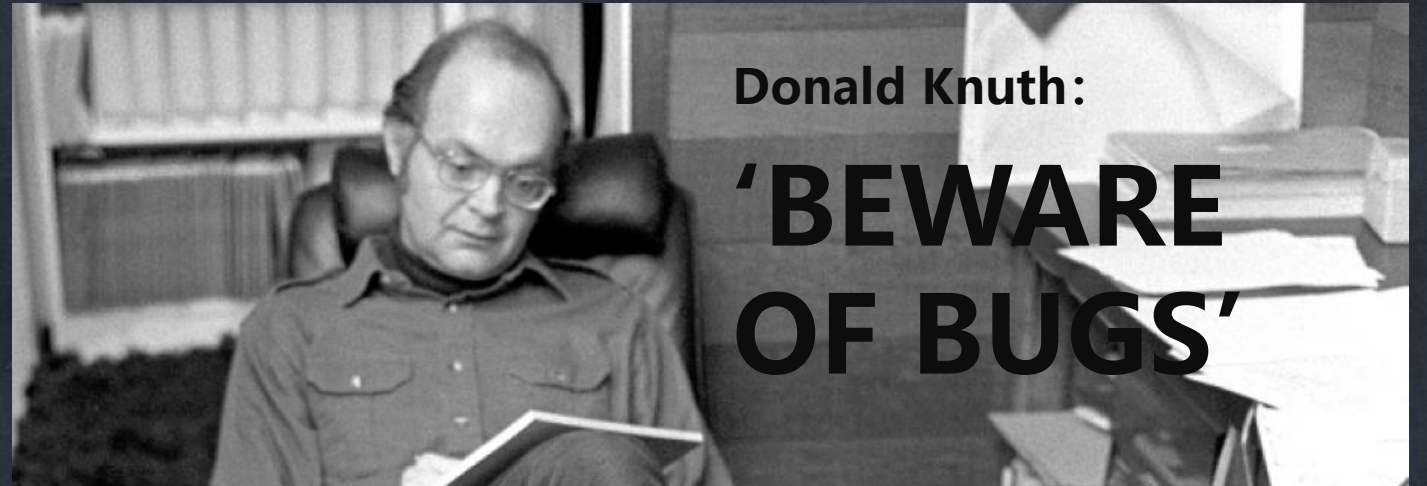
- The cultural phenomenon of technology fetishism and technology dependence is rampant in the digital age.
- Technological instability has increased over the past decade.
- The contradiction between the imperfection of technology and society's blind trust in it has become a defining feature of the contemporary world.

DESIGN STATEMENT

The unreliability and fragility of programs are becoming the most fatal problems of contemporary technology. However, the cultural phenomenon of technology worship and technology dependence still exists. Reflecting on our relationship with technology is particularly important at a time when the duality between technology and humanity is breaking down. DEBUGRISM presents a future scenario through critical design, which aims to reflect and promote discussion of the impact of contemporary technology by exploring the forms of religious belief that technology worship, technology dependence, and programming errors may lead to in the future through design language.

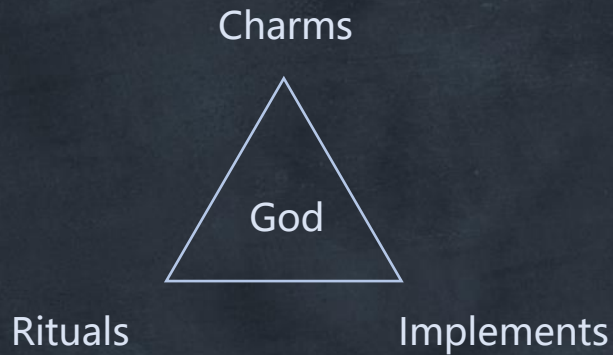
IDEA
DESIGN

START POINT

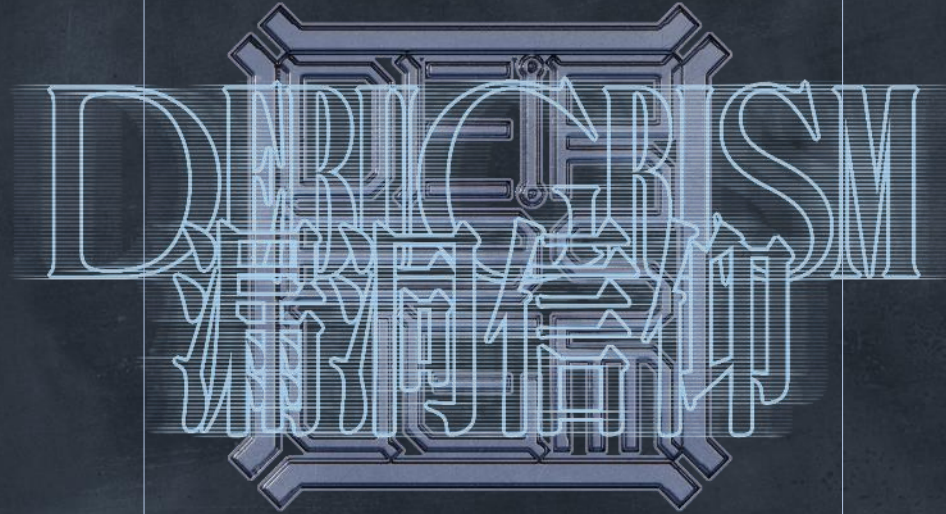


- The introduction of machine algorithms leads to more and more complex and difficult to solve bugs.
- Over the past decade, the number of major incidents due to bugs has increased year by year.

RELIGIOUS PRACTICE



A form of religion in which the deity is empowered through spells, rituals, and rituals.



