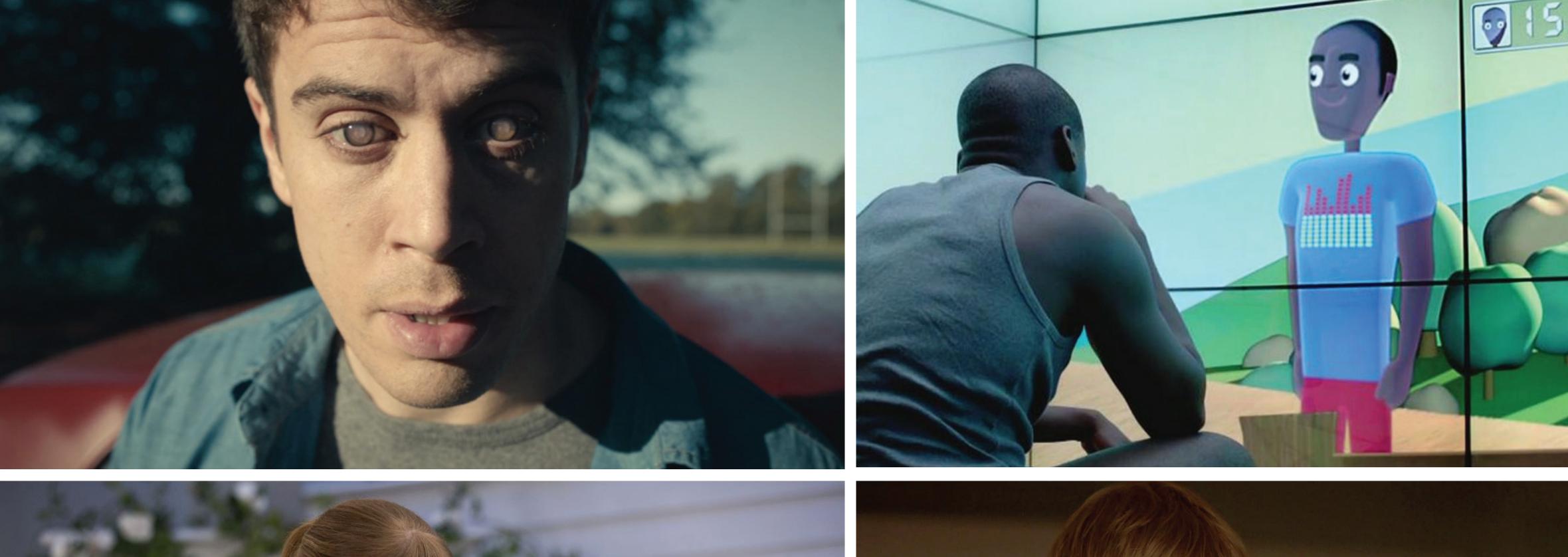
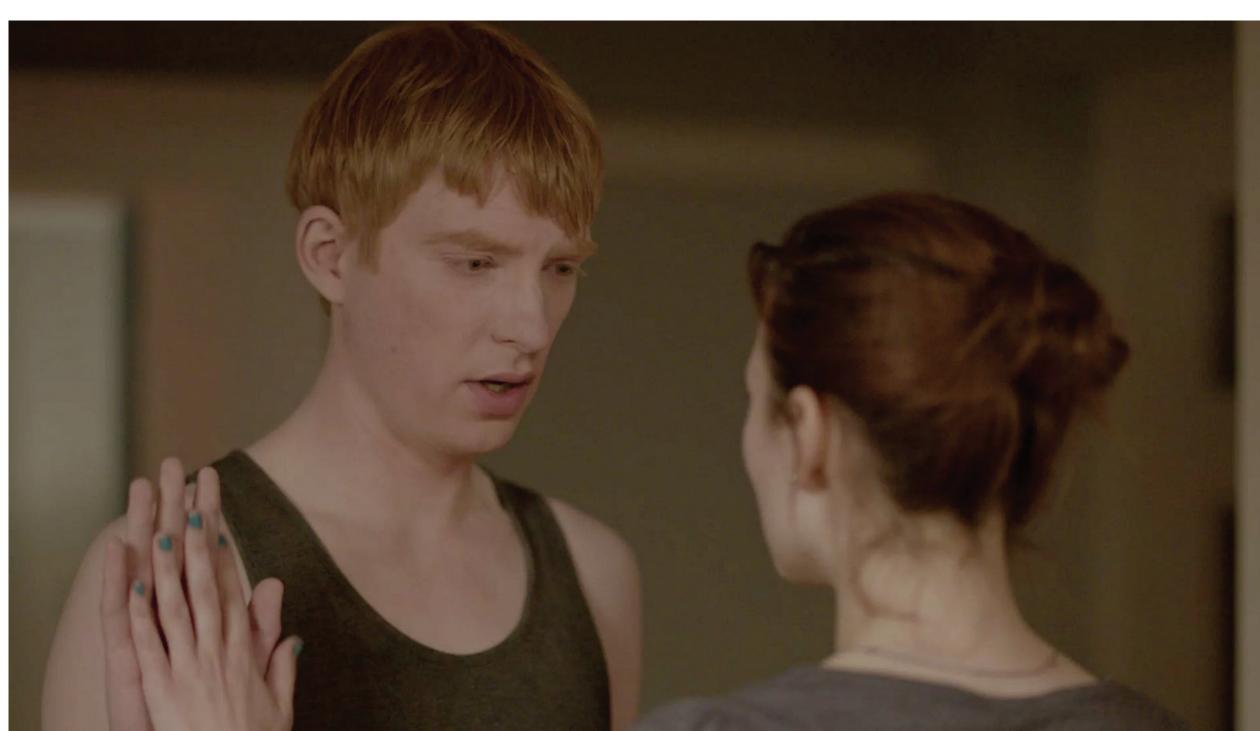
Design as inquiry

