Reflection of Life within the Context of Electronic Waste Art

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Abstract

This project was engaged closely in how the reflection of autobiographical factors was utilised and expanded into artwork dealing with electronic waste art features. The artwork that was formed was developed through the process of understanding the inquiries of electronic fabrication from the previous work that related to the formation of new work. The artwork was created and associated with the changes and the transformation of installation and reflection of life home place artwork. This project shared the potential of the new form of the object within the context of electronic waste and represented contemporary strategies in creative artwork making.

Keywords: Artwork; Electronic Waste; Reflection

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1.0 Introduction

E-waste comprises electrical components that can be manifested and convey an aesthetic significance, a reaction to various technological eras (timeline or chronology). Because certain technologies are created with the consumer in mind, this is the case. The primary reason obsolete technology and electronic goods are being discarded is the introduction of new products with superior technology and capabilities. Typically, this is the outcome of a change in lifestyle, such as a promotion or a shift in social position. Simple tools have been employed intelligently from prehistoric times. Currently, there are numerous indications of change. In modern lifestyles, numerous electronic devices are mass-produced commercially in large quantities. In contrast to the past, when people did not rely on electronic devices to complete simple, everyday chores, people now rely on such devices to accomplish such jobs. Life gets more relaxed as technology advances, but every action has repercussions.

The e-waste is significant because it contains electronic components that can be manifested and convey an aesthetic meaning, reaction to different technological eras (timeline/chronology), and a unique history. After all, certain technologies are designed with the consumer in mind. As time passes, technology assists us, yet based on the researcher's experience, corrupted or broken ash drives are quickly discarded, even more so than the vast collection of oppy discs in the market long years ago. All of it is being dumped somewhere, containing a variety of poisons and biohazardous compounds. E-waste is underutilised technology, primarily electronic devices that are broken, discarded, or resold after repair. When these technologies become obsolete, they will be replaced with new ones. Every day, new technological inventions are improved and modernised due to advances in application and engineering. With newer inventions in a competitive market, most of the available technology and devices are inexpensive and easy to acquire. With this, unused gadgets are tossed everywhere. If not disposed of properly, this e-waste can harm humans because all electronic technology forms include toxic chemicals humans and create physical deformities. One is primary cancer.

E-waste is discarded technology in manufacturing, small and large businesses, institutions, and the government sector. Televisions, mobile phones, computers, printers, refrigerators, air conditioners, radios, laptops, washing machines, and so on are included. Humans depend on it daily for general use. The daily evolution of the usage of electronic devices is proportional to the increasing prevalence of their use inside families. Since certain technologies have a limited lifespan, whether because they follow trends or their function has diminished, the gadgets will inevitably be discarded or stored without purpose. Every day, for instance, newer and more advanced technologies are developed, and the resulting products are typically better than those of the past and sold at rock-bottom rates. With better and enhanced tools, the older ones are gradually discarded, resulting in additional e-waste.

This project's exploration has significance. People today want the best and an ideal life. They are modern, self-enriching beings who want to grow and change —a revolution against the old. Rapid growth with many people, skyscrapers, and inventors who can

develop and make technology for the community will also positively or negatively affect society. Each continent competes to be the best, most modern, and most up-to-date. Singapore, Japan, Dubai, and the United States of America are just a few of the countries/regions competing for the unrivalled title. This project is the researcher's contribution to advancing art and society. Through the interpretation in the sketches, drawings, and artworks, humans are gradually evolving into cyborgs (that is, closer to technology and as a bridge that simplifies daily human needs). Lifestyle changes coincide with technological advancements.

On the other hand, most Malaysians feel a sense of belonging and are willing to welcome new kinds of art, despite changes in attitude and technology. Because people wanted to be free, the current style became the international standard at that time. The style and language were modern and cosmopolitan, yet the spirit was national. Art became a social force.

This project is autobiographical in a variety of capacities that expand into artwork. It is an important topic because it shows that technology and electronics are getting close to being fully developed. Since then, there have been a lot of new and modern technologies that have spread and been made better.