As more complex Bugs escape human control, people begin to believe that there is a supernatural force in the digital environment that can control Bugs, and gradually form a new religion – **DEBUGRISM.**

VISUAL FORMS

Poster

Charms and holistic religious visual concept

Book2

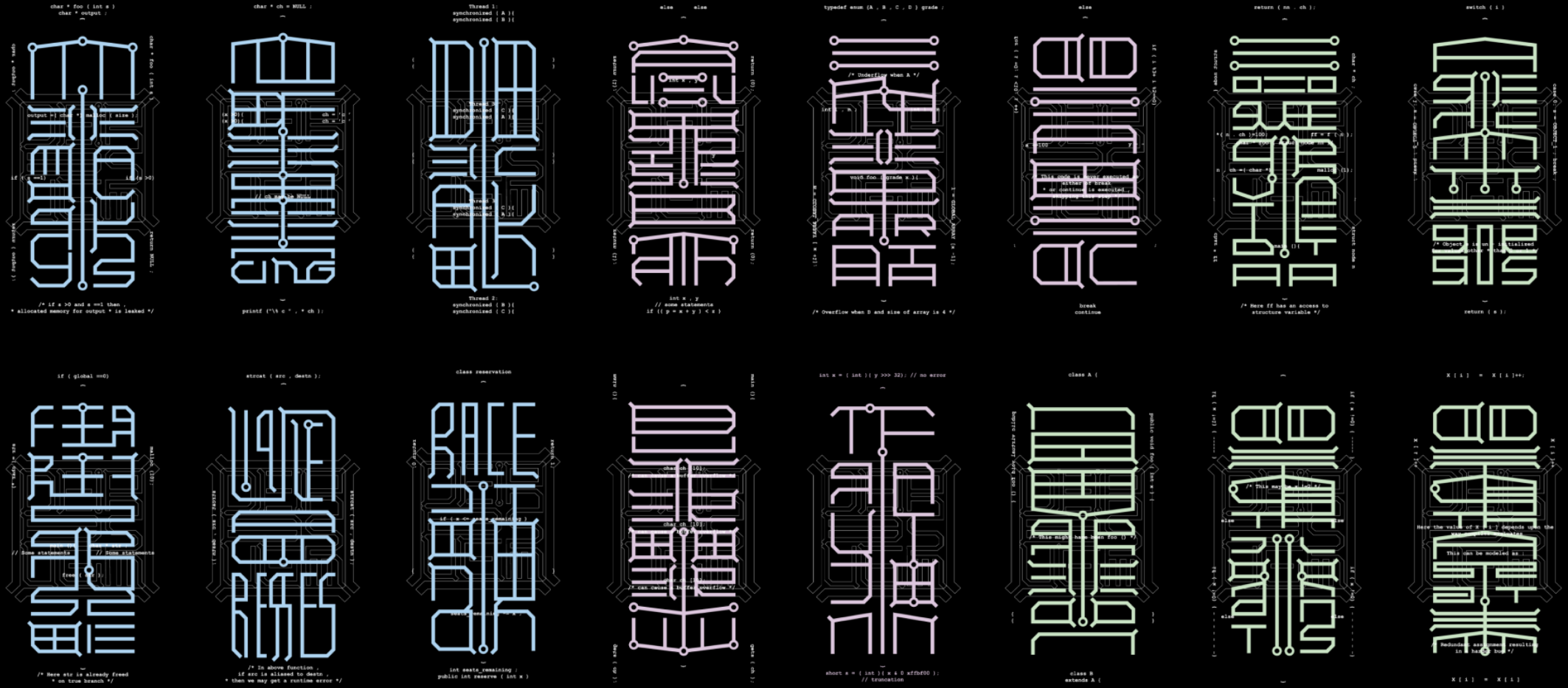
16 sets of charms and corresponding program bugs

Book1

Religious stories, religious rituals

CHARMS VISUAL TRANSFORMATION





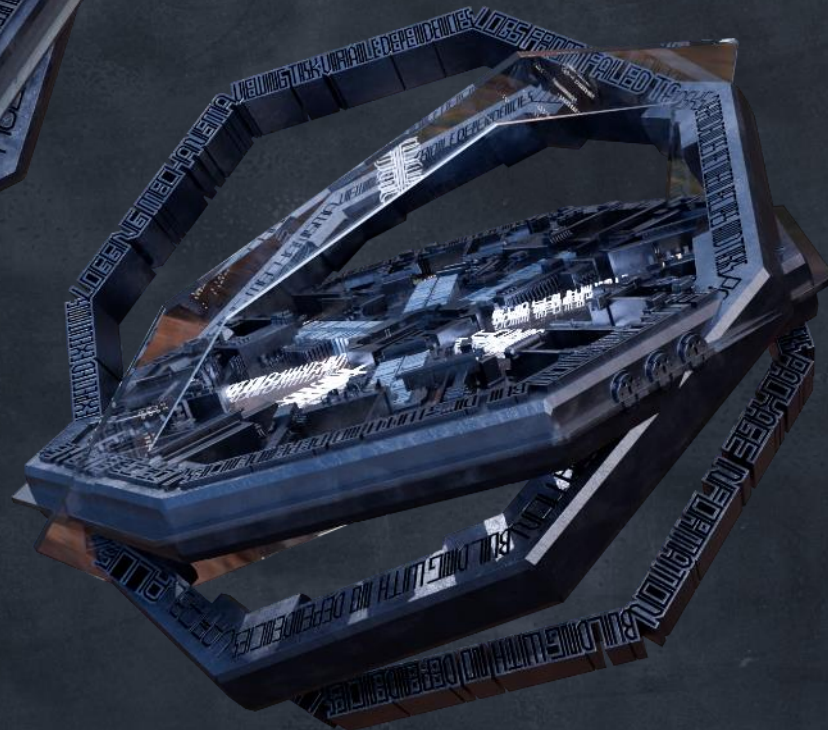
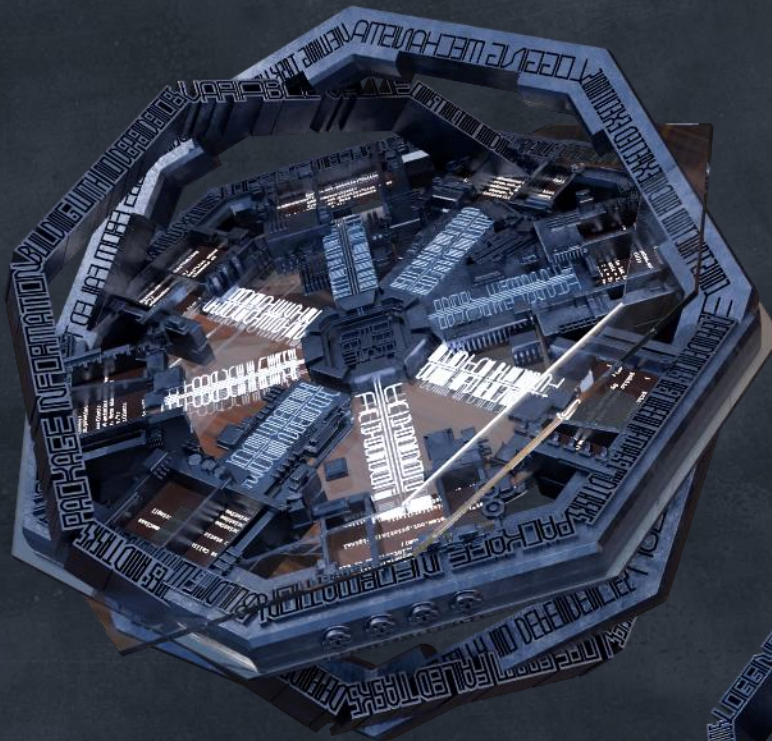
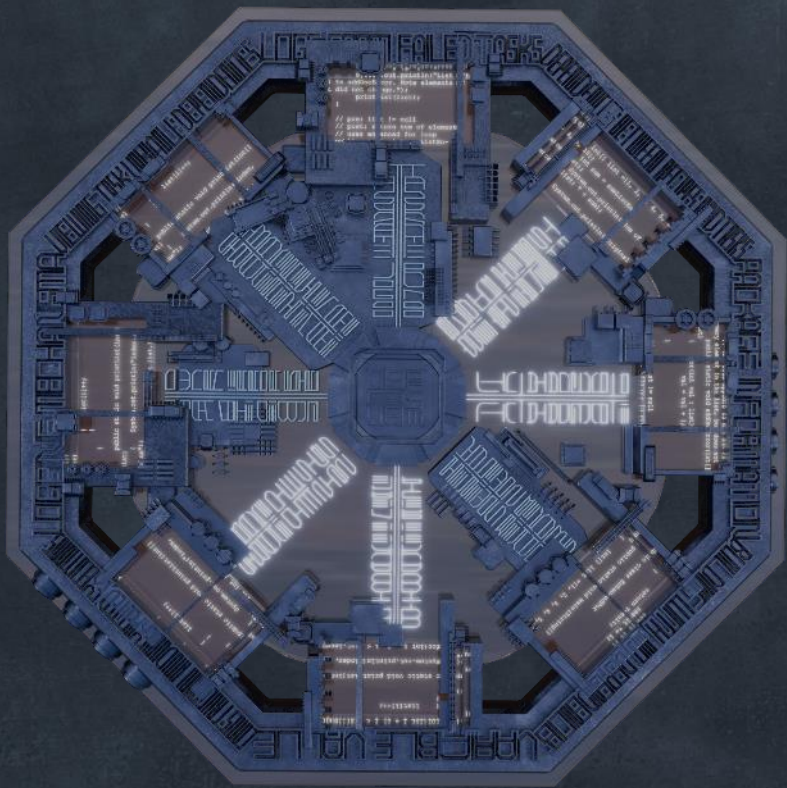


