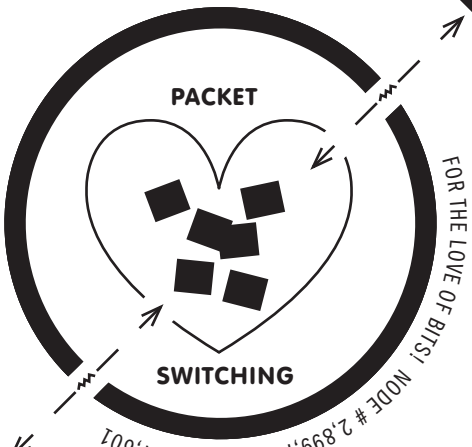
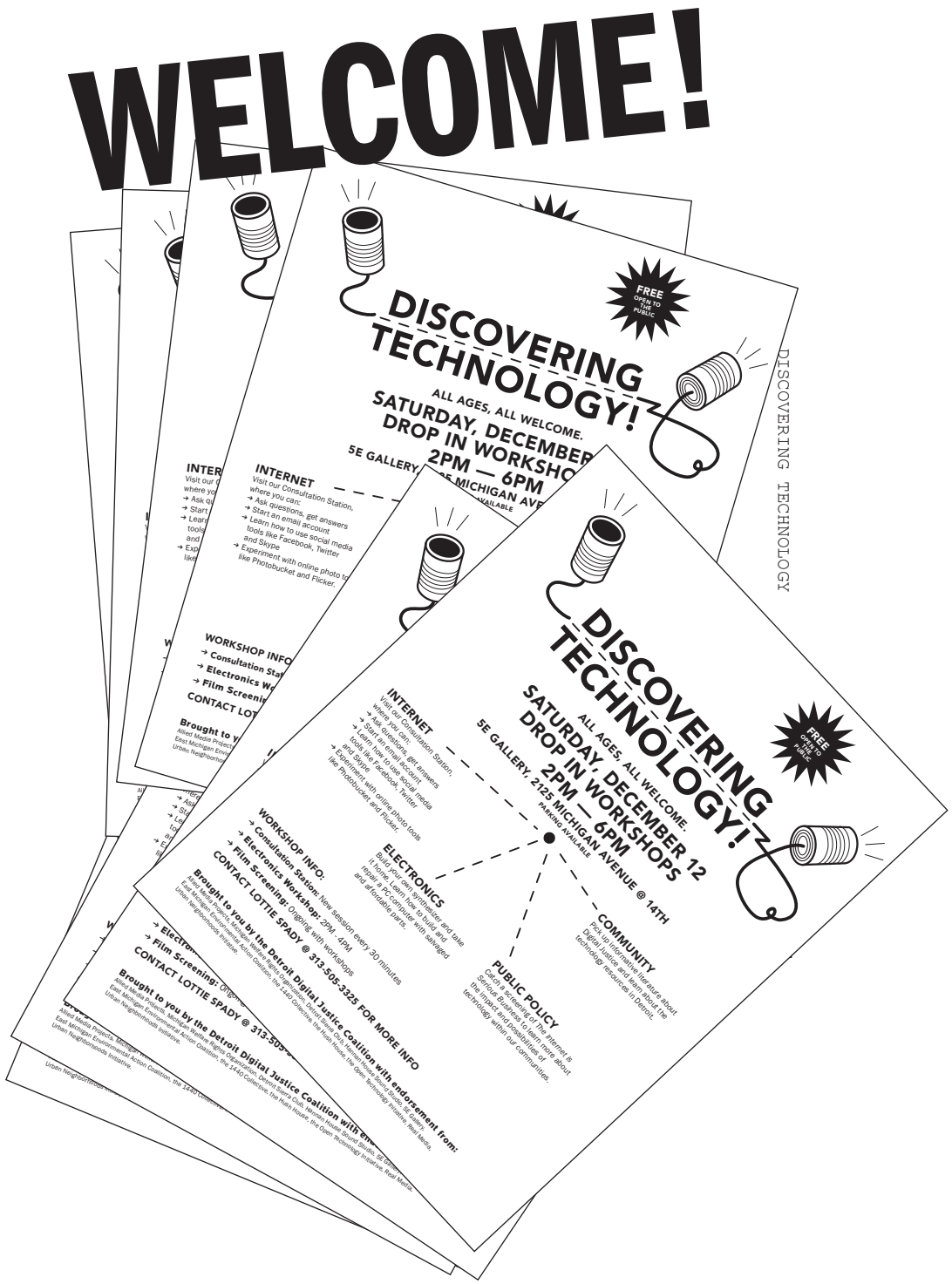
COMMUNICATION IS A FUNDAMENTAL HUMAN RIGHT



BASICS IN THIS ISSUE:

Detroit Digital Justice Coalition Principles
Internet and PC Terms Demystified
Is this PC Worth Salvaging?
Computer Safety
Detroit Digital Resources
Net Neutrality

DETROIT DIGITAL JUSTICE COALITION ISSUE 1 — 12/2009



DETROIT DIGITAL JUSTICE COALITION

VISION AND PRINCIPLES

The Detroit Digital Justice Coalition is comprised of community organizations, artists, educators, technologists and entrepreneurs in Detroit who believe that communication is a fundamental human right. We are securing that right for the digital age by promoting access, participation, common ownership, and healthy communities.