2.0 Literature Review

2.1 Electronic waste art

Electronic waste art is a relatively new form of art that tries to make people more aware of how e-waste affects the environment and society. It involves making art with old electronics like computers, phones, and other gadgets that have been thrown away (Jeremy et al., 2012). On the one hand, electronic waste art can show how wasteful and materialistic modern society is. It shows how easily we throw away and replace our electronics without thinking about what will happen in the long run. This art can make us think about how we spend our money and encourage us to do better things for the environment. In their research, Jeremy et al. (2012) also said that this project has much potential for the e-waste function and as an alternative way to talk about contemporary issues through a traditional medium in which all the small parts work together and depend on each other. Due to the high volume of electronic waste, playing around with all the equipment and components that have been kindly discarded is possible. The capacitor is massive, like circuits, wires, diodes, and LED. The research done by Michael et al. in 2019 found that the artist's residency within human and mechanical waste disposal assemblages allowed the artist to turn materials into an aesthetic spectacle, reclassifying the hated as an essential and sympathetic part of social and spatial discourse.

Most people do not understand the deeper meaning when they see two of the same things (Andy Warhol, 1975). In reflecting on the artwork, the more a researcher looks at the same piece of art, the more he or she can appreciate its uniqueness. Better than the alternative

is that seeing the same things repeated makes you feel lost and sad, and the meaning goes away completely.

2.2 Awareness, challenges, and uses of E-waste

The relationship between e-waste, technology, and the evolution towards modernisation is mostly verifiable, and society must come to grips with the fact that, in this century, man has become so intertwined with technology that it is difficult to survive without it. Our children, the next generation, are entrusted with planning each successive expansion. Because it would be a tragedy if the traditional game were played with real-life interactions rather than online through technology, networks, and numerous virtual games on smartphones; as new technology develops, e-waste will increase. More e-waste will be needed to manage. Humans will eventually run out of land to bury these wastes, and their toxins will continue to be absorbed by our natural resources, putting the entire ecosystem and public health at risk. In addition to causing cancer cells, poisons impair the nervous system and other body functions.

This phenomenon is hazardous and could destroy half of the planet if e-waste is not managed correctly. Although researchers are not opposed to the use and development of technology, the most environmentally friendly method of e-waste disposal has yet to be discovered. (Cooper, 2000) Most of these contaminants contain hazardous substances such as mercury, lead, arsenic, cadmium, and other pollutants that threaten the human population, especially children.

In addition, as a result of these poisonous compounds polluting our planet, rain promotes the absorption of these pollutants into the atmosphere and land. In addition, whenever a new product is gathered from the earth, it will be injected with the same chemicals from e-waste. Only 10 percent of e-waste is currently being reused or recycled (Shannon et al., 2006). Implies that the remaining waste is disposed of at landfills, where it poses a threat to locals and the ecosystem. As a technology consumer, devices are built for short-term use. The most challenging aspect of human existence is the fact that technology will continue to evolve and produce newer devices that attract many to purchase it.

Consequently, this will exacerbate the issue of excessive technological trash. There is an excellent likelihood of losing some of the most valuable natural resources, such as gold, copper, and aluminium, which are also components of electronic trash, unless a method for recycling or disposing of these materials is discovered. (Shannon, et al., 2006).

In the Ghanaian capital of the Volta Region, Christian et al. (2022) conducted research on how commercial consumers perceive and use e-waste. Based on his research, he determined that the growing threat of e-waste to the environment is substantial (Christian et al., 2022). Although most respondents were aware that e-waste products contained dangerous substances, they nevertheless gave the environmental impact of e-waste a low rating and used improper disposal techniques. This demonstrated that there is still a lack of understanding regarding the mounting dangers posed by e-waste in Ghana (Christian et al., 2022).

Electronic technology is difficult to contain because it may be a valuable natural resource and a threat to the world. In addition to collecting artists' physical and psychological reactions to e-waste, this project aims to assess facts and theories and investigate the use of e-waste as a medium in creating artworks. The industrial world, the rigidity of electrical equipment, machinery, the network of cables, the power-driven city, factories and others provided the basis for inspiration. There are several reasons to create art, by having high intellectual and emotional fragmentation in life and bringing everything back together through art (Jeremy et al., 2012).