IMPLEMENTS VISUAL TRANSFORMATION

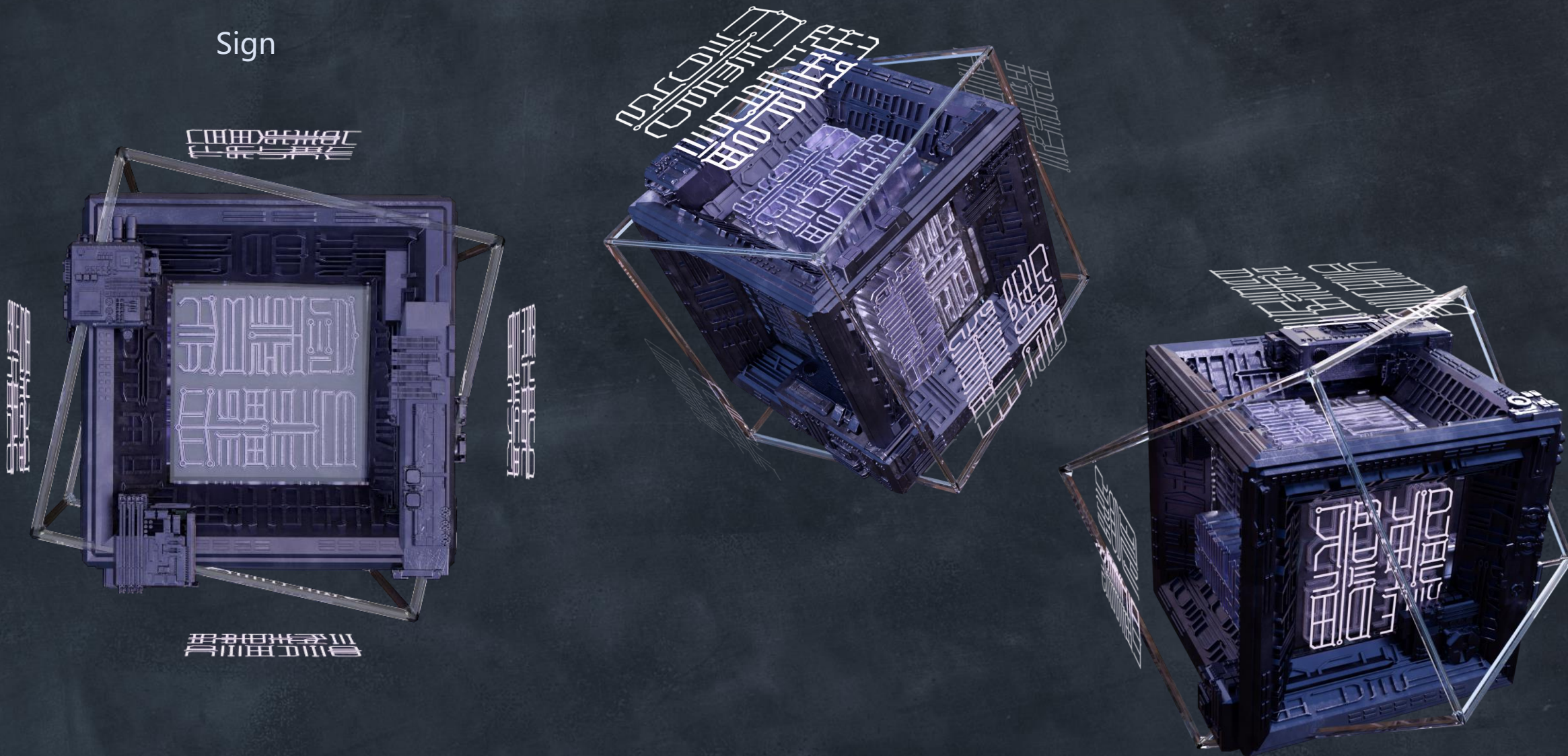
Extract visual elements from traditional religions