ACCESS

Digital justice ensures that all members of our community have equal access to media and technology, as producers as well as consumers.

Digital justice provides multiple layers of communications infrastructure in order to ensure that every member of the community has access to life-saving emergency information.

Digital justice values all different languages, dialects and forms of communication.

PARTICIPATION

Digital justice prioritizes the participation of people who have been traditionally excluded from and attacked by media and technology.

Digital justice advances our ability to tell our own stories, as individuals and as communities.

Digital justice values non-digital forms of communication and fosters knowledge-sharing

across generations.

Digital justice demystifies technology to the point where we can not only use it, but create our own technologies and participate in the decisions that will shape communications infrastructure.

COMMON OWNERSHIP

Digital justice fuels the creation of knowledge, tools and technologies that are free and shared openly with the public

Digital justice promotes diverse business models for the control and distribution of information, including: cooperative business models and municipal ownership.

HEALTHY COMMUNITIES

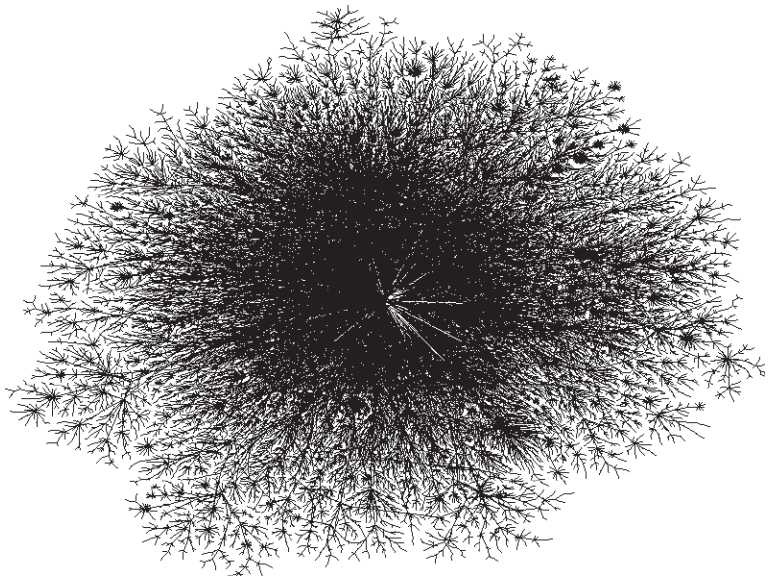
Digital justice provides spaces through which people can investigate community problems, generate solutions, create media and organize together.

Digital justice promotes alternative energy, recycling and salvaging technology, and using technology to promote environmental solutions.

Digital justice advances community-based economic development by expanding technology access for small businesses, independent artists and other entrepreneurs.

Digital justice integrates media and technology into education in order to transform teaching and learning, to value multiple learning styles and to expand the process of learning beyond the classroom and across the lifespan.

SOME BASICS ON THE INTERNET



The Internet, developed in the early 1960s, is a global system of ***inter***connected computer ***net***works that serves billions of people worldwide. It is a communication web that consists of millions of private and public, academic, business, and government networks. These networks are linked by a broad array of electronic and optical networking technologies. The Internet carries a vast array of information resources and services, most notably the inter-linked information on the World Wide Web (WWW) and the infrastructure to support communication and email. **ADAPTED FROM WIKIPEDIA.ORG**

BANDWIDTH - the capacity of an electronic line, such as a communications network or computer channel, to transmit bits per second (bps).

BITS AND BYTES - a bit is the basic unit of information in computing. Bytes are an ordered collection of bits.

KB stands for kilobyte (1,000 bytes)
MB stands for megabyte (1,000,000 bytes)
GB stands for gigabyte (1,000,000,000 bytes)
T stands for terabytes (1,000,000,000,000 bytes)
RAM is usually measured in MB
Hard disk spaces is usually measured in gigabytes

BLOG - a website on which an individual or group of users produce an ongoing story or conversation.

BOOKMARK - a way of storing and categorizing your favorite sites on the Internet.

BROWSER - A software program that allows users to access the Internet like Safari, Internet Explorer and Firefox.

BROADBAND - a high data rate Internet access

DOMAIN NAME - a method of identifying computer addresses, even your email has one. If you have an "edu" at the end of your email address that means your account is affiliated with an educational institution, "com" extension = business and "gov" = government.

EMAIL - electronic mail

ETHERNET - ethernet cable connects devices (computer, modem) in close proximity to a local network and the Internet.

FIREWALL - a computer "firewall" is a barrier between your computer and the outside world. Just like a fire is most likely to spread through open doors in a building, your computer is most vulnerable at its ports (the doors).

FTP - using file transfer protocol software to receive from upload) or send to (download) files (text, pictures, spreadsheets, etc.) from one computer/server to another.

HOME PAGE - first page retrieved when accessing a Web site and acts as the starting point for a user to access information on the site.

HTML - a type of text code in Hypertext Markup Language which, when embedded in a document, allows that document to be read and distributed across the Internet.

HTTP - the hypertext transfer protocol (http) that enables html

documents to be read on the Internet.