2.3 Dangerous of uses E- Waste

Electronic products are made up of hundreds of tiny parts, many of which are made of dangerous chemicals. Both the environment and human health are stressed by these pollutants. Most electronic parts are made of lead, cadmium, mercury, polyvinyl chloride (PVC), brominated flame retardants (BFRs), chromium, beryllium, and other materials. Long-term exposure to these materials can harm the nervous system, kidneys, bones, and reproductive and endocrine systems (Needhidasan et al., 2014). CRTs, which are used in TVs, video, and computer monitors, contain significant amounts of lead. This e-waste can contaminate the soil, water, and air when improperly disposed of (incinerated or landfilled instead of recycled) alongside domestic waste without any safeguards (and have long-term effects on the ecosystem) (Needhidasan et al., 2014). Needhidasan et al. (2014) also stated that e-waste contains harmful compounds that can hurt both people and the environment if they aren't taken care of properly. These dangers frequently result from inappropriate recycling and disposal practices. Those who live close to facilities where e-waste is recycled or burned may experience severe effects from it.

3.0 Methodology

In this project, the researchers used a comparative approach to identify the suitable e-waste compartment to be used in the artwork as the primary medium. Through an observational and topographical project in Malaysia using Google Earth, it is nostalgically observed that the regions where the researcher had lived in the 1990s have evolved into something new. In terms of modernisation, the development of technology, and the style of life, the contemporary way of life has undergone significant transformations. In this way, individuals can observe how others are now utilising these technologies. Malaysians have had an abundance of simplicity and ease, particularly those attributable to life's conveniences and joys due to overall development.

We live in a world without borders, and the era of globalisation allows us to experiment with electronic media applications in art. According to Zakaria Ali's interpretation of Hegel's works, art produces thoughts and waves of concept fashioned by the formation of the electronic nature of our technological mysticism, a sensuous or blessing for the artist but absorbed by the beauty of the mind. Humans are constantly downloading information and are frequently exposed to new technology. (Zakaria Ali, 2012).

Table 1: The reflection of autobiographical factors which features of the history of electronic usage.
(Source: Muhammad Sukor Romat)

Among the discoveries is the history of electronic productions, with each chipboard collected by the researcher having its history and civilisation. Based on earlier observations of electronic components, it is a relatively large component design compared to the most recent inventions, which are small and more complex. It is feasible that other artists use more technology and electronics for various purposes, given that electronic works are constantly being enhanced and made more intricate. This project could be enhanced by incorporating a technology technique into the learning process.

Table 2: Examples of Kris Kuksi's Work
(Source: https:www.wallpaperup.com67608Kris_Kuksi_Art_Sculptures_dark_a.html)

Through the research and production of artwork, preference is given to artists such as Kris Kuksi and Andy Warhol and young local artists such as Ilham Fadly as sources of inspiration and stimulation. In many technical musings, I like the works of Kuksi, which demonstrate the process through the installation, collection, object manipulation, cutting, and the production of a new shape from the original thing. The unexpected outcome of the

unifying link of the objects simplified the objective demonstrated by Kuksi on the history of the rise and fall of civilisations, where he once again attempted to imagine a future in which coexistence will exist in the progress of humanity.

Each piece of E-waste collected reflects the feelings toward nature and the natural environment. Each district in which I lived and explored provided me with geographical recollections and experiences of Selangor. Obviously, the degree of modernity varies by region. With more prominent cities, power, and piping, I am frequently reminded of the artwork of Krik Kuksi, which is filled with dense equipment, networks of pipe, wires, and industries. Kuksi blended technology with Baroque and Rococo design elements. The majority of man's experience is derived from the evolution generated. I am also experimenting with what humans have produced and designed for our benefit while employing manufactured materials to criticise the objects we hold dear, which threaten natural law and the environment.

Each of his works exudes an egocentric style, evident in their evolution and philosophy. Hence, the overall impression is that the numerous Greek myths, gods, and goddesses challenge the concept of religion and moral values, especially in spirituality. In addition, it implies mockery and aesthetic problems regarding the baroque period and contemporary industry. He believes most of the world is too frivolous for humans, as its weak and brittle deck appears too greedy. He thought his work would unveil the true nature of human behaviour and provide the audience with a fresh perspective. His work is Rococo postindustrial. However, it is structured according to his skills, employing miniature objects such as toy soldiers, engine parts, towers, and statues of Greek mythology gods to create dioramas that evoke political and spiritual strife.