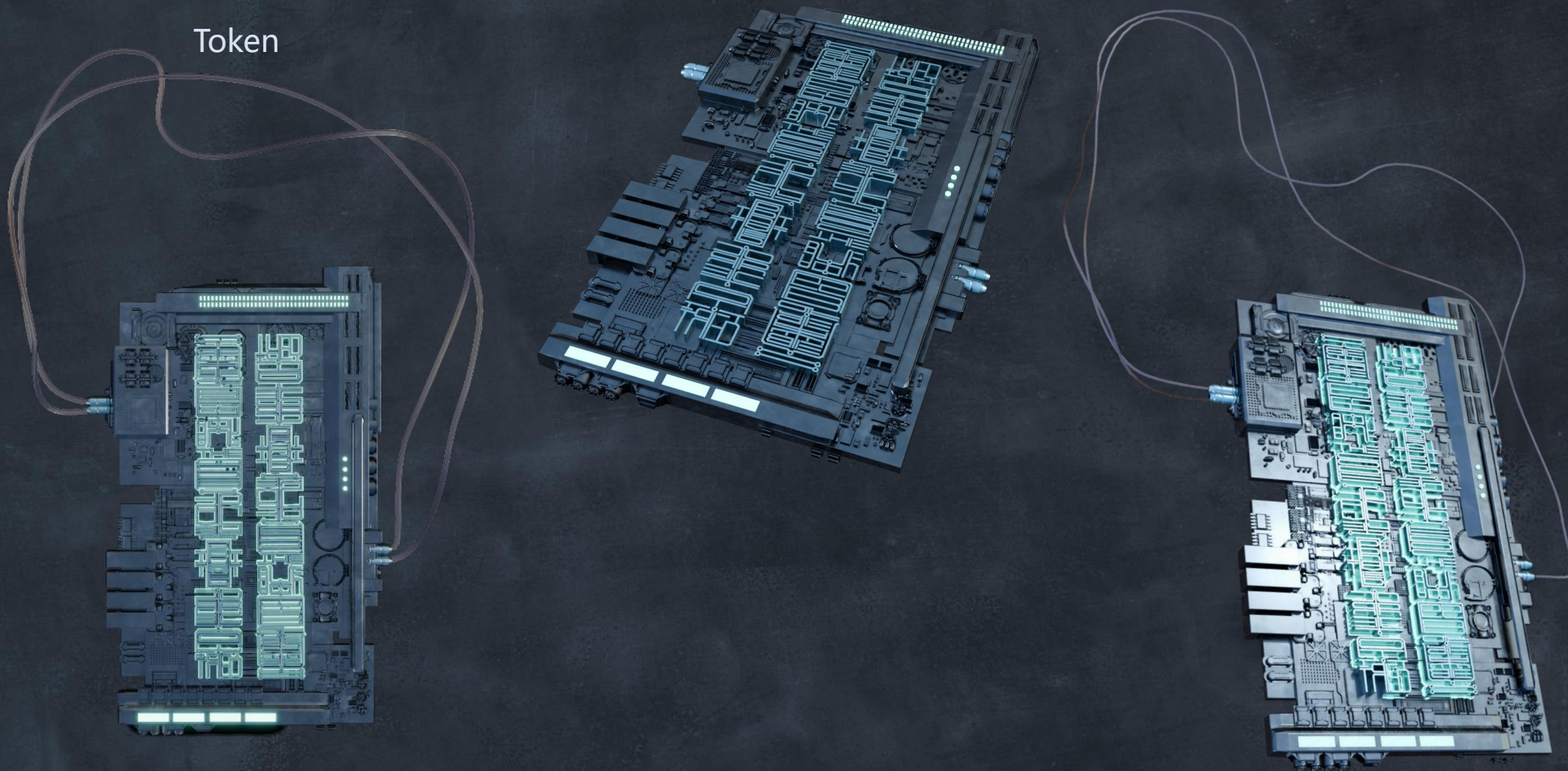
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Token

