



How Technology is slowly **Destroying** mankind by Group 05 - 18

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Objective

The aim of our project is to depict the destruction that advancements in technology has brought about. Our main idea is to warn our fellow humans that Technology *has* its downsides and is not as beneficial to us as many of us think. We have to identify the signs of destruction of technology before they set in. We plan to convey these messages in an interesting, graphical and engaging manner.

Background Information

The main detriments of technology on humans can be separated into 2 categories - detriments to our physical as well as psychological health.

Damage to physical health of humans:

In 1938, Fritz Strassman and Otto Han split the first atom in Germany, generating 200 million volts of electricity. However, it has a darker side. On April 26, 1986, a power surge at Chernobyl's reactor caused a nuclear fallout. 200 villages were evacuated, and the total death toll reached 40 thousand. Even now, the area is uninhabitable and devoid of people. Later on, nuclear weapons such as nuclear weapons were developed. This resulted in even more people dying. For instance, a nuclear bomb dubbed "Little Boy" was dropped in Hiroshima, Japan in World War 2, resulting in 150000 casualties.

Damage to psychological health of humans:

In a 2017 survey of five thousand teenagers by Jean M. Twenge, a professor of psychology in San Diego University, three quarters were found to possess a smartphone and use it for social media. This shows how commonplace and widespread the use of social media has become, which in turn shows how many

people the use of communication technology impacts negatively. Meanwhile, teenage depression rates have skyrocketed since 2011, coinciding with the time period in which the world experienced the rise of social media as well as smartphones. However, this is no mere coincidence - it is the increasingly widespread use of social media as well as smartphones that led to depression rates skyrocketing. This is further emphasized by the "Monitoring the Future" survey. In the study funded by the National Institute of Drug Abuse, 47% of those who used their devices 6 to 9 hours a week were found to be unhappy, 56% of those who used their devices 10 hours or more were found to be unhappy, and 27% of heavy device users were found to have depression.

Apart from being detrimental to humans, technology has also been detrimental to the environment.

This is reflected in Japan, where a tsunami in 2011 overwhelmed the Fukushima nuclear power plant, leading to the release of nuclear waste in the surrounding waters which contaminated the water along with the fishes. To make matters worse, the radioactive water spread throughout the ocean, leading to large scale radioactive pollution that also affected other countries.

Procedure

The artwork is made predominantly out of pastel, with some colour pencil and pencil, and is executed on A1 or A2 pastel paper.

It aims to express how technology has affected the current society negatively. We aim to be able to come up with a powerful and unique composition, set in a post-apocalyptic world, which can set the viewer thinking.

Research

Visual and Artist references:



This is an image of smoke billowing out of a factory which was used in an attempt to achieve more realism in our initial pastel sketches.



These two power plant references have different colour schemes. The one on the left has a brighter colour scheme with lesser shades and shadows while the one on the right has a darker colour scheme with more shades and shadows. These references gives us an opportunity to incorporate two different aspects of power plants into our sketches. We also tried to achieve the realism of the smoke with pastel in our initial sketches.



This reference of destroyed buildings is rather detailed as it shows the windows of the buildings and the pieces of debris on the ground clearly. This reference has helped us achieve more realism in one of our experiments with the final composition of the artwork.