BLACKMIRROR







"[Brooker] has called it a show about 'weak people using powerful tools'. I'm pretty sure that by 'weak people' he means most of humanity."

—Rob Walker

How does technology effect memory?

How does social media influence real-life relationships?

What is the relationship between technology and violence? Screens and attention?

How does surveillance change parenting?

Black Mirror is a show about design.

design fiction speculative design critical design design research

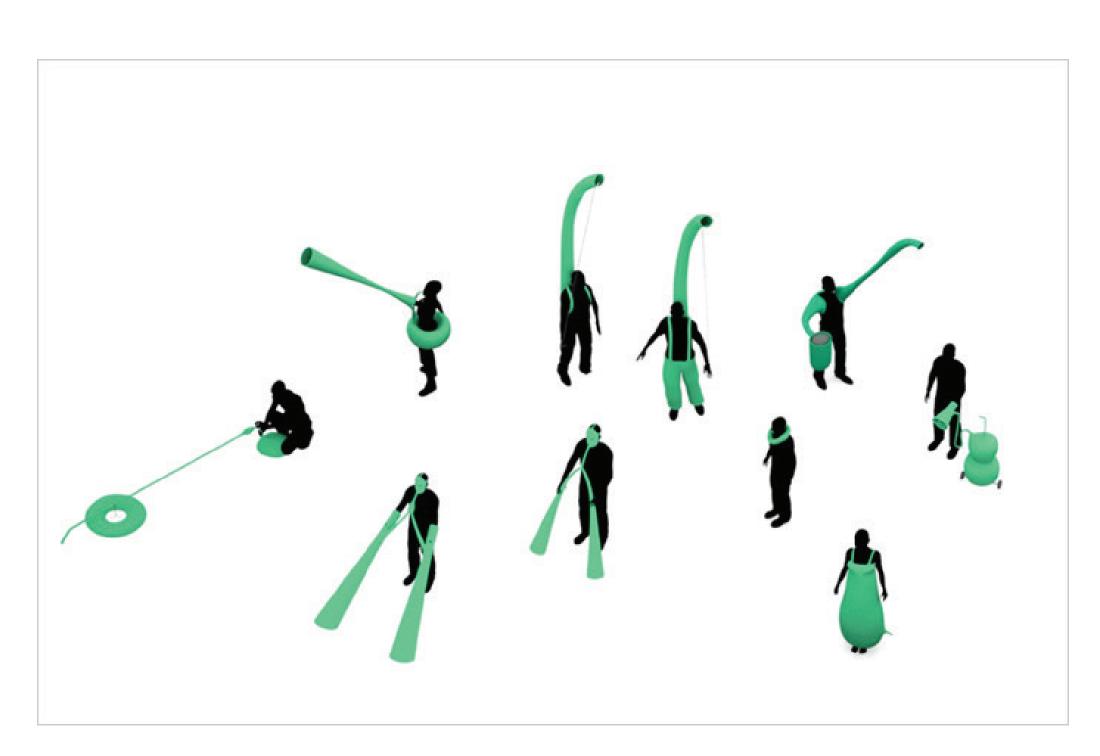