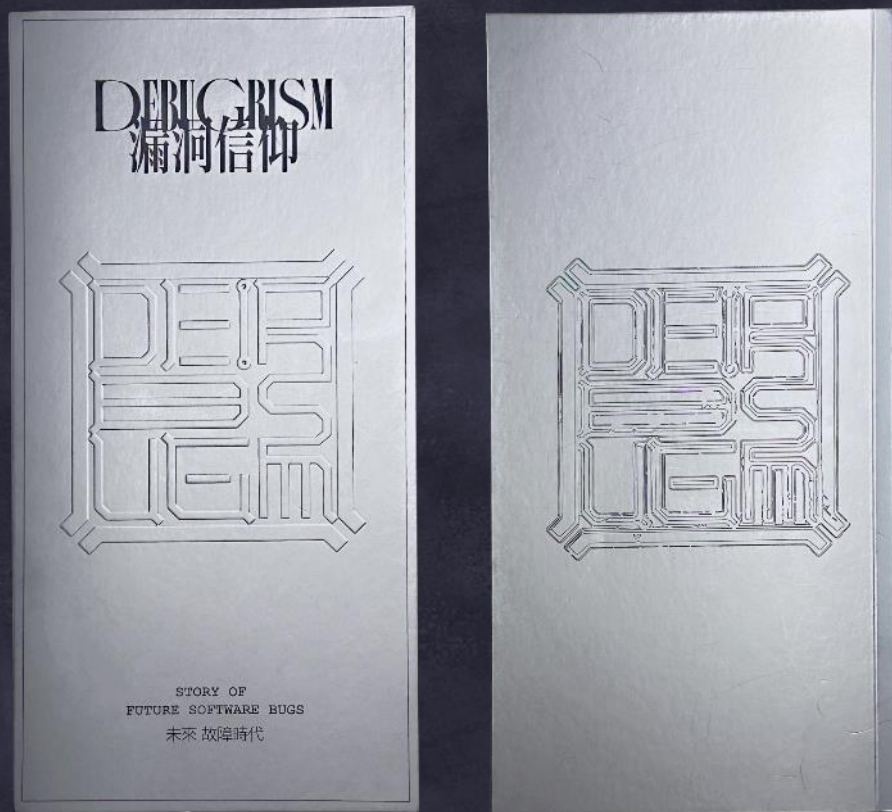


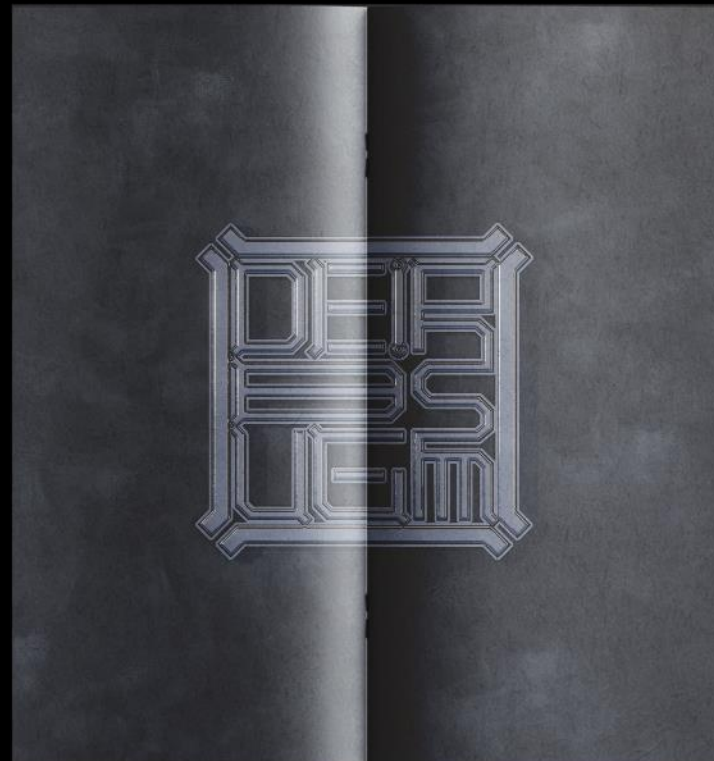
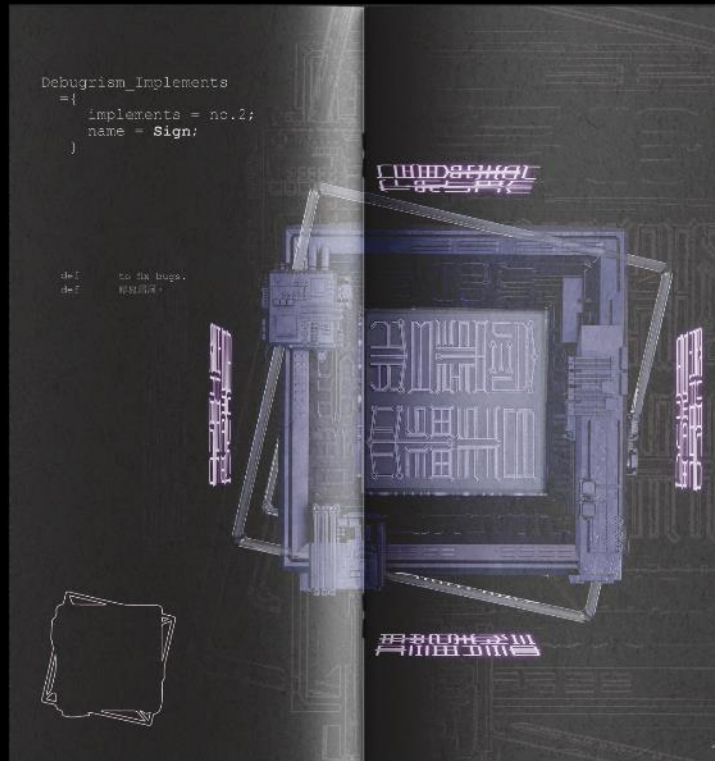
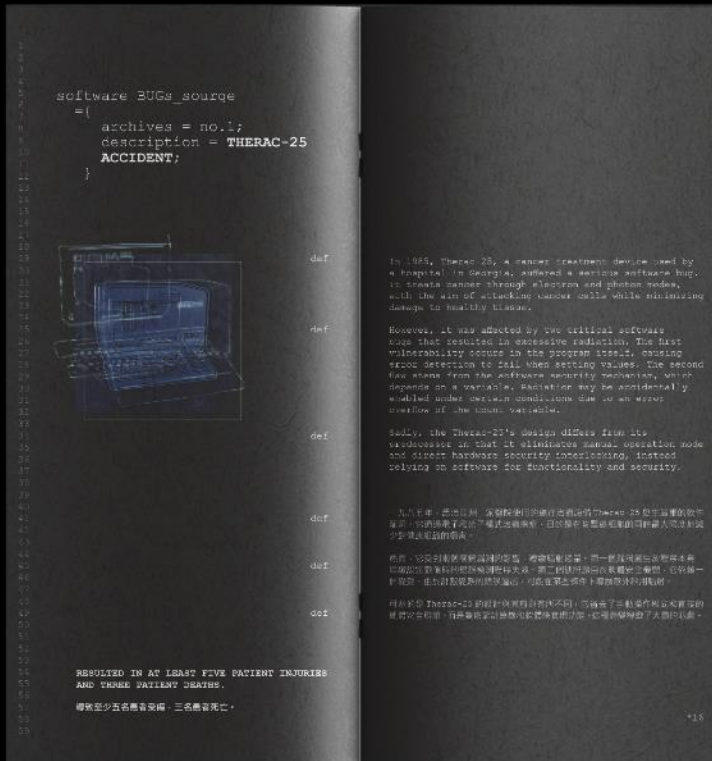
DESIGN OUTCOME

