

## Six Degrees Workshop - Temporality And Speculation

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For more information about the exhibition visit:

[www.digitalgood.net/digital-identities-over-time](http://www.digitalgood.net/digital-identities-over-time)

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pictorial.txt	futures_studio.exe
exhibition_link	online_galleries.zip

A:\>type pictorial.txt

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A pictorial outlining our exhibition as artefact for  
speculating around digital identities over time...

Read

Visit

A:\>cd && dir exhibition\_link

identity_over_time	past_identities	present_identities
future_identities		

A:\>START

<https://app.gather.town/app/Zy6UabaV7J8P6Imo/The%20Futures%20Studio>  
"pink mode"

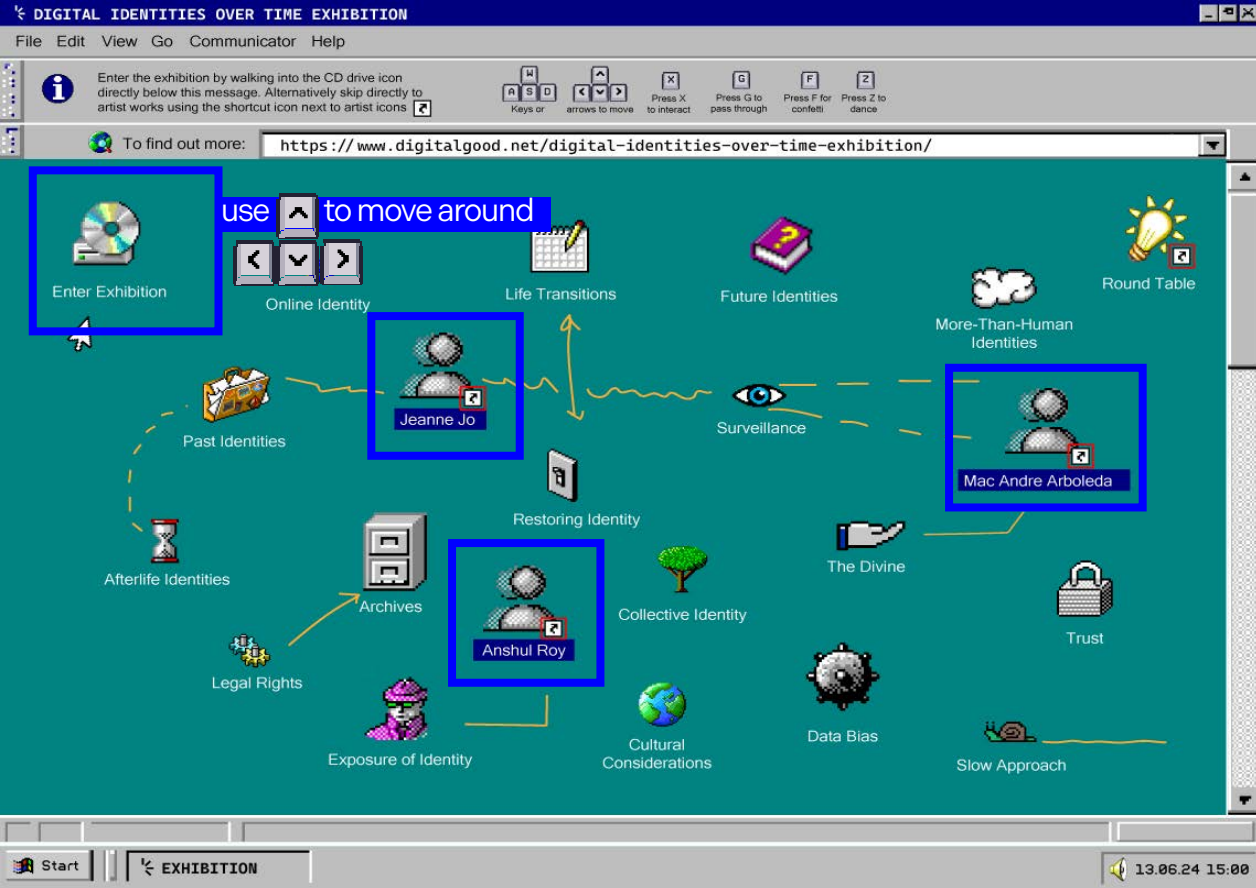
DIS 2025

## Exhibitions for Speculating about Future Technologies

Kim Snooks & Dan Richards

### Overview

As part of the ESRC Digital Good Network, we used futuring design methods to explore people's perceptions of 'good' digital identity futures e.g., the digitisation of identity documents such as passports into apps or biometric systems. Synthesising insights from across our project, we created an online exhibition, using spaces to present potential worlds and to collectively speculate around the theme *Digital Identities Over Time* e.g., when might we have digital identities, from birth, after we are gone? We present this exhibition as an artefact, with the discursive spaces discussed in this pictorial highlighting how we used temporality to explore identity technologies across a person's own timeline, as well as showcasing a way people can come back to continue to reflect and engage with these speculations. We invite participants of the Six Degrees Workshop to explore and interact with this [exhibition](#).