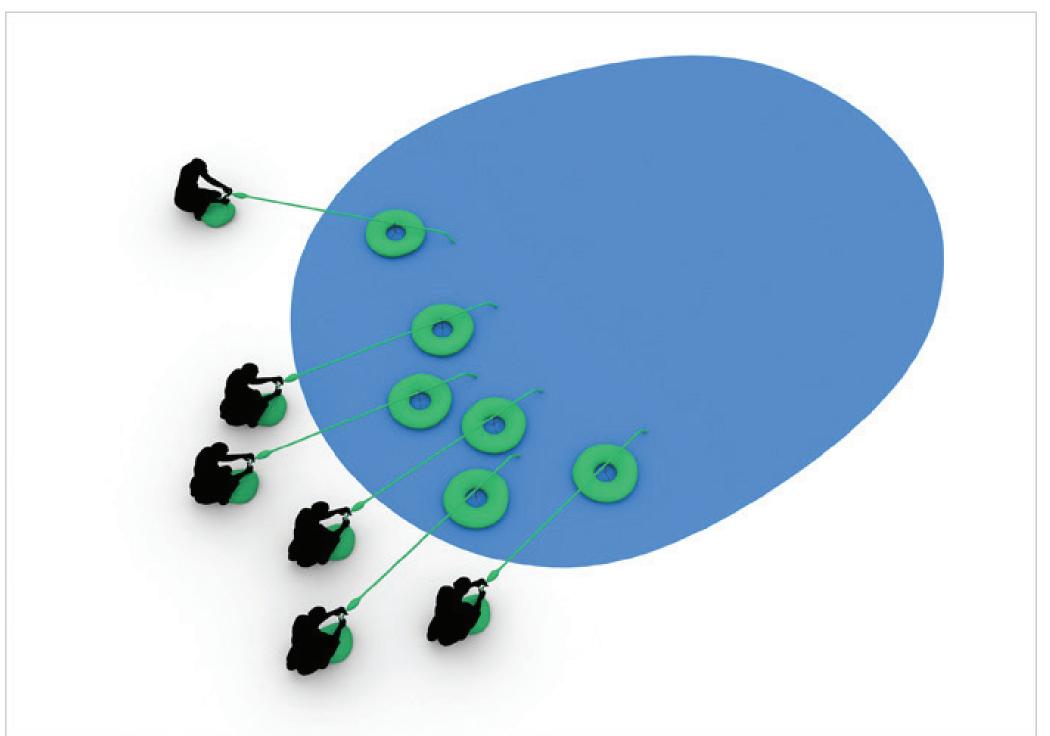
"...use design to stimulate discussion and debate amongst designers, industry and the public about the social, cultural and ethical implications of existing and emerging technologies."

Using design to ask questions.

Answering questions through design.

How will overpopulation effect food sources?









What's the role of citizenship in the digital age?



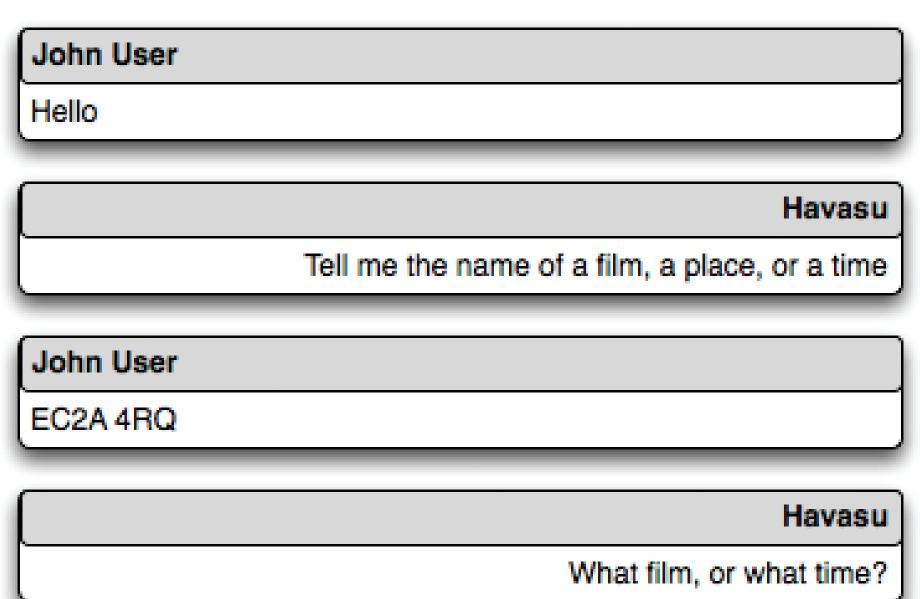


How will computers change our conception of time?

