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PSDS 3100 B

4 March 2019

<div align="center">The Tyranny of Convenience</div>

In college, the concepts that drive research are often based on personal or professional interests that are trending. Every day pressing topics are identified and explored by journalists (who are researchers). Consider how you might develop a research project by drawing inspiration from the everyday discourse in the media (like this reading). This article published in the New York Times Feb 16th, 2018 is a good example of an inspiring topic for a research project. In The Tyranny of Convenience, Columbia Law Professor Tim Wu explores how "Today's cult of convenience fails to acknowledge that difficulty is a constitutive feature of human experience." I like to think of it as the productivity of inconvenience. Read The Tyranny of Convenience.

Alternatively, find your own article and in all cases use the points below to frame your response.

1. **Summarize the major points and questions that the article explores.**
2. **Identify how in your life convenience might contribute or interfere with the quality of your life and the ways inconvenience might add more value.**
3. **Explain how you would approach researching this topic. What questions, what methods?**

Minimum 2 full pages. Name your pdf file PSDS3100B_Convenience_LastNameFirstInitial_S19

I am looking for a thoughtful response.

Response:

The main argument of the article is that convenience is boring because it decides everything, in the way that you don't think about some of your actions. It also explores the idea of liberation and how it can be an addicting feeling, being able to do things with ease and at the tips of your fingertips. Furthermore, the article connects convenience to control instead of conformity. Wu explains how technology can be homogenizing because of the convenience of stripping away everything but the superficial.

I understand where the author comes from when writing this article, however, I do not completely agree with it. I would like to see the author explore how he thinks we should move away from convenience and what that would look like. I think that regardless of convenience, those who truly strive to achieve will do so. If we didn't look toward convenience, we would be living in the stone age. It is part of the drive that we have improved and changed products, for example. I think it also allows time for creativity because we are able to think and spend time on the activities that are truly important. I believe we are able to control our lives this way because we have the freedom to organize our time the way we would like it instead of adhering to forced tasks. I don't believe efficiency equals conformity. However, one of the points I do agree with is, specifically, how we need to make conscious choices. Inconvenience does help with this, but I think that there is a design movement to do so.

If designers move away from the traditional artwork and consider the integration of the holistic experience, then we would be able to achieve the same goal. I think that we can have the "human experience" in other ways and find unique manners instead of sticking to those we know. For example, in *The Senses: Design Beyond Vision* exhibit at the Cooper Hewitt Design Museum, it enables the viewer to experience design with all five senses. This was a show that was meant to be connected on multiple levels by sight, touch, smell, sound, and taste. Some objects that intrigued me were the different pieces of tableware. It is a way to bring people together — either by talking about sensory nature or by the action itself and becoming invested in human interaction. The objects were interesting to learn about because they show how art can be more applicable to our daily lives. Furthermore, they had multiple purposes including bringing together people both with impairments and those without for the experience.

In terms of approaching researching this topic of convenience, I can connect it to our cultural probe. My team chose a theme that reflects our time period as well as the age group. We are of the age where college students cannot live without technology. We have come to depend on it for more than just school and work but also social connections. In this way, we can look at how we frame ourselves in that context. By learning about how people come across in a dating profile, we can start to understand the filters that people are most aware of. Another way I could possibly explore this would be to compare how experiential design can move away from technology and convenience but also give a different perspective to the "human experience".