HYPERTEXT - HTML (Hypertext Markup Language) coding allows the information (text, graphics, sound, video) to be accessed using HTTP (Hypertext Transfer Protocol).

HYPERLINK (LINK) - text, images, graphics that, when clicked with a mouse will connect the user to a new website.

INSTANT MESSAGING (IM) - a text-based computer conference over the Internet between two or more people who must be online at the same time.

IP ADDRESS - (Internet Protocol) the number or name of the computer from which you send and receive information on the Internet.

ISP - Internet Service Provider

MODEM - is a device that can be either internal or external to your computer. It allows one computer to connect another computer and transfer data over telephone lines. Cable and DSL modems are rapidly replacing the once popular dial-up.

MULTIMEDIA - the integration of audio, video, graphics and text.

SEARCH ENGINE - specialized software, such as Google and Yahoo, that lets browser users search for information on the Web by using keywords, phrases, and boolean logic.

SOCIAL NETWORK - a social structure made of individuals (or organizations) called "nodes," which are connected by purpose or subject matter.

URL - A universal resource locator (a computer address) that identifies the location and type of resource on the Web that you type into a browser search bar. A URL generally starts with "www" and ends with 'com' or 'org' or 'edu' however more recent media leaves out the "www" of web urls i.e. "youtube.com" or "nytimes.com"

VIRUS - a computer program usually hidden in an existing program that can damage your computer. Virus protection software, updated regularly with the latest virus definitions, can help protect computers from viruses.

WIDE WORLD WEB (WWW) - a hypermedia information storage system which links computer-based resources around the world. Computer programs called Browsers enable words or icons called hyperlinks to display, text, video, graphics and sound on a computer screen.

WI-FI (WIRELESS) - a term used to describe telecommunications in which electromagnetic waves (rather than some form of wire) carry the signal over part or all of the communication path.

THE INTERNET IS SERIOUS BUSINESS

Have you ever wondered how the Internet's physical infrastructure works? Who owns it and why that might matter? In the spring and summer of 2008, youth from New York City's City-As-School worked with CUP and People's Production House to investigate the politics of the Internet in New York City. The resulting video follows the adventures of an extra-terrestrial studying communications technology on planet Earth. The alien's investigations bring her into contact with city council members, Verizon engineers, law professors, telco hotels, subterranean landlords, and packet switchers. Underneath the physical structures that move the data around, the alien discovers a pattern of ownership and regulation more shocking than she could have imagined.

CHECK IT OUT AT: vimeo.com/4758009/
FOR MORE INFORMATION VISIT: anothercupdevelopment.org OR peoplesproductionhouse.org

THE INTERNET IS THE FUTURE OF COMMUNICATIONS, AND WE NEED TO KEEP IT OPEN, AVAILABLE AND AFFORDABLE TO ALL.

WHAT IS NET NEUTRALITY?

BY FREE PRESS

Network Neutrality – or Net Neutrality – is the guiding principle that ensures the free and open Internet.

Net Neutrality means no discrimination: It prevents Internet service providers from speeding up, slowing down or blocking Web content based on its source, ownership or destination.

Net Neutrality leaves Internet users in control of the Internet, so that you can go anywhere, read or watch anything, and access and share whatever you want via the Internet.

Net Neutrality has always been part of the Internet – ensuring a level playing field for all, and it's why the Internet has been such a powerful engine for free speech, democratic participation and economic innovation.

The Internet is the future of communications, and we need to keep it open, available and affordable to all Americans. On the free and open Internet, any Web site could become a TV or radio station – there are no gatekeepers or barriers to entry.

WHY NET NEUTRALITY NOW?

It's time to make Net Neutrality the law once and for all. We have unprecedented support – a

president who has called for Net Neutrality; a new pro-Net Neutrality chairman heading the FCC; support from congressional leaders; more than 1.6 million people who have written letters to Washington in support of Net Neutrality. We have incredible momentum, and with a final push we can make Net Neutrality the law.

The FCC is proposing new rules to fulfill President Obama's promise to protect Net Neutrality. FCC Chairman Julius Genachowski announced his plans to protect Net Neutrality on Oct 22.

We have new legislation in Congress – The Internet Freedom Preservation Act of 2009 (HR 3458) – that's gaining supporters.

There is an urgent need for Net Neutrality to protect us from phone and cable company schemes to block the free flow of information online. These companies have already violated Net Neutrality many times. Now they're talking about plans to "manage" and "filter" content in ways that pad their profit margins (already in the double digits), but that rob users of their choice of content.

Washington can't afford to wait any longer: As all media move online, the phone and cable companies see your high-speed Internet connection as their new source of revenue, and they're scrambling to kill Net Neutrality so they can inspect and filter content, block Web sites and applications they don't like, and overcharge you for using the Web.

FIGHT BACK AGAINST POWERFUL CORPORATE SPECIAL INTERESTS

The phone and cable companies that provide your Internet connection are pulling out all the stops against Net Neutrality. These companies (including AT&T, Verizon and Comcast) have spent more than $50 million to deploy an army of more than 500 lobbyists in Washington. They're trying to kill Net Neutrality once and for all.

Companies like AT&T, Verizon, Comcast and Time Warner Cable want to be Internet gatekeepers, deciding which Web sites go fast or slow and which won't load at all. We have to send a strong and clear message that online discrimination will not be tolerated.