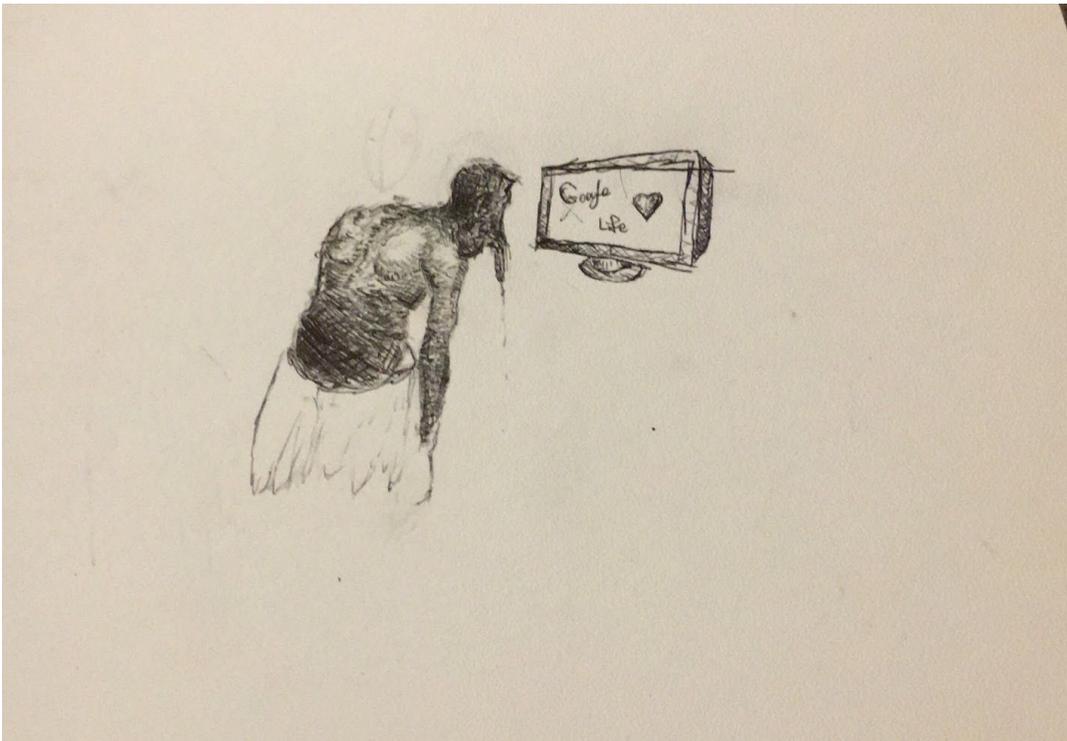
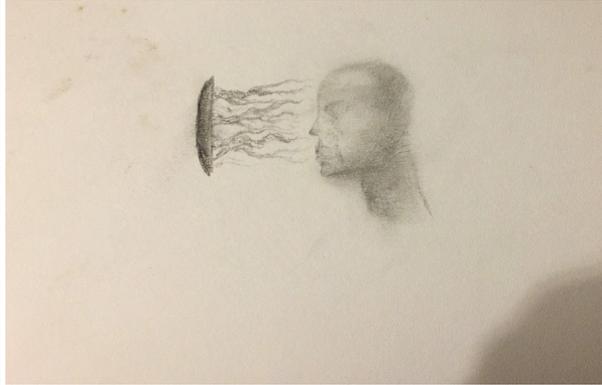


This reference helped us in our planning for the composition of the initial artwork. Even though we did not really use this idea in our artwork, we still incorporated the idea of a man looking at his phone and being oblivious to his surroundings in our artwork.

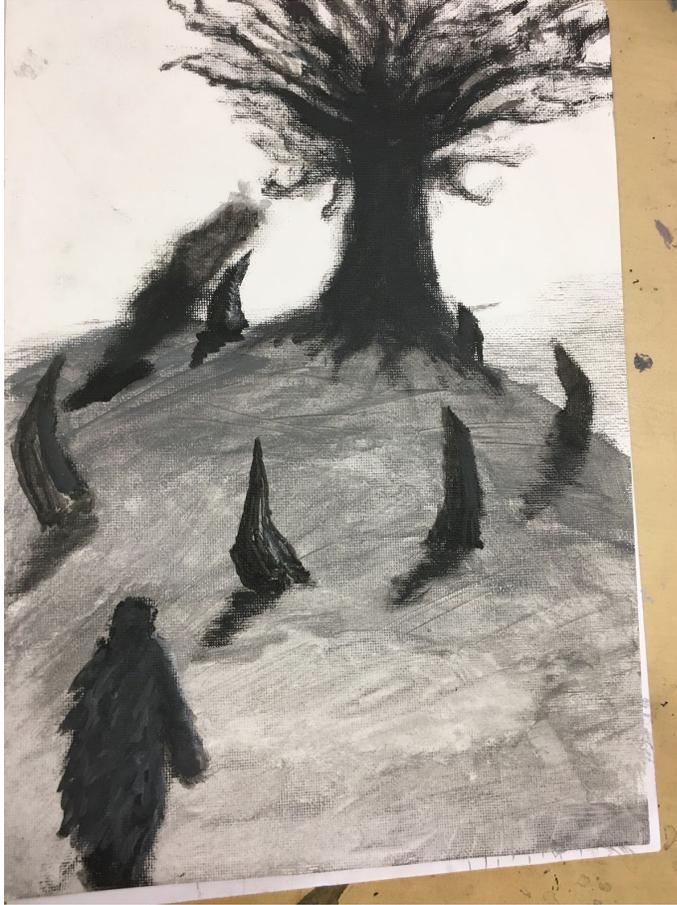


These two references consists of withered trees in the foreground which has helped us to visualise the proportions of the trees in many of our experiments of the composition of the final artwork.

