

# 코드밀키트

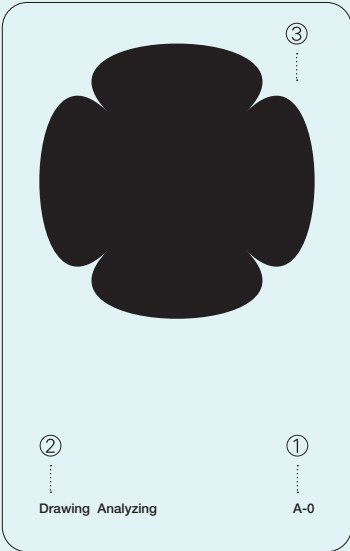
## Code Meal Kit

The cards carry questions created by the participants of the 10-part workshop *Code Meal Kit*. Each question was created either after reading the materials provided before the workshop began, or after the workshop concluded.

The cards have been created so that the conversations that took place during the workshop can continue and live on. The questions are not designed to solicit answers; they are there rather to incite conversations around code and provide triggers to reconsider our thought processes. The questions are not limited to code; they also revolve around diverse topics and points of view on technology.

We gathered around 80 questions. Among them, we eliminated duplicates and turned 54 into cards. There are a few that have been added or edited, but we focused on preserving the participant's original intentions. Each question was posed by a different participant, and may be affected by the participant's subjective views, perspectives, and biases.

Each card shares 3 characteristics as below:



① Meeting

Each meeting of the 10 workshops had a topic. If you're curious about how a question came about, have a look on 'Menu'(ㄱ) for each workshop topic. You can see the detailed records of each meeting on our website.

② Activity

We have categorized the activities that each question prompts. One card may activate more than one:

> drawing, connecting, shaking, analyzing, exploring, sharing, debating, reacting

③ Sensation

We anticipated the sensations that the questions may stimulate and categorized them into 6. These are suggestions and not prescriptions; the conversation may develop into different directions.

> ● stimulated ◆ prickly ● stumbling  
● speculative ✕ shaken ● convinced

### About Code Meal Kit

*Code Meal Kit* is a workshop and card sets commissioned by the 12th Seoul Mediacity pre-Biennale *Station*. The pre-Biennale exhibition *Station* examined the changes and attempts media art has made in parallel with the 25 years of Biennale's history; it was organized to discover a new way of thinking about the world we're living in.

The workshop took place from July to October, 2022 at the pre-Biennale exhibition convening conversations and collecting questions on the culture of technology across the computer programming language 'code'. Youjin Jeon, Seungbum Kim, and Alm Chung led the workshops as co-producers and co-hosts, as well as inviting guests to lead the conversations. The workshops took place each week under a different theme, inviting participants with pre-distributed reading materials which created a gradual understanding upon the contents. It is an attempt to approach the relationship between code and our society through the metaphor of eating—smelling, chewing, and swallowing—and apply the logic of digestion to code and the culture of technology.

The card sets are designed as an educational kit created after re-reading, categorizing and re-shaping the collected questions from the workshop in order to share core thoughts of the workshop with more people. *Code Meal Kit* is made to encourage gatherings of more than one person for finding ways to talk, debate, focus, understand and identify critical issues.

<https://codemealkit.github.io/>



### About artists

Youjin Jeon

Youjin Jeon embarked on her creative journey via film scoring. Her scope of work expanded in 2011 through new media production based on sound, performance, and technology. She founded an artist collective *Seoul Express* in 2015 that presented performances focusing on producing experimental narratives such as “Unlanguaged Seoul”, “Industrial Performance”, and so forth. Since the beginning of her career, she has continued to develop workshops and educational programs that merged technology and art, and in 2017, she founded *Woman Open Tech Lab* and continues to diversify technological culture.

<http://womanopentechlab.kr>, <http://seoulexpress.kr>

Seungbum Kim

Seungbum Kim's work focuses on computing for (or by) the end users. He believes we can construct the environment and the context to rethink and reread technological media that fill our culture and society, when computing as meta media becomes part of our literacy and allows individual end users to think and express.