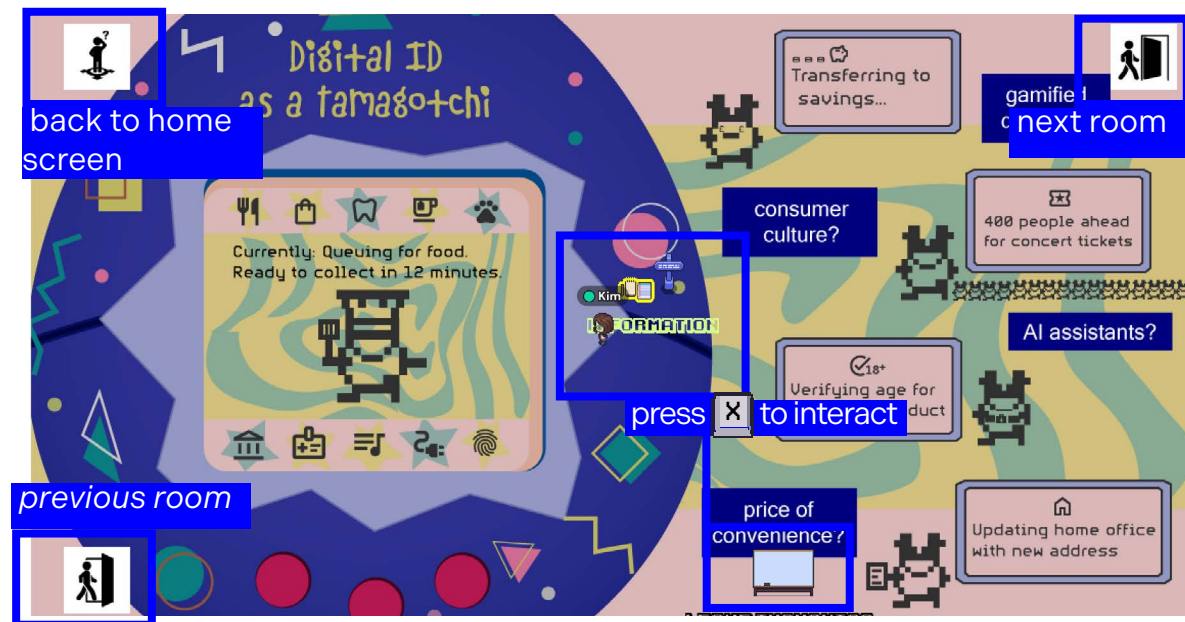


## Synthesising Futuring Insights

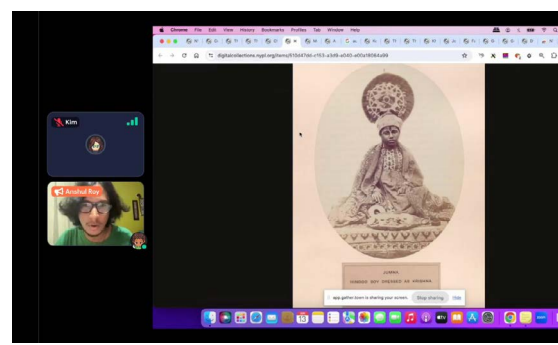
The exhibition becomes an interactive website artifact mirroring early net.art works, leaning on the central theme of temporality highlighting how digital systems, like digital identities shift over time (MS-DOS to Windows 11). This approach allowed us to immerse viewers in speculation not fixed on the present day but encourage discussion about the past as well as potential future speculations. In the exhibition people land in a Windows 95 interface, allowing people to enter through the CD icon or shortcut to the artist spaces. This space acted as an area to show the overall themes that emerged across the project, as well as direct links between artists work. On 13th June 2024, an exhibition launch took place with participants taking part in a guided tour to debate futures. The [exhibition](https://www.digitalgood.net/digital-identities-over-time-exhibition/) is still open to explore!