Table 3: A Reflective Journal of the Process in Making the Artwork.
(Source: Muhammad Sukor Romat)

It has been demonstrated that access to technology correlates closely with a person's social standing. A status group member who is more up-to-date and possesses the newest gadget is likely to occupy a higher position in the hierarchy of new technology. It may be

assumed that a person with expensive possessions enjoys the better things in life. Priorities are being dictated by the urban lifestyle, which places prestige above all else, despite most people taking environmental protection for granted. Within the experiments, the researcher seeks to better self-comprehend in relation to the surrounding environment. In turn, this affords the opportunity to reflect on self-meditating, and decisions are leading in this ever-changing evolution of modernity and raising awareness of the fact that e-waste is a hazard that must be treated responsibly. By deploying a human-scale miniature figure and expressing that people are engaged with electronic technology, the question of human life is now located in their minds, reflecting the human predicament in the workplace. According to Zakaria Ali, the forces of artistic creativity and production belong to the intellect and to thought itself. Consequently, when contemplating art reveals scientific considerations, it possesses an internal function, and we feel comfortable and free.

4.0 Results

The artwork produced is closely related to Kuksi but uses a different technique focused on the strength of the material through literature such as Cyborgs by Andy Clark and Andy Warhol's definition of the future. The widespread usage of electronic devices and new media electronic technology ensures the continuation of life through modernisation. It would develop and grow through the employment of building and electrical materials that reference the present and the past.

4.1 The White Burdens

In a world without borders, this research will help other scholars examine the past and lifestyle and record the present to share the future. When philosophy is presented to us, there will be both resistance and acceptance; this renaissance has allowed us to develop a more scientific aesthetic consciousness that hovers over the art itself.

Table 4: The White Burdens
(Source: Muhammad Sukor Romat)

Malays at the time were open to outside opinions and ideas that would benefit them as well as Malays in the modern era; the Malay effect during colonial and colonised by western powers was given less emphasis on education and the mind with the spirit of humility, which has continued to the present. Where are today's technological facilities, and what are the

benefits of these facilities? Knowledge and education can be upgraded, and thought patterns can be improved. According to Malay history, the Malays have always been ahead regarding knowledge, skills, and advanced society. However, the arrival of the colonial era caused the Malay people to become accustomed to and believe they were less advanced than other nations who came to the Malay land. Such thinking should be replaced with positive and intellectually constructive thoughts. (Andaya, Leonard Y., 2011)

4.2 The Positivists Landscape

The reconciliation of the modern way of life due to socio-cultural change impacts the receipt of internal and external terms of assimilation, acculturation, and diffusion, which is achieved and conditioned by a complex source of globalisation. Continuing the positivist approach and pragmatism ideas based on the concept of integrated planning under the Urban and Rural Planning Act, 1976 (1972 Act) during the postmodern independence period (Malaysia, 2002) also created the impacts.


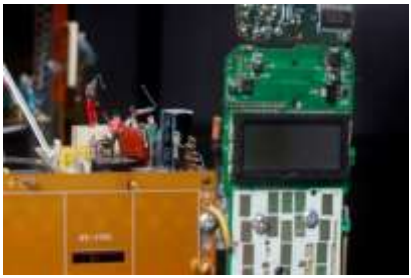

Table 5: The Positivists Landscape
(Source: Muhammad Sukor Romat)

In the process of globalisation interconnected with changes in culture and practice, the pace of technology, and human needs that are changing, diverse, and not limited, development is focused in depth on physical aspects with a focus on little-in social that require consideration in the planning view of intelligent cities. We need to consider the issues that may arise in the technological age and how our cities and buildings will be planned for a future population. These artworks have a solid connection to both the aesthetics based on the current trends and this nation's historical and cultural planning. If they paid attention, that would be great.

The main result is the hastily planned development of homes and factories. Consequently, the idealistic and legal approach (top-down) planning methodology was used in the early stages of town planning. As a result, positivism was a project undertaken during the British colonial era that connected Malaya to town planning (Jalaluddin Abdul Malek, 2005).

4.3 The Town Planning


Table 6: The Town Planning
(Source: Muhammad Sukor Romat)