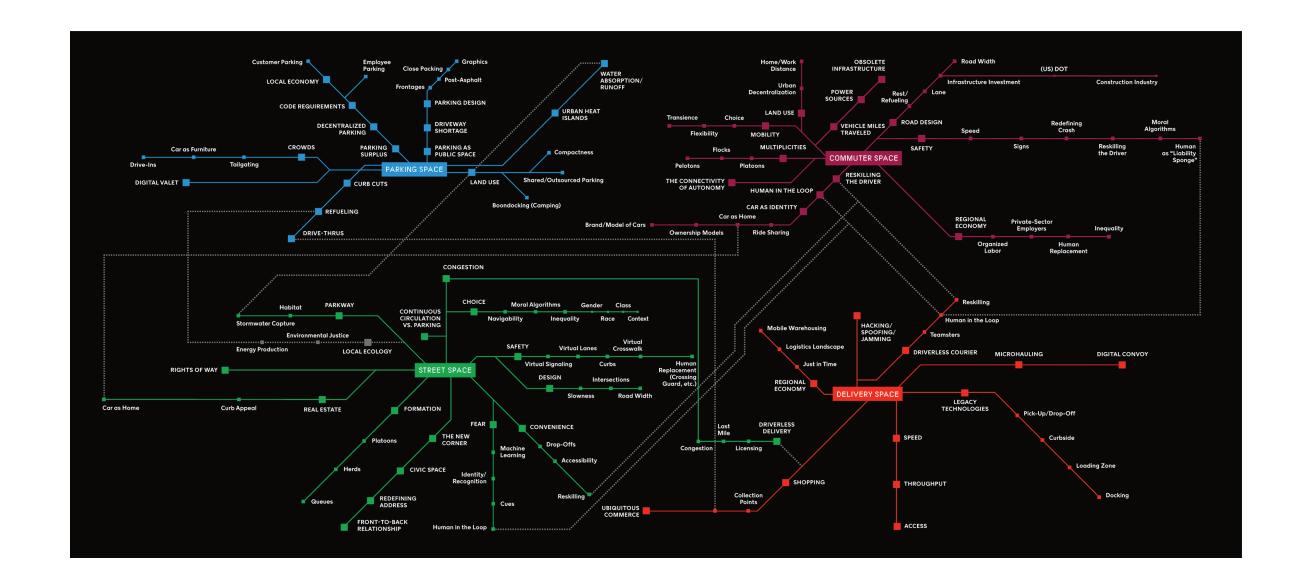


What's the relationship between human and machine?