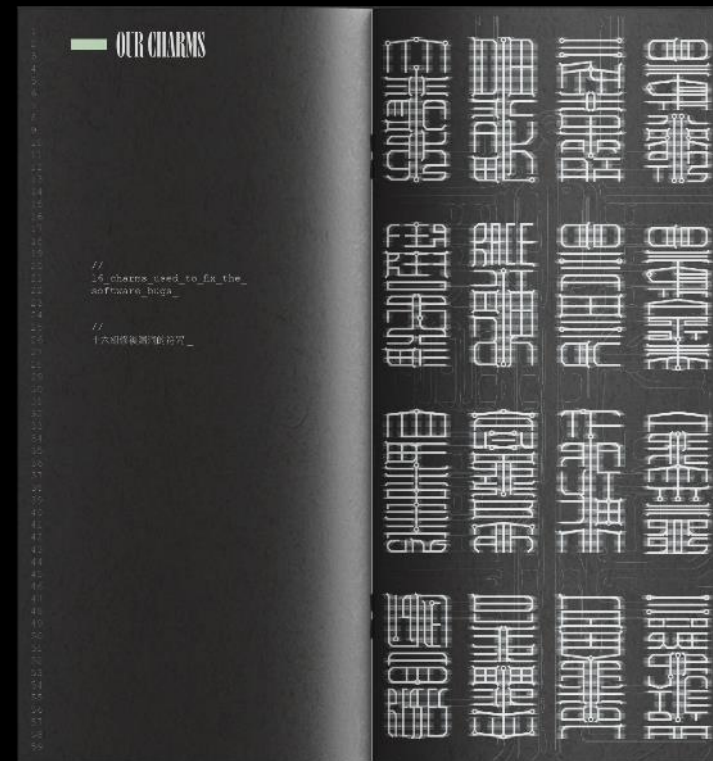
- **BOOK-DEBUGRISM
Secret Book**
- **FOLD-Charms Guide**
- **Poster-DEBUGRISM
Implement**
- **Other Visual Items**

BOOK-DEBUGRISM

Secret Book







FOLD-Charms Guide




```

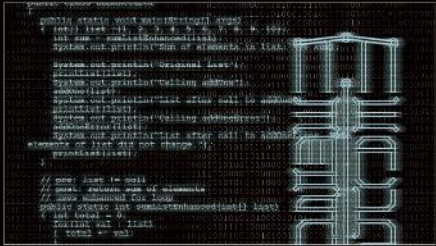
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```

charm_no.1
={
    name = De Memory Leaks;
    咒 = 释放未结清记忆流清
}

```



```

char * foo ( int s )
{
    char * output ;
    if ( s > 0 )
        output = ( char * ) malloc ( size ) ;
    if ( s == 1 )
        return NULL ;
    return ( output ) ;
}

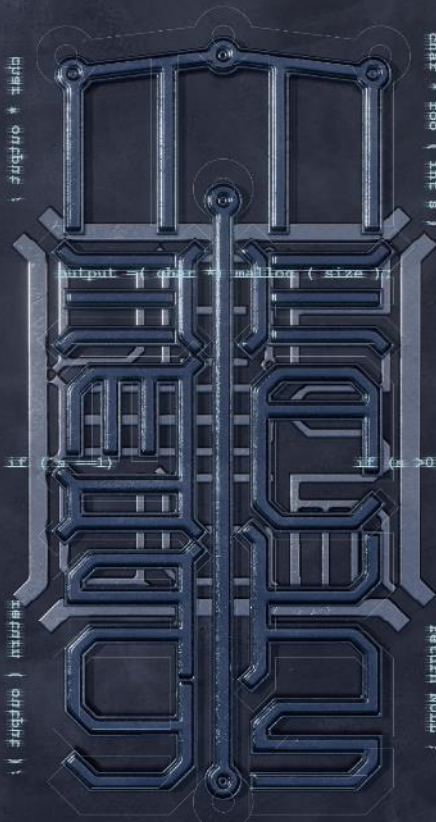
```

/* if s > 0 and s == 1 then ,
* allocated memory for output * is leaked */

```

char * foo ( int s )
char * output ;

```



```

if ( s > 0 )
if ( s > 0 )
return ( output ) ;

```

/* if s > 0 and s == 1 then ,
* allocated memory for output * is leaked */

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```

```

charm_no.7
={
    name = DE Value Outside Domain;
    咒 = 保域内值无误
}

```



```

public class ArrayComplex
{
    public static void main(String[] args)
    {
        int list = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list2 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list3 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list4 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list5 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list8 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list41 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list42 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list43 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list61 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list62 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list63 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list64 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list65 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list66 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list67 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list69 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list70 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list74 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list78 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list79 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list80 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list81 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list82 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list83 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list85 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list86 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list87 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list88 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list89 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list90 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list91 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
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        int list98 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list99 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
        int list100 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
    }
}

```

```


int x , y
// some statements
if ( ( p = x + y ) < z )
    return ( 1 ) ;
else
    return ( 0 ) ;