Products



These are some of our initial sketches which are done in pencil and pen. We have used some of these ideas in our final artwork, such as the man looking at his phone.

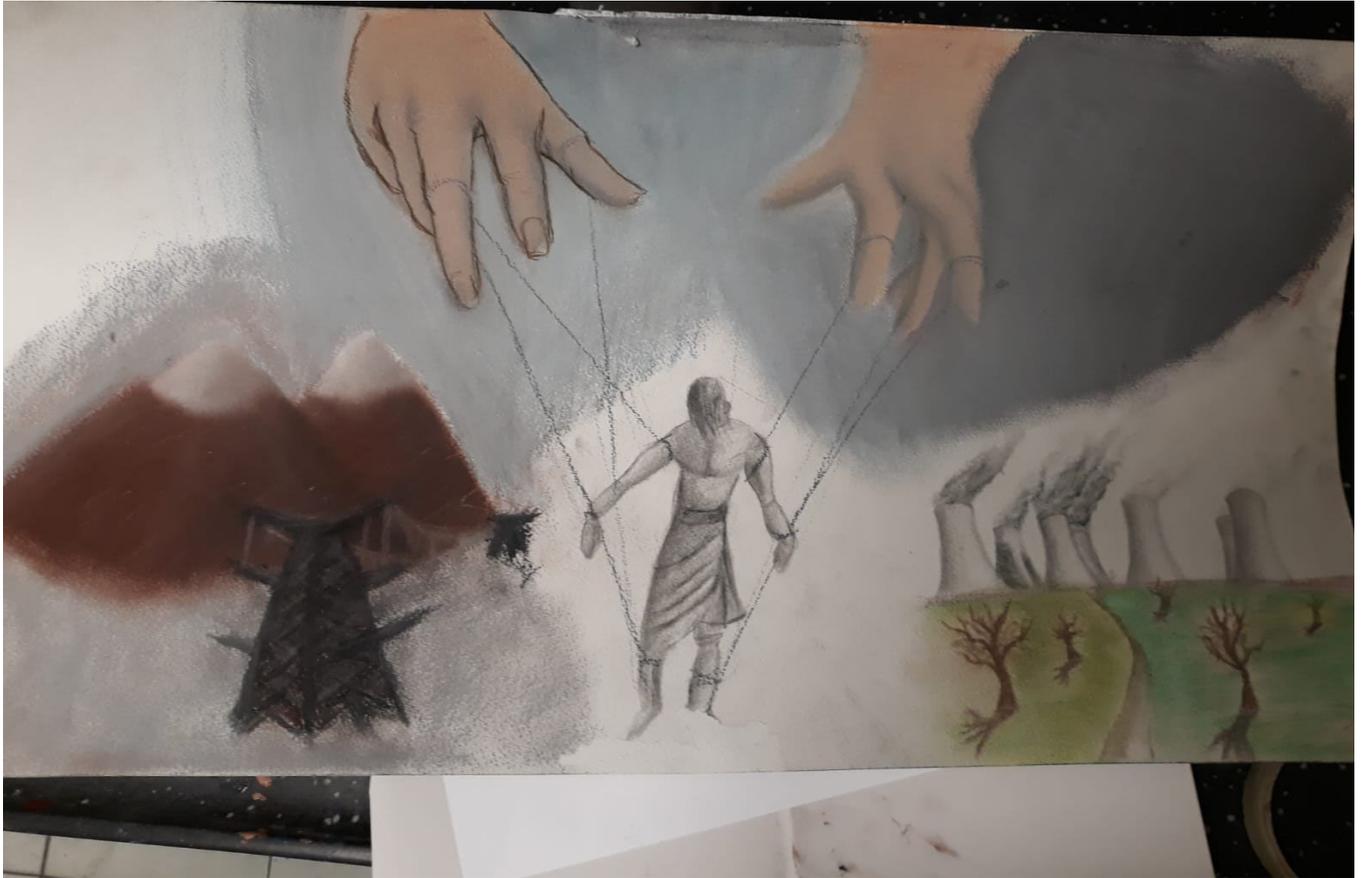


We were using acrylic to quickly sketch a potential composition for the final work.