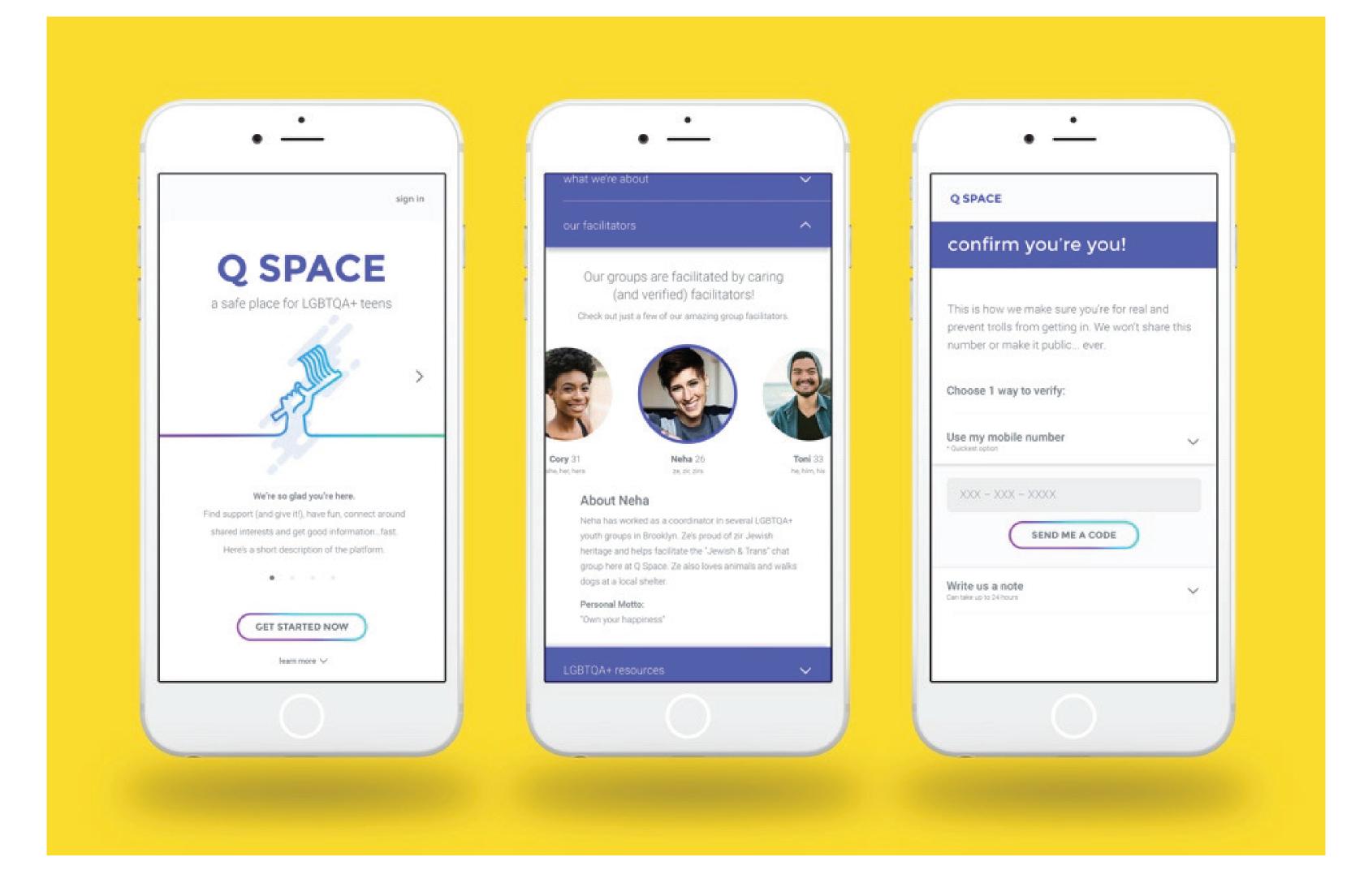


How will self-driving cars remake the city?





How can social media be a place of inclusion?



How can we personalize healthcare?



Can design subvert facial recognition/surveillance?



How do you take a holiday from being human?





design fiction speculative design critical design design research

Designers can speculate about a possible future, critique stories about current culture, or use graphic design to narrate fictions about society, politics, technology, and culture.

"Every time you qualify design with, or add design to, some other quality or practice, you are claiming that design does not already do that. All these phrases are redundant and/ or appropriative of design: Design Futures, Design Fiction, Speculative Design, Critical Design, Adversarial Design, Discursive Design, Interrogative Design, Design Probes, Ludic Design. Designing that does not already Future, Fiction, Speculate, Criticize, Provoke, Discourse, Interrogate, Probe, Play, is inadequate designing."

—Cameron Tonkinwise

What does whitespace say about economics?

How do you design for print and screen?