## Metaphor Spaces

The space shown to the right is an example of a 'metaphor space' placed between the artists spaces in the exhibition. This metaphor used a cultural touchpoint of a tamagotchi, using known technologies to think about the future. It intends to question what might large scale commercial adoption of digital identities look like in the future, and how do we imagine people interacting with them? For example, might digital identities be like tamagotchis? Pet like hand-held entities that are perhaps empowered by users to complete certain tasks for us like queuing for concert tickets, automatically verifying our age etc.







You're suggesting

## Digital Good in the Colonial Archive

*"The photographs which I took of them, I had the greatest difficulty in procuring, as having never seen a European before, they were naturally very much alarmed, more specially as it was very difficult to make them understand what I was doing with them."*  
- Willoughby Wallace Hooper (on photographing subjects for *The People of India*)

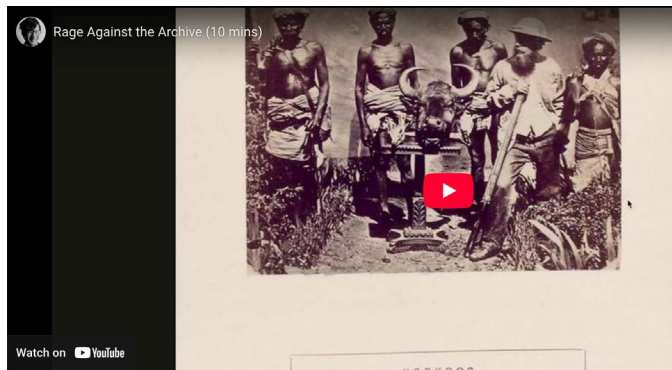
When we look at any image made under duress, are we as viewers in any way perpetuating the initial violence of the camera's shutter? What does it mean to ethically consume and disseminate an image of someone's pain online? How should our cultural institutions and archives preserve and display photos of historical atrocities in a digitally good way in a museum? During my

### Artist Spaces

Each of the artist spaces explored a particular perspective on the theme, developing their own worlds to help immerse people within the artefacts created. Anshul Roy's space shows the detail and work involved in creating these spaces and what led to the residency output seen on the video screens on the stage show. His performance art piece presented in the exhibition launch explored decolonial approaches to digitised archives, highlighting how our past identities can be decontextualised, altering how we are remembered. Additional artefacts showcase the process involved in the creation of the final artefact, as well as the artist's emerging thoughts and reflections on these topics. This can be seen around the room through a range of content including supporting statements and external links and videos.