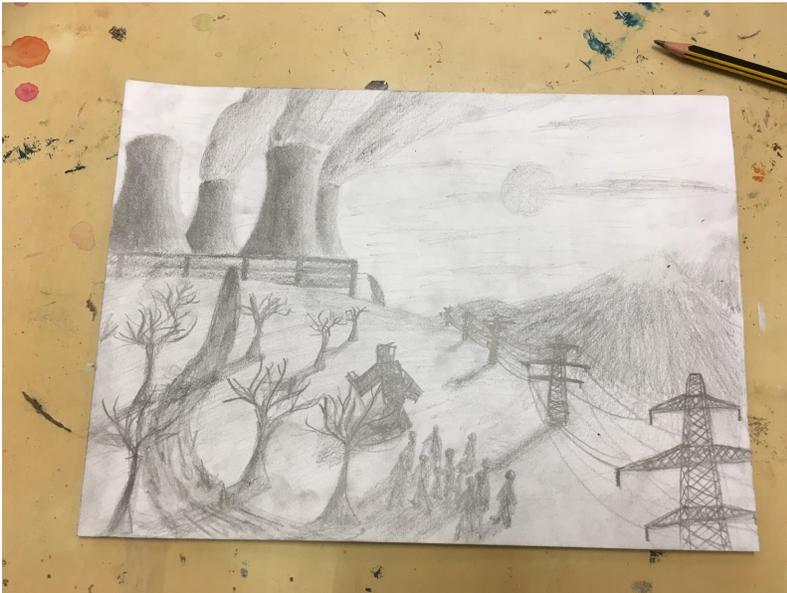


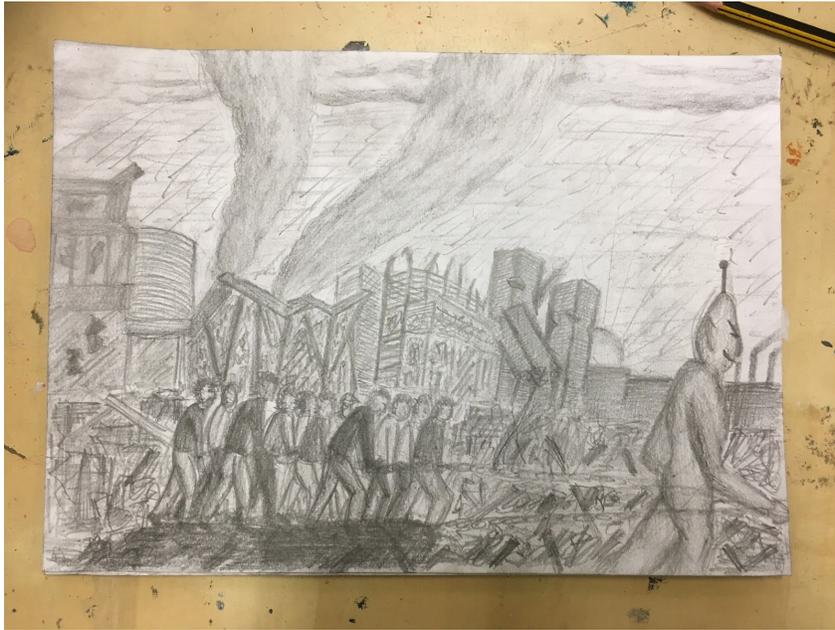
These are some of the initials sketches for our initial artwork done in pastel. We have attempted to rub the pastel to create a smooth texture to our artworks. We have also incorporated some of these ideas in our initial artwork.