Internet service providers have already started blocking innovative applications that they view as unwanted competition. Without Net Neutrality, the Internet will look more like cable TV. Internet providers will decide which channels, content and applications are available; consumers will have to choose from their menu.

With more media (TV, radio, phone service) shifting online, and the Internet affecting all areas of the economy, incentives for Internet providers to discriminate are increasing.

Net Neutrality is part of a larger conversation on the future of the Internet

The larger goal is affordable and open Internet access for everyone, everywhere.

Net Neutrality recognizes that the Internet is an essential infrastructure for economic, social and political activity.

The question before us is whether the policies implemented by Congress and the FCC will serve the public interest or just the interests of a few big corporations.

At its core, this fight is about democracy – it's about giving citizens the information and tools they need to hold their leaders accountable and shape the decisions affecting their lives.

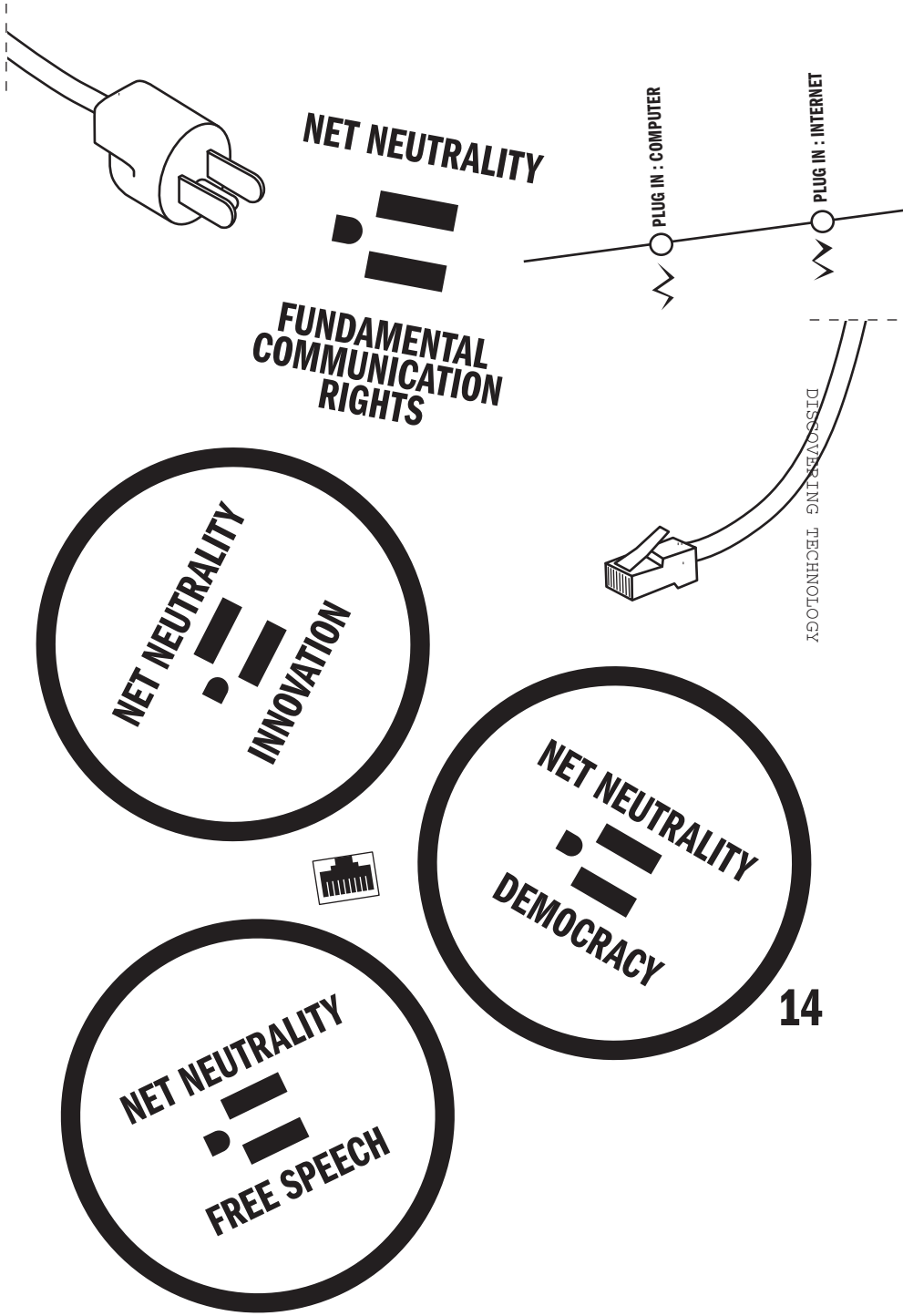
SAVETHEINTERNET.COM COALITION

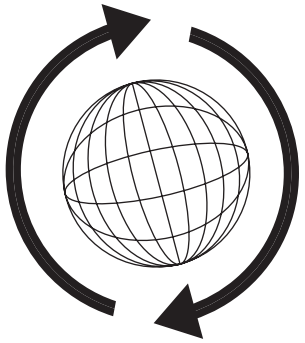
Since we began our campaign, more than 1.6 million people have told Washington that we must make Net Neutrality the law. More than 850 organizations have signed on to the SavetheInternet.com Coalition, including every major consumer group, progressive and conservative leaders, small businesses and unions, bloggers and librarians.