<https://metakits.cc>, <http://protoroom.kr>

Alm Chung

Alm Chung spends a lot of their time thinking about software interface. They examines the grammar of the visible interface and refracts it to reimagine our way forward with automated technology. They continues to contribute to the code base for the open source library p5.js.

<https://almchung.github.io/>

### Menu (About workshop)

Period July 23, 2022–October 1, every Saturday 10:30–

Venue Nam-SeMA

Artist Youjin Jeon | Collaborating artists Alm Chung, Seungbum Kim | Code Brew Tea master kim hwayong

Video Hong Minki | Production Assistants Eunhwa Lee, Jisu Na | Guests Kwon Jin, Seung Joon Choi, Geo Moon, NAM SEON MI, kim hwayong | Text Documentation Yi Moon-seok

#### A. Fresh Roots Salad Bowl 2022.7.23

Examining signaling systems that the humankind has come up with historically to communicate and converse, we approach code as a system of mutual promise and relational language. From Quipu, an Incan recording device fashioned from strings to communication attempts with the non-human and maybe even aliens, the rhizomes of language vary into multitudes. How can they refresh and activate our understanding of code?

Participants: Han Sunkyung, Lee Juhyun, Leesuwon, Soomin Shon, Yoo TaeYang, Yoon

#### B. Code Bites 2022.7.30

We attempt to read snippets of code from different perspectives. Can we move away from merely decoding code to reading the paradigm of programming, computational thinking processes, as well as contemporary culture? We attempt a creative misreading of code.

Participants: Chanhee Jeong, Gang Subin, Jiwoo Jang, Kim Da Yeon, Soah Gwak

#### C. Crack the Code Shells 2022.8.6

We analyze the myths around code, IT heroism, elitism, biases, and gender issues to break away from the past and the present structure, mold, and outer layer of technological culture.

Participants: Geo Moon, Hannah Yoo, Jarim, Jisuh Kim, Jo eunji, NAM SEON MI

#### D. Capsule Machine: 96-22 Variety Pack 2022.8.13

How do we read giant databases? What is ‘a machine reading’ and what is ‘a human reading’? We read the archives of 1996–2002 Biennales via commercial artificial intelligence models. What does the machine interpretation reveal about art and cultural capital that is translated into a database, and what does the database-based interpretation offer for art criticism?

Participants: Dawoomew, Geo Moon, Han Sunkyung, Jaehyun Shin, Jiyeon Lee, kim hwayong, Koh Achim, NAM SEON MI, Park Taeln, Sujin Lee

#### E. Spilled Source 2022.8.20

We discuss the accessibility and shareability of code. Are open sources truly ‘open’? Does the spreading of sources inevitably mean thinning as well, leading to an eventual depletion? We deconstruct the popular discourse on open source that artists, art institutions and many creative outlets are paying attention to.

Participants: Hwang HyeKyung, Jeong YunWon, Jisuh Kim, Jiwoo Kang, KIM MINSEOK, MOON Sungjoon, Yang Aejin

#### F. Hamburg Hamburg Hamburg 2022.8.27

We discuss issues around technical translation and software internationalization (i18n). Specifically, we share the experience of co-translating p5.js's Friendly Error System.

Participants: Geo Moon, Jisuh Kim, Kwon Boh Youn, MOON Sungjoon, NAM SEON MI, So Sun Park

#### G. Relief for Code Indigestion 2022.9.3

How much of code are we digesting? Do we need another process to understand code, aside from our ability to code? We look at the dynamic currents of socio-cultural tropes around code such as coding fever, code myths and biases.

Participants: garden car, hoonidakim, Lim Ra Gyeong, Philip Liu, SuhYouri

#### H. Code à la Carte I 2022.9.17

À la carte translates to ‘according to the menu’; it refers to the way of ordering a meal by choosing and mixing items off the menu, instead of ordering a preset course. It takes place throughout the course of the two weeks, and the first meeting will collect questions from the previous 7 meetings, read them from diverse perspectives, and expand the conversation.