```

```

else
else

```



```

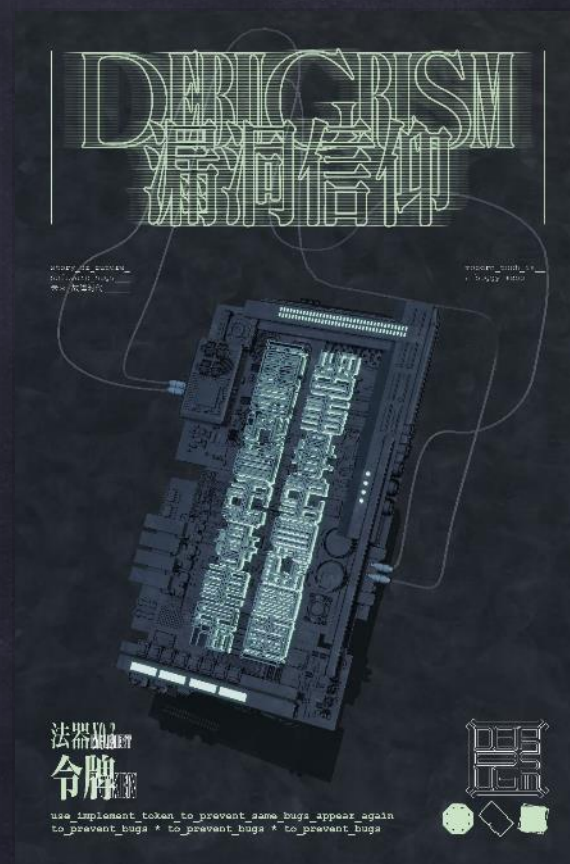
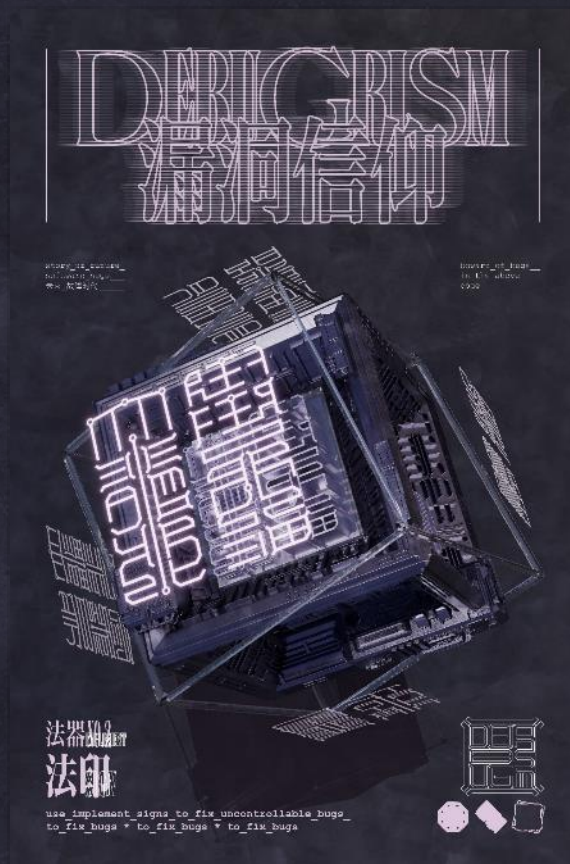
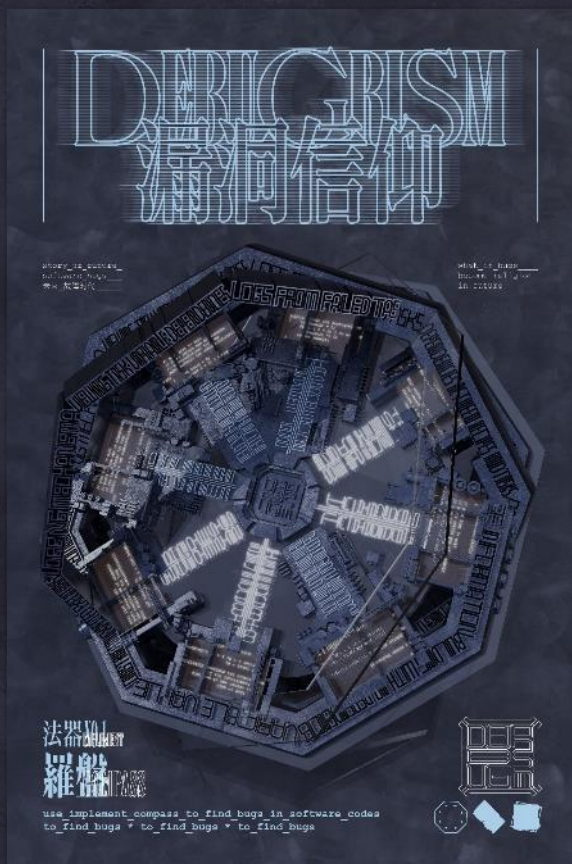
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// some statements
if ( ( p = x + y ) < z )

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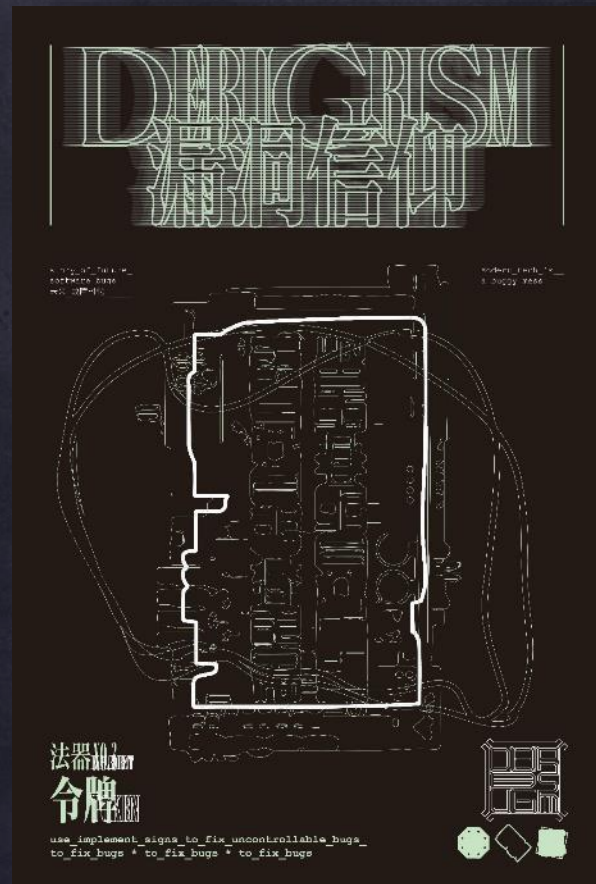