If two million people tell Washington that we need to make Net Neutrality the law, we'll send a resounding message that neither Congress nor the FCC will be able to ignore. This final push from supporters like you could put us over the top.

The coalition includes everyone from MoveOn.org to the Christian Coalition, the ACLU to the American Library Association. SavetheInternet.com takes no corporate or government money, period.

FOR MORE INFORMATION VISIT: freepress.net





NARRATIVE: NET NEUTRALITY

BY JOSHUA BREITBART

For many of us, the diversity and abundance of information on the Internet has become part of our daily lives. We assume that we will always be able to view the websites of our choosing and even upload our own photos and videos onto the Internet. However, as teachers of radio journalism, we can't take net neutrality – the principle that prohibits discrimination of content and applications on the Internet – for granted.

Net neutrality was the law of the land until 2005 and it brought us many benefits. Skype is an Internet-based voice service that is extremely popular among the recent immigrants we teach who wish to keep in touch with family around the world. Skype competes with the voice services of cable companies like Optimum and Time Warner. Without net neutrality, those companies could have kept Skype from launching by blocking it or charging Skype exorbitant fees that would be

passed on to users.

Opponents of net neutrality point to the existing variety of online voice services as evidence that the system works. They call net neutrality a "solution in search of a problem," but the problem is staring anyone who owns an Internet-enabled mobile phone right in the face. As it is now, most cellular phone companies – who have so far been exempt from net neutrality – block Skype from operating on their networks so people are forced to use their minutes for calls rather than their data connections.

This is particularly harmful to poor people, people of color, and seniors who are all more likely to have a mobile phone than a broadband-enabled personal computer or laptop. While laptop users can use whatever chat or voice service they want – thanks, so far, to net neutrality – mobile phone users can only access the parts of the Internet that their service providers approve. For international calls they still have to rely on expensive phone company connections or unreliable pre-paid phone cards. We need to extend net neutrality protections to wireless networks, not allow these kinds of discriminatory practices to spread.

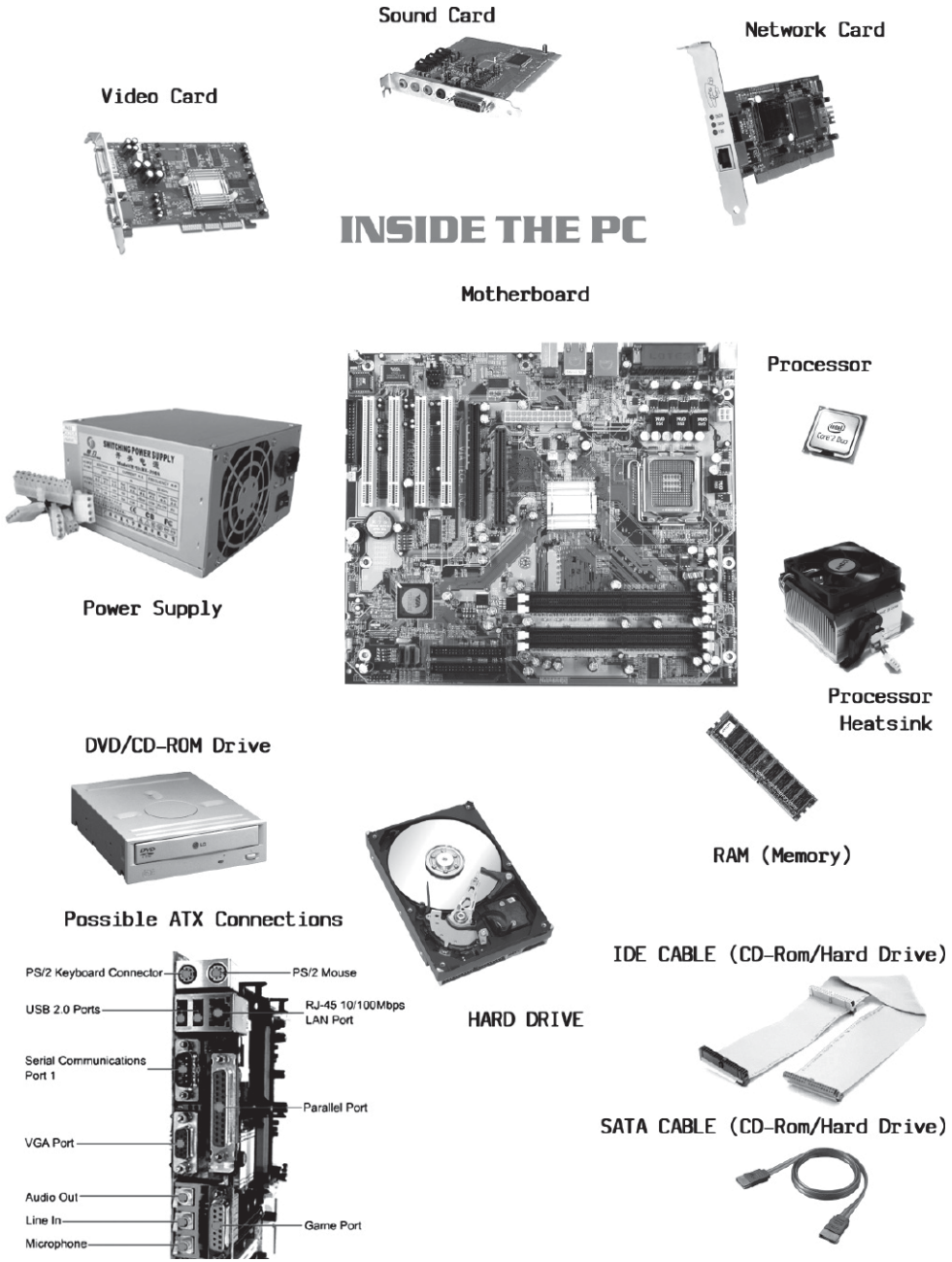
Some companies say they need to be able to block unreasonable use of their networks. Then why, in 2007, when cable television and Internet service behemoth Comcast was found to be blocking a service called Bit Torrent that is popular