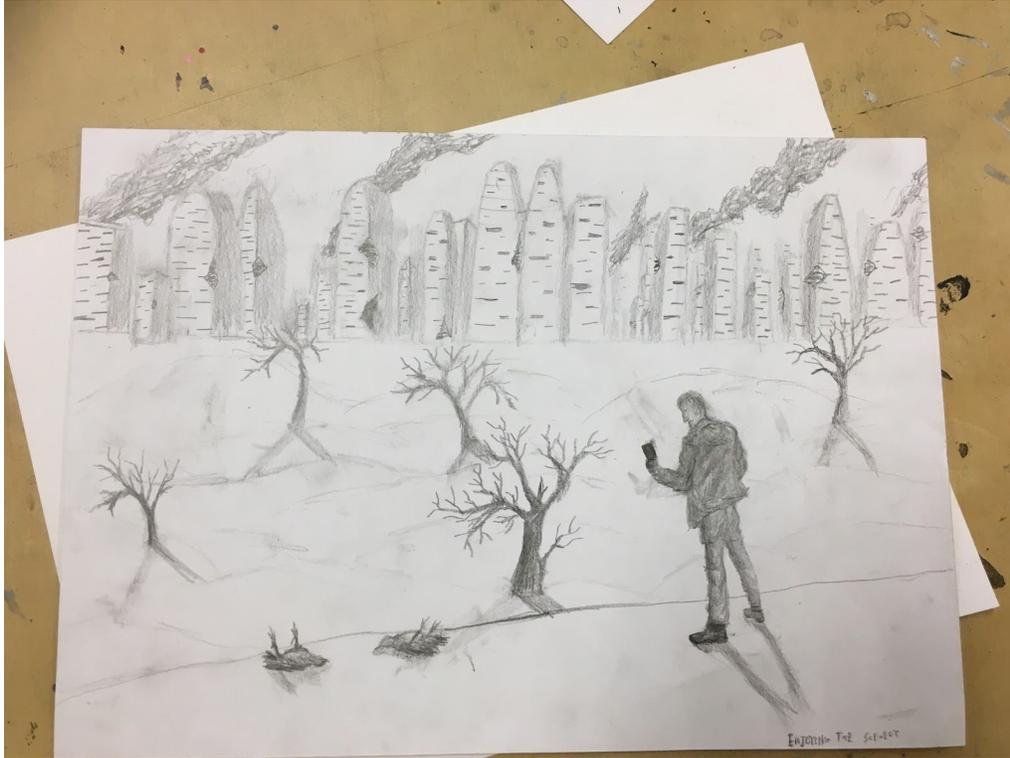
Initial Artwork



Experiments with composition







This work is set in a dystopian future, and shows how mobile phones are able to command so much of our attention, that we fail to realise the world and humanity collapsing around us. We practically live our lives in the virtual, online life modern technology provides for us. Therefore, this work aims to show how mobile phone addiction and over-reliance has resulted in our inability to realise how technology can lead to our eventual downfall.

Real-life references



Analysis of the final artwork



Our final artwork is a combination of two of our prepworks and depicts a person in the foreground being completely oblivious to his surroundings due to the fact that he is blinded by technology. In spite of the destruction that our technology has wrought upon our world, as can be seen in the background where there is a destroyed city, the background represents mass destruction to the world.

Reflections

First of all, we would like to express our gratitude towards our mentor, Ms Chung, for guiding us through the whole project. Thank you so much for your unwavering support for our decision making as well as product creation process throughout the entire year. It has been a tough journey this year, seeing how most of our group members had never done a Category 5 project before, and some members were not adept in art. Furthermore, the evaluations were very close to our examinations, hence we had to balance doing the project and studying. Without Ms Chung, we would never have been able to progress thus far.

Difficulties faced:

- Mismatch in free times - some group members had afternoon lessons or CCAs when other did not.
- Struggle to balance project work and studies
- Disparity in art abilities
- Wei Shuen exceeding word limit and slacking and overinflation of ego, especially in the mid-term evaluations

Now, we shall reflect on our work.

Personal reflections:

Lewin: It was a very grueling experience for me as many of my group mates were quite unmotivated at first. It took me a long time to get them to finally get started, and even then, Junyan and me had to resort to using recordings to force them to get to work. We recorded them promising to do work and had to threaten them that we will play it if they did not do their job. Despite that, Wei Shuen still refused to comply to half of his instructions, and his reflection might be quite a hyperbole.

Jun Yan: The project allowed me to embrace art in an interesting and engaging manner. I was also able to gain valuable lessons from the project such as teamwork and trust. We also had to balance schoolwork along with this project. Overall an enjoyable experience

Wei Shuen: While I was unable to put in my all due to other commitments such as CCA and examinations, I feel that I was able to grow to be able to manage my time more wisely such that I am able to work more efficiently and effectively, freeing up my time for other things.

Yi Yang: I did not contribute much at first, despite my group mates' coercion. However, in term 3, I decided to buck up and I did the written report and contributed to the final work. I feel that it has been an interesting experience working with pastel and I have learnt many lessons from this project work.

References

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