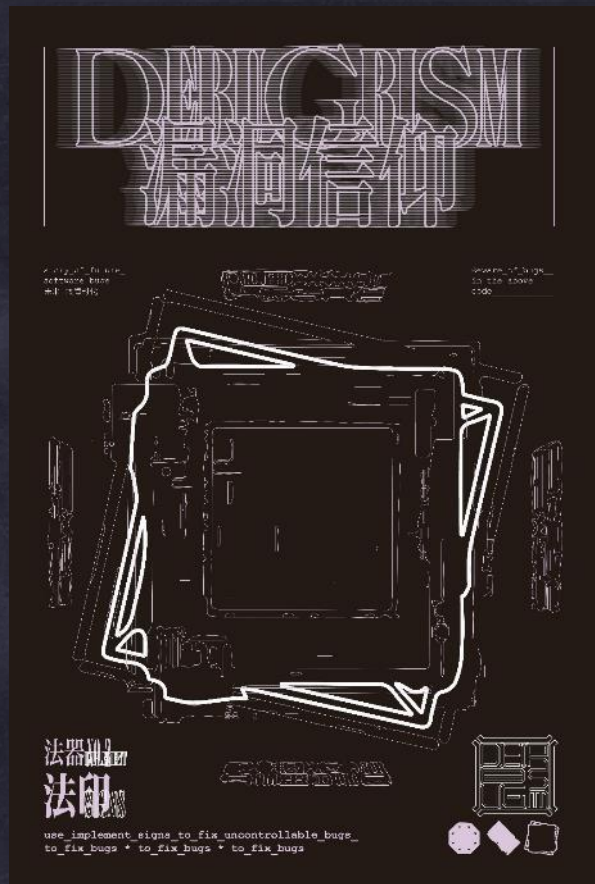
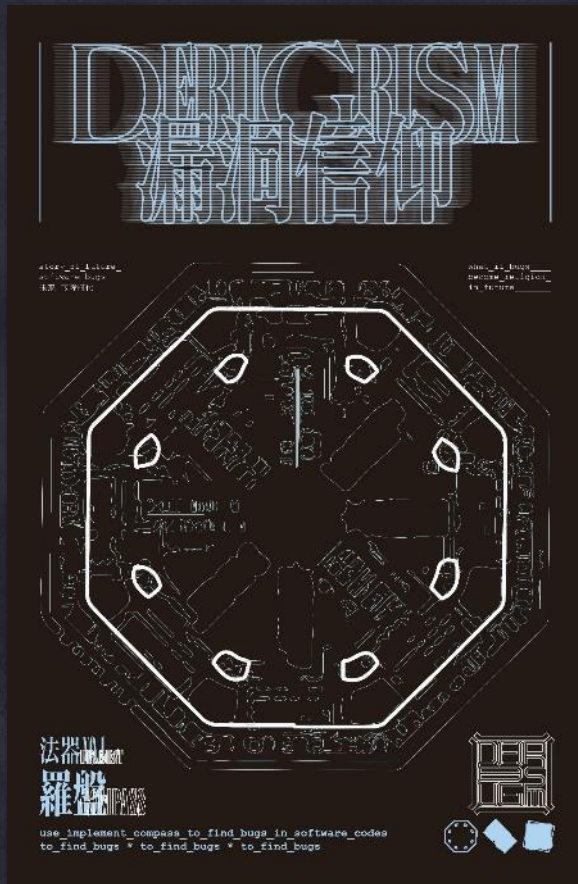


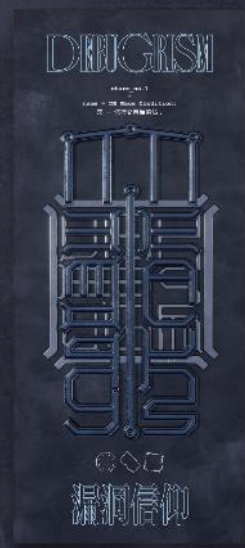
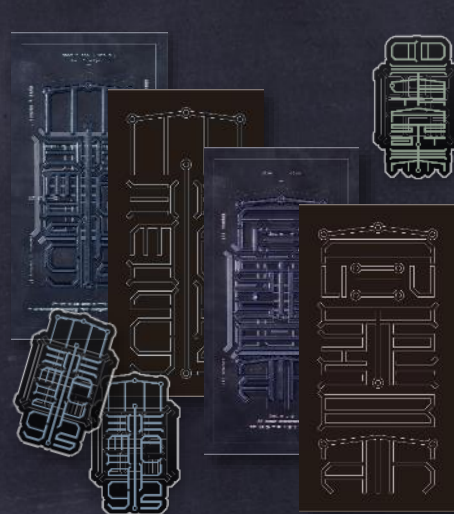
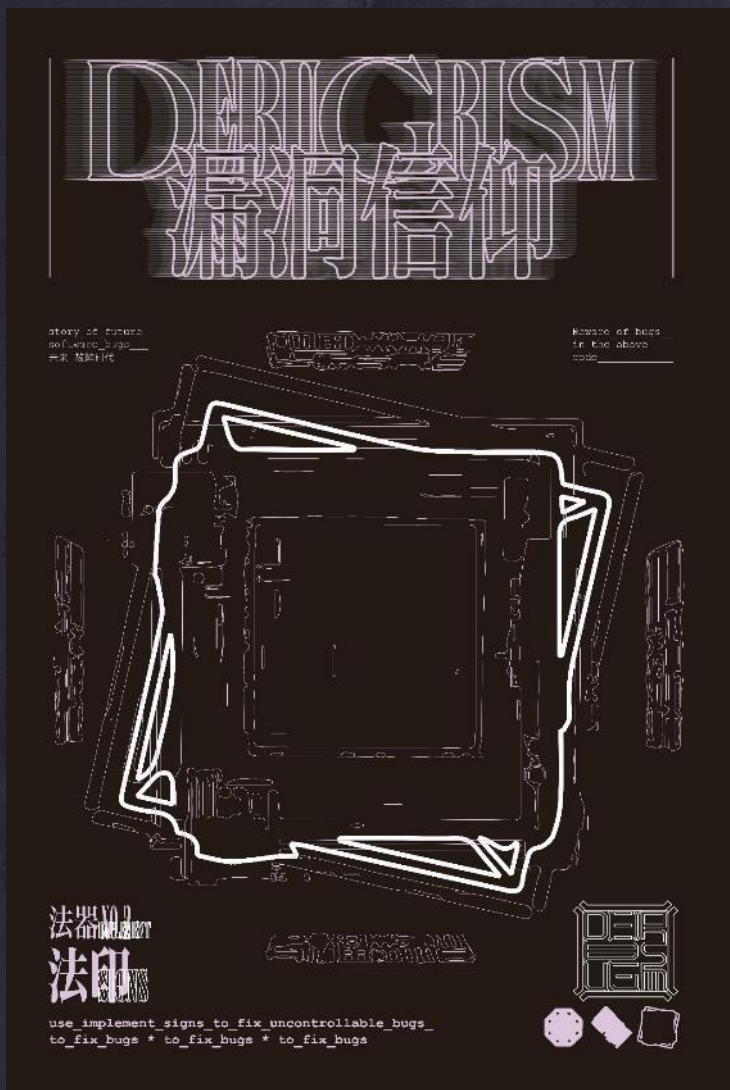



Poster-DEBUGRISM Implement



Other Visual Items





**THANKS FOR
WATCHING**