for downloading movies, did they at first try to deny it? The Federal Communications Commission penalized the company, but Comcast is challenging the FCC's authority in court – suing for its right to block our access to video services like Bit Torrent or voice services like Skype. Now that Comcast is seeking to purchase NBC Universal, it will have even more reason to block competitors' content traveling over their wires.

For community journalists like the immigrants, low-wage workers, and public school students that we teach at People's Production House, this is a scary thought. The NBC corporation has been broadcasting its content since 1926, while our trainees are just now finding the power of distributing their own media through the Internet. They're finding new ways of engaging in civic life, new job skills, and a new sense of community, locally and globally. Without net neutrality, Comcast and other corporate giants could take that power away.

JOSHUA BREITBART IS THE POLICY DIRECTOR FOR PEOPLE'S PRODUCTION HOUSE.

FOR MORE INFORMATION VISIT: peoplesproductionhouse.org



INSIDE THE PC COMPONENT DESCRIPTIONS

PROCESSOR – Also known as "CPU" is the brain of your computer. All of the work done on the computer is done directly or indirectly by the processor

PROCESSOR HEAT-SINK – Think of the processor as a car engine and the heat-sink as a radiator. It dissipates heat away from the processor usually with the aid of a fan. If the processor gets too hot it can become unstable and even cook itself to the point not working anymore

MOTHERBOARD – This is the sometimes called the "mainboard"or "logic board." All of the components in the computer connect to the motherboard. The motherboard is full of slots and inputs that all of your different components plug into with minimal chance of putting the wrong part in the wrong place.

POWER SUPPLY – Supplies the power to your computer and to most of the components attached to it.

RAM – or "random access memory" The programs that run on your computer are loaded from the slower hard drive into the lightning fast ram and then run by the processor. When your computer is shut off the programs stored in the ram are wiped clean.

HARD DRIVE – Your hard drive is where your operating system (Windows, Linux), all of your programs and other precious data is stored on the computer. When your computer is shut down your data is safely stored on it's special magnetic disks or platters (so keep powerful magnets away!) The most popular hard drives are ATA-100 (IDE) and the newer ones are called SATA drives

DVD/CD-ROM – also called an "optical drive". This component uses a laser to read Cd's and DVD's making it possible to load programs, listen to Audio Cd's as well as play movies off of DVD's.

VIDEO CARD – or graphics processing unit "GPU" The video card is dedicated to handling visual information from your ram and processor for display on a video monitor. Some motherboards have built in video but in general an actual video card is more powerful.

IS THAT COMPUTER WORTH SALVAGING?

BY ANDERSON WALWORTH

It depends what you need to do with it. For most, you will want a computer that is good enough to surf the Internet, check email, word processing and watching videos on You-tube.

I would recommend the following if you want to have any kind of multimedia experience.

1000MHZ OR 1GHZ PROCESSOR OR HIGHER
512MB RAM
20GB HARD DRIVE SPACE
SOUND CARD
NETWORK CARD

For word processing, Internet and email (much older computers):

500MHZ PROCESSOR
128MB OF RAM
AT LEAST 5GB HARD DRIVE SPACE
NETWORK CARD

Keep in mind you can usually upgrade the RAM and hard drives on older computers but the processor in most cases cannot be upgraded.

COMPUTER SAFETY

BY ANDERSON WALWORTH

People do some bad things sitting in front of the computer. I'm not talking about hacking government mainframes or stealing identities. I'm talking about something that you are probably doing right now.... hunching over, slouching, eye straining (or my personal favorite) sitting on one leg . If you spend enough time crinkled up in front of a computer you can actually injure yourself! Some symptoms may be back and neck pain, headaches, and shoulder and arm pain. Here are some pointers that will keep you feeling good behind your computer screen.

Keep your back straight, both feet flat on the floor and if you can, use a computer chair that supports your lower back with arm rests that are about waist high.

Your arms should hang relaxed next to your body and your wrists should stay straight when typing or using the mouse

Rest your eyes when you can by looking out a window or focusing on something far away.

If your eyes get fatigued very quickly you can try changing the resolution on your monitor to something bigger . If you're tech savvy, try to increase the refresh rate of your monitor to anything above 60khz. (This isn't applicable to laptops or LCD monitors.)

