

Infiltrated

**A Project of SoMove and the MIT Civic Media:
Collaborative Design Studio**

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Background

This semester the Civic Media Collaborative Design Studio will be focused on surveillance and privacy. We will be working to design and develop counter surveillance projects, grounded in the needs of communities most heavily targeted by state, military, and corporate surveillance. We will be part of a codesign team led by a partner organization that works regularly with a targeted community.

This is a service-learning, project-based studio course in the collaborative design of civic media. Students work in diverse teams to create civic media projects grounded in real-world community needs. The course covers codesign methods and best practices for including communities in iterative stages of project ideation, design, implementation, testing, and evaluation. Students taking the graduate version will complete additional assignments.

Project Overview

This project-based studio focuses on collaborative design of civic media. The Civic Media Codesign Studio provides a service-learning opportunity for students interested in working with community-based organizations to develop civic media projects that connect to grounded strategies for social transformation. The studio is organized into multidisciplinary, diverse teams that work together with a community partner to create civic media projects based on real-world needs. The studio is also a space for shared inquiry into the theory, history, best practices, and critiques of various approaches to community inclusion in iterative stages of project ideation, design, implementation, testing, and evaluation.

Infiltrated, our project, is an ambitious multimedia project and online searchable database that tells the national story of government infiltration and surveillance of activist groups and communities targeted by the state since 2001. To do that we'll be collecting and compiling government records (using the Freedom of Information Act) as well as first-person accounts. The challenge is to build the multimedia platform, a hub/clearing house to share these stories.

Project Partners

SoMove is network of independent oral historians, multimedia producers, journalists, storytellers, artists and activists working together to collect digital oral histories, share resources and some content with each other, and tour to present their work.

SoMove works with activists and community groups to document ways people creatively change their lives, neighborhoods and the world. Such stories push back against and reframe conventional ideas and oppressive narratives that derive from colonialism and are used to justify inequality.

Project Goals

Project Goals

- At launch there will be possibly two accounts of infiltration of activist groups each one with audio and their corresponding FOIA file —this will be the initial cohort to base the platform design around. Another goal is to have the platform be self-sustainable and also scalable as more stories and documentation are added to the website.
- Create a webpage (possibly blog format) for people to submit their own stories of infiltration, and also to view others' stories. And for people who want to take action, have a suggested path they can take or what they can do to help.
- (space for Puck to add anything)

Scope of Services

[narrative description of services]

This document describes a proposed role for CoDesign to support SoMove on the Infiltration project. The CoDesign students primary roles in the project are to create a platform and web page to display the captured media content from SoMove's Infiltrated interviews. This includes _____ (space for Puck to add anything).

Key Activities, Roles and Project Timeline

Tasks	Rough Deadline	Who will work on it?
Design multiple layouts	Tuesday 4/15/14	Richard and Arthi
Present layouts to audiences and get feedback	Saturday 4/19/14	Puck
Incorporate feedback into final design	Monday 4/21/14	All
Implement the design into rough web page	Monday 4/28	Richard, Arthi, Neo Helper
Test web page and get feedback		All
Add stories and content to web page		All

Budget

We plan to use the our budget towards hiring a web developer to help us implement our design for the website.

WORKING AGREEMENT

This collaboration is made and entered effective on Tuesday, April 15 (modified) between the CoDesign students Arthi Vezhavendan, Richard Rozewski, and Ricardo DeLima and SoMove's representative Puck Lo.

Parties & Designated Representatives

SoMove
Puck Lo

crookedflight@gmail.com

CoDesign Studio
Arthi Vezhavendan
Richard Rozewski
Ricardo DeLima
MIT: Media Lab

codesign-somove@mit.edu

Contribution of Parties

1. Create a platform and web page.
2. _____(space for Puck to add anything)
3. The timeline is as follows: Regular, weekly project check-ins (or other frequency if so determined) will include assessment of progress to date and how this compares to initial project proposal, changes if necessary.

SoMove Codesign Team agrees to the following:

1. Respond promptly to SoMove's requests for clarification and feedback.
2. Notify SoMove immediately when details of the project plan change, either because of changes in the organization priorities or changes in the available information.
3. Participate in an evaluation of the project upon completion.

Meetings

Parties will communicate via google hangout and email, as appropriate. Weekly (unless other frequency determined) check-ins will be scheduled to assess project progress.

Decision-Making

We will use a democratic decision making process based on group consensus and the final decisions will be made by Puck who is the project partner rep for SoMove.

Disputes

If a dispute arises from or relates to this Working Agreement or the breach thereof, and if the dispute cannot be settled through direct discussions, the parties agree to endeavor first to settle the dispute by mediation administered by the American Arbitration Association under its Commercial Mediation Rules before resorting to arbitration. Any unresolved controversy or claim arising from or relating to this Working Agreement or breach thereof shall be settled by the American Arbitration Association in accordance with its Commercial Arbitration Rules. The demand for arbitration shall be made within a reasonable time after the claim or dispute arises, and any claim or dispute subject to arbitration shall be forever barred if demand for arbitration is not made within six (6) months of the date when the controversy or claim first arose. Judgement on the award rendered by the arbitrator may be entered in any court having jurisdiction thereof.

Reporting

The Parties agree to report to one another on their progress at least once a week until the end of the MIT spring 2014 semester.

Resignation of Parties

Each Party is free to resign from this collaboration at any time, for any reason, with a minimum three weeks notice.

Terms

This agreement shall be in effect for the period until the terms of the agreement (under "Contribution of Parties") are met.

Adoption, Amendments and Resolutions

This Working Agreement may be amended upon a consensus of all the partners, 30 days prior to the effective date of the change. Amendments must be made with written notification to all partners and corresponding signatures from the designated representative of each party. Amendments will then supersede the agreements specified herein, but will only alter or diminish such clauses as are mentioned in the amendment. All other clauses shall remain unaffected until subsequent amendments.

Rights

Both Parties reserve the rights to publish the results of research and consultation services relating to this agreement, unless otherwise agreed upon by the parties.

Authority and Approval

Each party has full power and authority to enter into and perform this Working Agreement, and the person signing this document on behalf of each party has been properly authorized and empowered to do so.

PLEASE INITIAL TO SIGN

SoMove Representative

Puck Lo

MIT CoDesign Rep

Arthi Vezhavendan AV
Richard Rozewski, RR
Ricardo DeLima