The first effect is the use of a systematic strategy that guides the planner to plan methodically and not just haphazardly. The second effect is the birth of an integrated planning system, which occurred at the same time as the use of the Interim Plan, which is a temporary plan before the production of structure and local plans; hence, this law is not committed. (1981 according to Ratcliffe). The first effect is using a systematic strategy that guides the planner to plan methodically and not just haphazardly. The second effect is the birth of an integrated planning system, which occurred at the same time as the use of the Interim Plan, which is a temporary plan before the production of structure and local plans; hence, this law is not committed. (1981 according to Ratcliffe). Thirdly, under the terms of the Town and Country Planning Act (Act 172) and Act Local Government (Act 171), structured plans and local plans are incorporated into the Comprehensive Development Plan. Unfortunately, the planning was expensive and required some time to build a comprehensive strategy. In addition to building plans, the fourth result of the plans and survey work was a land use plan (zoning). Because of the design and the vast space, terrace home construction and the construction of flats are unsuitable for human living. The fifth effect is the replacement and use of building materials from brick to shop terrace; terraced houses constructed initially using materials from wood and Nipah roofs create pattern selection problems for shop houses between race and ethnicity as factors disproportionately high prices and unable to have it due to the cost of construction using bricks causing medium prices of shophouses to be high. The sixth effect is the concept of aesthetic effects of interest, beauty, conservation, and restoration to preserve local history (Jalaluddin Abdul Malek, 2005).

Visual surveys of the research and data collection on the existing town planning are analysed in terms of society's roles, structures, and institutions, with the public participation process occurring after the inspection report and the draught plan, which made this process more technocratic and bureaucratic. Nevertheless, less emphasis is placed on the evolution of racial and social categories, although it affected every element of the economy (Jalaluddin Abdul Malek, 2005).

4.3 The City Administration of Technologies

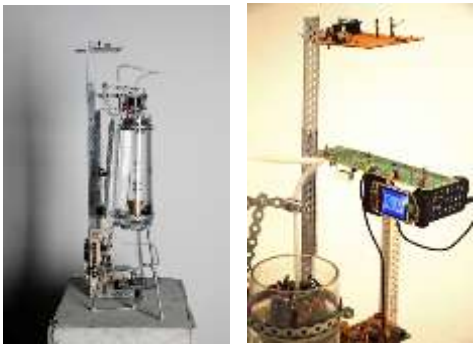

Table 7: The City Administration of Technologies
(Source: Muhammad Sukor Romat)

In a heterotopia, the plan for the existence of an electronic cyberspace system in the administration of City government cannot be rationally reached, given that it not only makes room for the human environment but also makes use of technologies like an e-government system that the postmodern era, the concept of a "smart city" urbanisation exists at a distance, on the periphery means applications can be made without resorting to the time-consuming and error-prone manual process. (Hine, 2000)& (Shields, 2003).

5.0 Discussion

E-waste art can serve as a powerful reflection of life within the context of the human relationship with technology and the environment. It challenges the consumption of habits and impacts the world, while also inspiring to see the potential for creativity and transformation in even the most unlikely places. Using e-waste materials, the researchers create artworks that reflect the impact of technology on lives and the environment. In this context, a reflection of life can take on multiple meanings.

Table 8: Mr. Penthouse
(Source: Muhammad Sukor Romat)

E-waste art can also reflect the human experience. Many artists use e-waste materials to create sculptures and art installations that represent human figures or experiences. For example, a sculpture made from discarded cell phones might represent how technology has become an integral part of our lives, or an installation made from computer components might symbolise the interconnectedness of modern society.

Finally, e-waste art can reflect the consequences of public reaction. By repurposing e-waste materials in art, artists are drawing attention to the need for responsible e-waste management practices. The artworks somehow replicate the consequences of our consumer-driven society and the urgent need for change. As e-waste piles up, we face the challenge of finding sustainable disposal methods.

6.0 Conclusion

In conclusion, electronic waste art offers a unique perspective on the relationship between technology, the environment, and the human experience. Through art, the researcher encourages people to reflect on their role in the electronic waste problem and to act to address it. By engaging with electronic waste art, people can gain a deeper understanding of the impact of technology on lives and the environment and find inspiration to make positive changes in behaviour.

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Article Contribution to Related Field of Project

Electronic waste art is a form of creative expression that makes new works of art out of old electronic devices and parts. In the context of electronic waste art, "reflection of life" refers to studying how electronic waste affects people and the environment. By showing how electronic waste affects lives, art from it brings attention to the problem and makes us think more deeply about the relationship between technology and consumption. Using electronic waste in art challenges traditional ideas about what art is and can be and encourages experimentation and new ideas in the art world. Through electronic waste art, artists are able to create aesthetically impressive works while also bringing attention to the issues of electronic waste disposal and its impact on the environment. Electronic waste art inspires innovative approaches to the problem and fosters collaboration between artists, scientists, and engineers to develop creative solutions. It contributes to the project's related field by offering a novel and impactful method to engage with the problem of electronic waste, thereby sparking conversations and encouraging action toward more sustainable solutions.

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