Take frequent breaks. When you're feeling a little fried, stand up and stretch or go outside and get some fresh air. You'll notice the graphics outside are much more realistic than any computer graphics!

GROWING LIST OF RESOURCES

COMPUTER MENTORING FOR ADULTS 60 AND OLDER AT HANNAN CYBER CAFE

The Hannan Cyber Cafe, 4750 Woodward Ave., is located inside Ms. Crawford's long-time Hannan Cafe. Adults 60 years and above can receive mentoring from Vera, Connie and Brenda on Wednesday and Thursday 10:30-12:30 and Friday 10:00-12-noon. Stationary computers with internet access are available for older adults (60+) to use Monday-Friday from 9:00am – 3:00pm during non-mentor times. Wireless access throughout the cafe. Call Pat Baldwin at 833-1300, ext 15, to register for computer use and/or mentoring.

OPERATION ABLE COMPUTER SKILLS AND JOB TRAINING FOR LAID-OFF AND DISPLACED OLDER WORKERS

Operation Able, 4750 Woodward Ave., Suite 201. Call 313-832-0922 for information.

HANNAN CENTER

The Luella Hannan Memorial Foundation believes that caring for our elders is a central value of our community.

Hannan Center, located at 4750 Woodward Avenue, Detroit, is a multi-tenant non-profit center with 14 partner agencies. It is the home for the

Berry Media Center, Hannan Center for Senior Learning, the Ellen Kayrod Gallery for older artists, and the Zena Baum Service Center for case management services for adults 60 and older.

For more information call 313-833-1300.

COMPUTER AND ELECTRONICS RECYLING AT RECYCLE HERE!

Recycle Here Main Location Only
Wednesday: 10AM-6PM
Saturday: 9AM-3PM
1331 Holden Ave, Detroit, MI 48202
(313) 876-0449

We accept old computers, CD players, VCRs, and televisions. Computers and electronics in working condition can be donated to Salvation Army. We also accept cell phones and old printer cartridges, but they must be collected separate from computers and electronics.

RUTH ELLIS CENTER

The David Bohnett Cyber Center

Open to young people ages 13 - 24 yrs old. Must be LGBT-friendly (lesbian, gay, bisexual, transgendered)

Drop-in Hours: 3:00pm - 9:00pm M-F
75 Victor, Highland Park, 48203

DJC BIOS

5 E GALLERY

"The Launchpad!!!" We are here for artists and musicians to utilize as an outlet for their respective talents. This is where we come together to build. Started by me, DJ Sicari, because we as Detroit artists need a space that is owned and operated by us. Please check our events page and feel free to come out and enjoy the 5E experience. Art Exhibits, Live Music Performances, Independent Film Critiques, Panel discussions, Open Mics, Artist Meet and Greets and an array of various other creative events are what you have to look forward too. A creative movement is building. Get involved!!!

1440 COLLECTIVE

The 1440 Collective Studio is a full service media and arts center whose multi-purpose space is utilized as a creative incubator, recording facility, photo/video studio, rehearsal space, and event/private performance venue.

ALLIED MEDIA PROJECTS

Allied Media Projects (AMP) advances strategies for using media and technology to investigate, illuminate, and develop visionary solutions to the crises faced by our communities. We do this annually at the Allied Media Conference in Detroit, and year-round through the Allied365 Training and Exchange Bureau.

NINA BIANCHI

Nina Bianchi is a multimedia, graphic designer, practicing in Detroit since 2000. She has worked with numerous sociopolitical, cultural, municipal and art-related organizations, nationally and internationally. Her work experience ranges from publication design to corporate communications to political flyers. She has also taught in the Detroit Public Schools and currently teaches at the College for Creative Studies. Her independent work explores the relationships in between communication and the technology of design. She enjoys developing installation-based design/production processes. She thrives on the possibility of creating a sustainable change in Detroit. Her professional and volunteer work in the community pushes this goal towards realization. For more info email Nina at hello@ninabianchi.com.

EAST MICHIGAN ENVIRONMENTAL ACTION COUNCIL

For over thirty years, EMEAC has been working in the legislature, in the courts, in township halls and in schools. We played a role in the enactment of most of Michigan's environmental laws. We have used those laws in court to protect air and water quality, wetlands, natural areas, farmlands and wildlife. We have drafted regulations for local governments and have provided public information and environmental education opportunities throughout southeast Michigan.

HANNAN HOUSE

The Foundation's mission is to enhance the quality of life for senior citizens in Metropolitan Detroit – with a focus on the City of Detroit – by identifying their unmet physical, social and financial needs and maintaining facilities and creating programs that both address these needs and preserve the dignity of seniors.

THE HUSH HOUSE

The Hush House Community Museum and Leadership Training Institute for Human Rights: Welcome to the LAND of Wilderness Hope.
Address: 6179 Wabash Detroit, MI 48208, Phone: 313.896.2521
Dr. Charles Simmons and Mama Sandra Simmons, CEO's
Ms Oya Amakisi, Director

ANDRE MARTIN

Community born, community concerned and uncompromising freedom fighter. Armed with a bicycle two functional legs, a digital camcorder, still shot photo a camera and a seditious mentality this rebel is ready to sink the mainstream media outlets a build anew.