Participants: Geo Moon, Jeong Won YOO, Kim Sang Yun, NAM SEON MI, Rae yun Koo, Youn Jihyung, Yun Junyong

#### I. Code à la Carte II 2022.9.24

We invite two participants who have attended multiple meetings already and continue our conversation. We share our experiences and memories of having ‘lived with code’ and think about why we need reading and storytelling about and around technological culture, what we can change about it.

Participants: Albert Jin Chung, Cha Donghoon, nam yeonju, Sohyung Kim

#### J. Code Brew: Tasting Room 2022.10.1

Code Brew is a submenu that opens each workshop. Just like how we brew tea as a form of premeal ritual, we start our workshop after taking 10 minutes or so to tease our palates with code. In our last meeting, we collect all the previous sessions of code brew and organize a sort of tasting fair and examine the relevance between tea and code with our tea master.

Participants: Han Sunkyung, Jisuh Kim, Jiwon Kang, JUNG JIEUN, NAM SEON MI, Shin Hyunji

Participants listed only by those who have given permission.

### Code Meal Kit - Card sets

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Authors Alm Chung, Seungbum Kim, Youjin Jeon

Question Providers Participants in *Code Meal Kit*

Korean English Translation Dasom Yang

Designer Mabasa (Mano An, Jeeseop Kim)

Print and Production N2D Printech

Paper Box used 100% recycled paper pulp and

cards used 30% recycled paper pulp without

vinyl coating. It may be vulnerable to water and


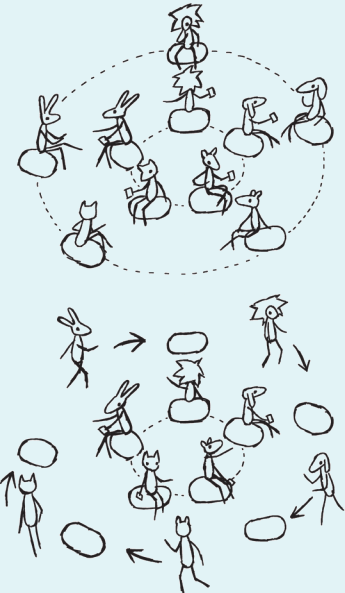


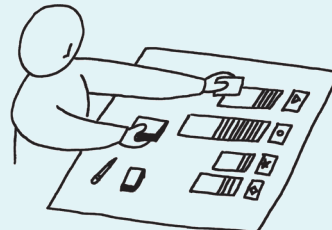
contamination.