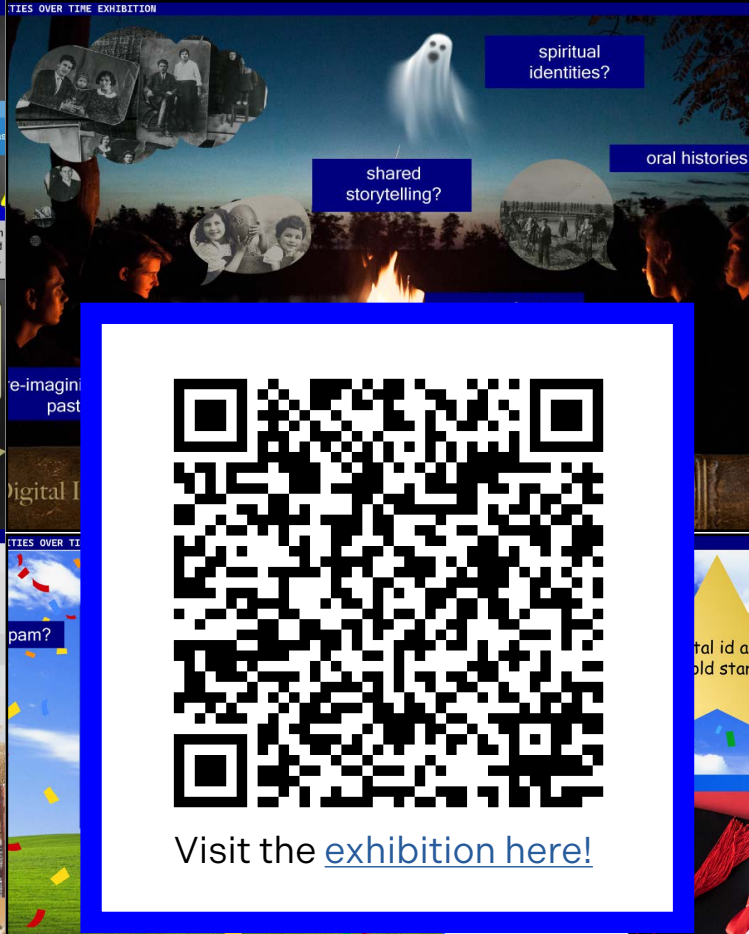
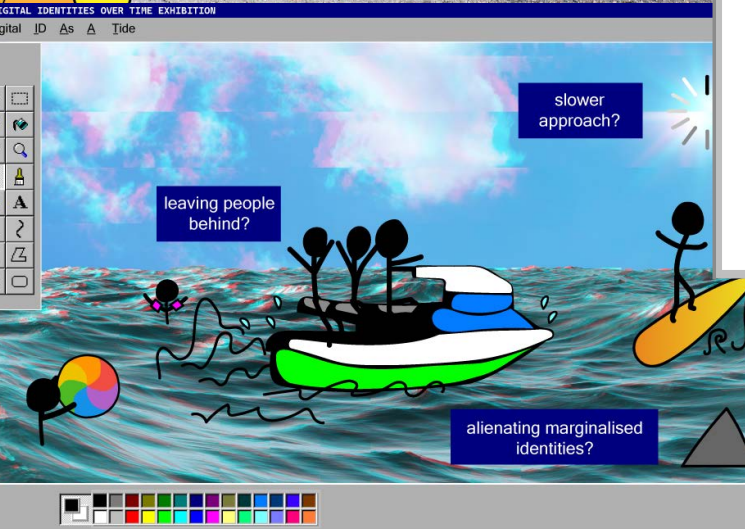
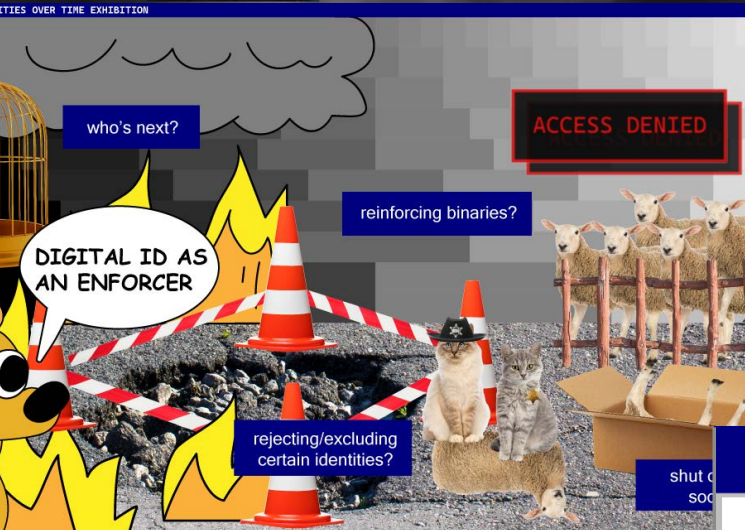
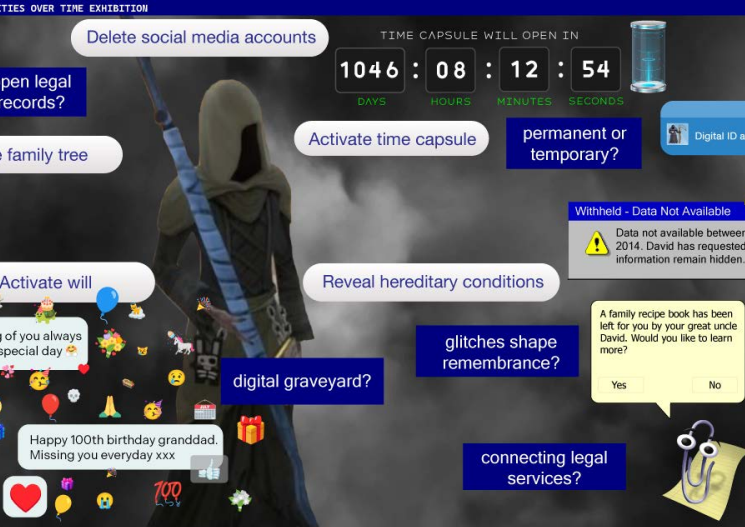


Image credit: Anshul Roy ©. More information about his work can be viewed on his [artist profile](#) as well as his [website](#)



*"The photographs which I took of them, I had the greatest difficulty in procuring, as having never seen a European before, they were naturally very much alarmed, more specially as it was very difficult to make them understand what I was doing with them."*





There are many spaces in the exhibition not explored in this pictorial, we invite participants of the Six Degrees Workshop to visit the exhibition using the link or the QR above or by going to: <https://app.gather.town/app/Zy6UabaV7J8P6Imo/The%20Futures%20Studio>