MICHIGAN WELFARE RIGHTS ORGANIZATION

"We, the poor and working people living in America refuse to accept responsibility or blame directed toward us and imposed on our children for the poverty we are forced to live in. As members of the National Welfare Rights Union and the Michigan Welfare Rights Organization, we recognize high-tech manufacturing as the dawn of a complete new era which can guarantee forever and for all a life free from material wants. Therefore, in order to cleanse this imperfect nation, re-establish justice, ensure economic stability, provide for the common security, promote the national welfare, and enhance the blessings of financial freedom once enjoyed by the collective posterity, we do re-dedicate and re-establish our singular commitment to take control of our nation as patriots as we fight for the American Dream."

THE OPEN TECHNOLOGY INITIATIVE (OTI)

The Open Technology Initiative formulates policy and regulatory reforms to support open architectures and open source innovations and facilitates the development and implementation of open technologies and communications networks.OTI promotes affordable, universal, and ubiquitous communications networks through partnerships with communities, researchers, industry, and public interest groups. OTI is committed to maximizing the potentials of innovative open technologies by studying their social and economic impacts –

particularly for poor, rural, and other underserved constituencies. As an independent non-profit initiative, OTI provides in-depth, objective research, analysis, and findings for policy decision-makers and the general public.

REAL MEDIA + URBAN NEIGHBORHOOD INITIATIVES

Real Media is a youth development program focused on technology, multi-media literacy, research, and college access. Real Media students learn a broad range of media literacies, including film-making, photography, web design, print media and audio. Using these mediums, young people become Youth Researchers. As Youth Researchers, young people are responsible for completing a creative project each year focusing on a socially relevant topic. They also visit local organizations that serve youth and disseminate found information through their website, www.youthfriendlysw.org.

For more information about Real Media, please contact Nicole Johnson Wilamowski at nwilamowski@unidetroit.org or call 313.841.4447.

Urban Neighborhood Initiatives (UNI) "Building Vital Neighborhoods" is a 501c3 nonprofit corporation created to serve urban communities through neighborhood-based coordinated human and community development. UNI's goal is to demonstrate that urban neighborhoods can be healthy neighborhood environments fostering successful families and supporting positive development of young people. This is done through community organizing, planning, and development as well as youth programming and adult education. Real Media is youth development program of UNI.

For more information on UNI, please contact Dennis Nordmoe at dnordmoe@unidetroit.org or call 313.841.4447.

JEFF STURGES

Jeff Sturges enjoys connecting people and making things. Inspired by his experience at the MIT Fab Lab program at Sustainable South Bronx, he moved to Detroit in hopes of developing Fab Lab–esque shared community workspaces. As venues for collaborative problem solving and creation, the hope is to transform local challenges into learning experiences for participatory design, hands-on fabrication, and social entrepreneurship.

Jeff's pro background includes IT consulting, affordable real estate development, community economic development, architecture, product design, carpentry, and teaching. Unfortunately, none of this work has ever involved sticking one's hands into dirt to grow food. Jeff likes dirt, and loves food, so he hopes to tap the brains of Detroit farmers to somehow marry making things with urban agriculture.

NEXT ISSUE!

IMAGE FROM *CATALOGUE 6, A PARTIAL MUSEUM OF NOISE*, NL 2003.

COMING SOON:

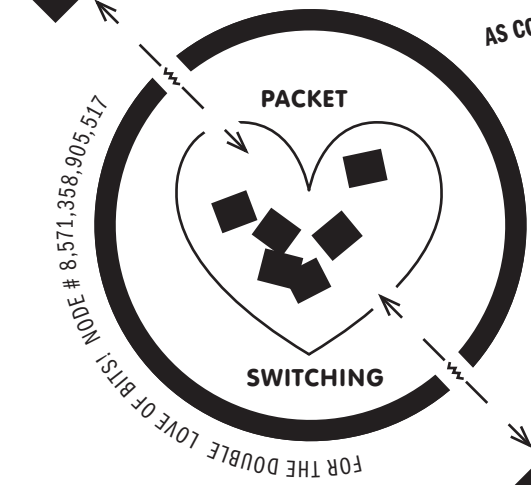
More Detroit Digital Resources
Building Synthesizers!
Beyond Digital Intimidation
DIY Troubleshooting

CONTACT US!
DETROIT DIGITAL JUSTICE COALITION
IN CARE OF AMP
P.O. BOX 442339
DETROIT, MI 48244
E: digital-justice@googlegroups.com

PS: **PACKET SWITCHING** = A DIGITAL NETWORK COMMUNICATIONS PROCESS THAT GROUPS ALL TRANSMITTED INFORMATION – REGARDLESS OF CONTENT, TYPE, OR STRUCTURE – INTO SUITABLY-SIZED BLOCKS, CALLED **PACKETS**.

DIGITAL JUSTICE ADVANCES OUR ABILITY TO TELL OUR OWN STORIES, AS INDIVIDUALS & AS COMMUNITIES.

DISCOVERING TECHNOLOGY



FOR THE DOUBLE LOVE OF BITS! NODE # 8,571,358,905,517

SAVE THE DATE

12TH ANNUAL
ALLIED MEDIA CONFERENCE
June 18-20, 2010 — DETROIT, MI
CREATE / CONNECT / TRANSFORM
www.alliedmediaconference.org