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Code Meal Kit

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<p><b>1, 2, 3 Speed-run</b></p> <p>This simple drawing rule offers you the quickest way to start a conversation in a group.</p>	<p><b>Debate-go-round</b></p> <p>This rule can identify the group opinion through facilitating one-on-one conversations rather than high-pressure public debate.</p>	<p><b>Pick 1/3</b></p> <p>This rule allows the participants to narrow down questions and identify the group's shared interests. It helps plant seeds for further conversation.</p>	<p><b>Take it or Leave it</b></p> <p>The participants will identify common issues and questions. At times it is difficult to diversify questions or thoughts even when a group has gathered to discuss a topic on technical media. The cards will help specify the questions according to the topic of the meeting.</p>	<p><b>Chain of Cards</b></p> <p>Sorting through the cards will help identify the keywords, points of debate, and issues that <i>Code Meal Kit</i> deals with.</p>
<p><b>What you need</b> Question cards, table on which to spread the card, timer</p> <p><b>How many people</b> 1– unlimited</p> <p><b>How long it takes</b> 30 minutes to 1 hour</p> <p><b>How to play</b></p> <ol style="list-style-type: none"> <li>① If you have a big group, split people into smaller groups. Split the deck among the groups. Each group then shuffles the deck and draws three cards randomly. Spread the cards on the table so everyone can see them.</li> <li>② Read out the questions. Then everyone votes for one question they would like to answer with their group. Answer the question with the most votes, going around the table counterclockwise. Begin with the person who lives with the cutest cat. If no one in the group lives with a cat, begin with the person with the most active dog.</li> </ol> 	<p><b>What you need</b> Question cards, chairs or cushions to be placed in a circle on the floor according to the number of people, timer</p> <p><b>How many people</b> Minimum 4, even number</p> <p><b>How long it takes</b> 1 hour</p> <p><b>How to play</b></p> <ol style="list-style-type: none"> <li>① Arrange the seats in two concentric circles. The participants will be divided into two teams: one on the inner ring with one question card per participant, and the one on the outer ring who will answer the question. Once seated, the participants will be paired up and debate the topic on the card one-on-one for the given duration of time.</li> <li>② Once time's up, the team on the outer ring will get up and move one sit down on their ring clockwise, like on a slowly turning merry-go-round, and meet the new questioner. The participants from the outer ring will get to answer multiple questions, while the participants from the inner ring will get to gather multiple opinions on one question.</li> </ol> 	<p><b>What you need</b> Question cards, table on which to spread the cards</p> <p><b>How many people</b> Less than 5</p> <p><b>How long it takes</b> 30 minutes to 1 hour</p> <p><b>How to play</b></p> <ol style="list-style-type: none"> <li>① Pick 3 cards randomly from the deck.</li> <li>② Read all three questions and choose one you are most interested in. (Do not put the unchosen cards back in the pile.)</li> <li>③ Leave your card on the table. Instead of answering immediately, briefly share your impression or thoughts on the meaning of the question.</li> <li>④ When leaving the card on the table, arrange it according to its relation to the questions that others have chosen. Place it       <ol style="list-style-type: none"> <li>a. Close to each other if highly relevant/related</li> <li>b. Away from each other if barely relevant/related</li> </ol> </li> <li>⑤ Repeat steps ① to ④ to filter and arrange the questions on the table.</li> <li>⑥ Share your thoughts on the questions that are related and reveal common interests.</li> </ol> 	<p><b>What you need</b> Question cards, table on which to spread the cards</p> <p><b>How many people</b> Less than 10</p> <p><b>How long it takes</b> 1 to 2 hours (can be longer)</p> <p><b>How to play</b></p> <ol style="list-style-type: none"> <li>① (We are assuming that you have gathered to discuss a topic related to technical media.)</li> <li>② Mix the cards well. Give each participant an equal number of cards.</li> <li>③ Each participant reads the questions fast and arrange the cards according to the rules below:       <ol style="list-style-type: none"> <li>a. Keep the cards that address today's topic directly.</li> <li>b. Keep the cards that may not be directly related to the topic but are relevant and can help generate further questions.</li> <li>c. Discard the ones that are irrelevant.</li> </ol> </li> <li>④ Mix the cards that each participant has chosen. Repeat steps ① to ③ until you have pulled enough cards to last the duration of time you have chosen.</li> <li>⑤ Spread the final cards on the table. Each participant can add more questions that arise from looking at these questions.</li> <li>⑥ Exchange ideas to each other about those various questions.</li> </ol> 	<p><b>What you need</b> Question cards, table on which to spread the cards, timer, sticky notes, writing utensils</p> <p><b>How many people</b> 1 or more</p> <p><b>How long it takes</b> 30 minutes to 1 hour</p> <p><b>How to play</b></p> <ol style="list-style-type: none"> <li>① If playing by yourself, read the cards and sort them. Come up with your own sorting categories. Sort the cards into a chain according to their categories. In the process, multiple categories may connect, or one category may be subcategorized. Once all cards have been connected to at least one other, the game is complete. You may continue to merge multiple chains or reclassify them. Mix them well and start different chains according to different categorizations.</li> <li>② If you are playing in a group, divide the cards according to the number of people. Take a turn to pick one card and put it on the table. You may read the question out loud if there are many participants. In the beginning, create a category as you put down the card. For example, if the question pertains to 'open source', create a category for 'open source' so that relevant cards can start a chain. You may connect your card to someone else's chain or start a new one if there isn't one that your card connects to. You can change the rules by limiting the number of categories or the time. Name the final chains and review your process. Your discussion can start with the longest chain on the table.</li> </ol> 

**Your own rules**

There are many other ways to use this set of cards! Find your own ways and create a set of rules. You may start by yourself or in a group. If you're unsure, focus on three characteristics of the cards (meeting, activity, sensation). You can also vary and diversify the preexisting rules!