FIELD ACTIVITY 01 due 27 jan 2025

Your desire to do what you want to do has to be greater than the world's desire to stop you

— Mark Pauline

Hack

- 1. an appropriate application of ingenuity
- 2. a creative practical joke

Whether the result of a hack is a quick-and-dirty patchwork job or a carefully crafted work of art, you have to admire the cleverness that went into it.

Everyone has hacked something at some point in time. For example, maybe you've altered a recipe, shoved a stick under a table to balance it, or used a Post-it note to clean your keyboard.

Maybe you've placed an old parking ticket on your windshield when you don't have any change but needed to use a metered space. In doing so, you were working within the system of the parking enforcement in order to subvert it. Sometimes it works, sometimes it fails.

Your field activity is to use one of the supplied colored cardstock cards to briefly illustrate or describe something you have hacked. Bring at least one card to the next class (not more than three). Use only the front side for the hack description and only one hack per card. Write your name on the back of the card.