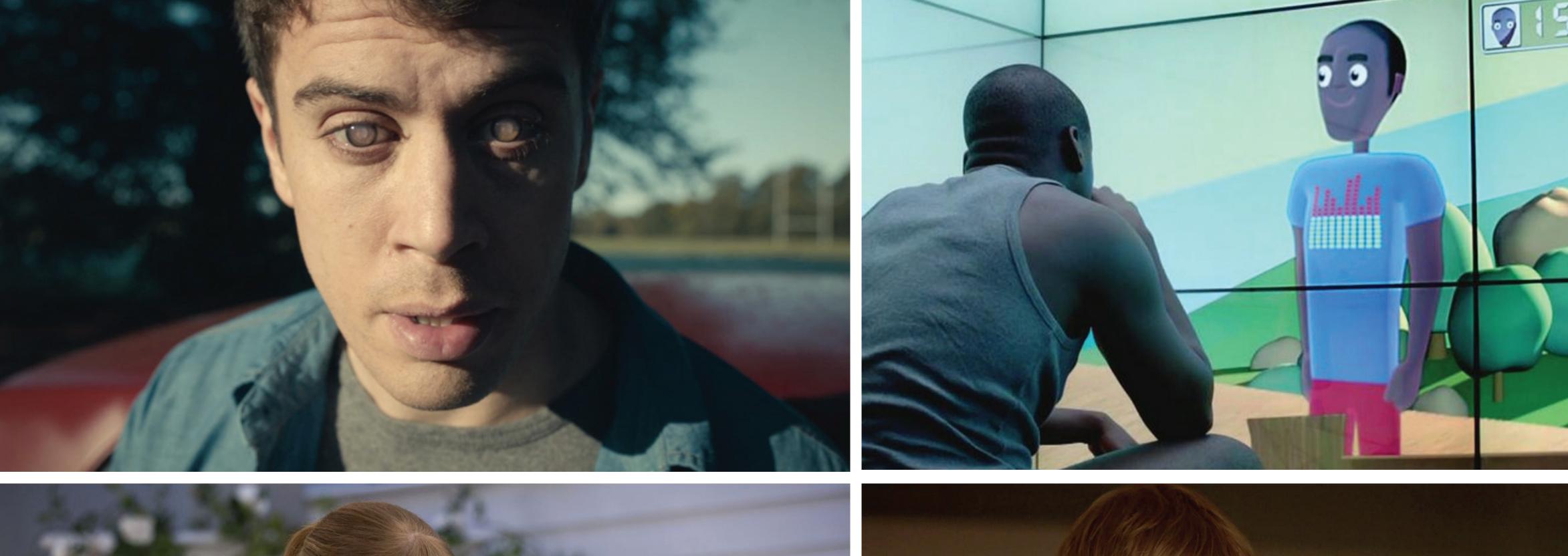
How do you brand a global company?

What does sound look like?

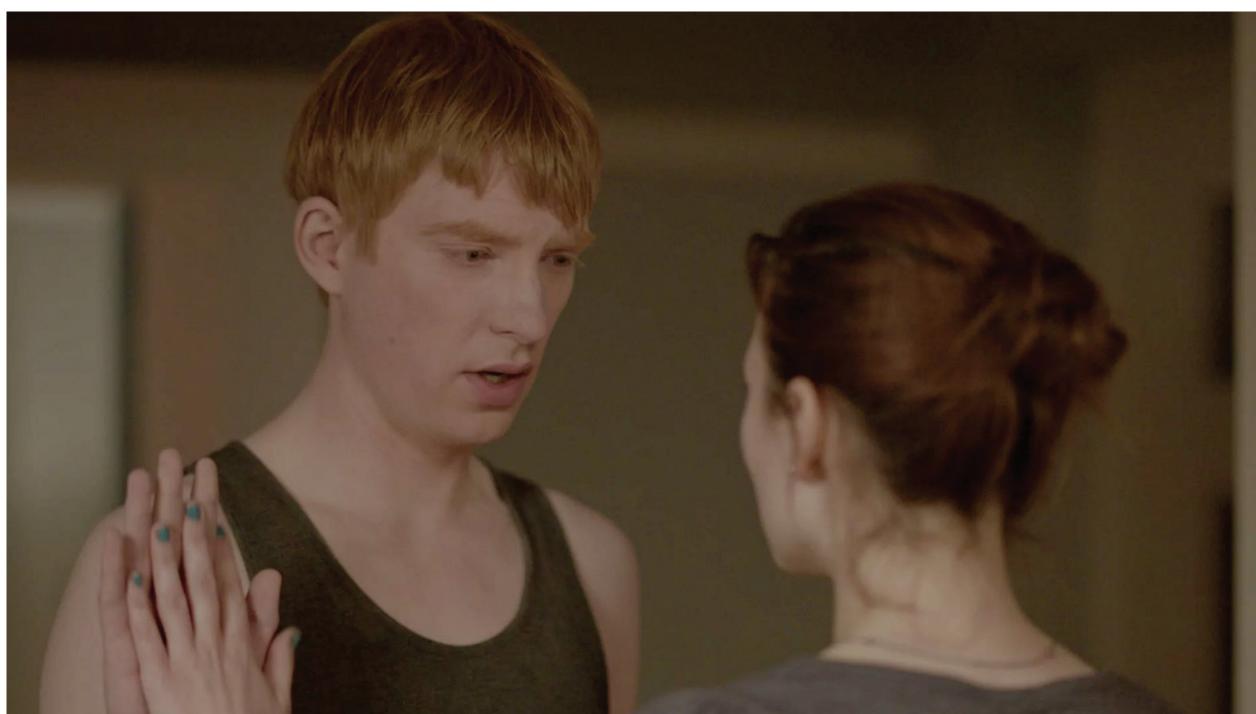
How do you design for social media?

"Design makes futures. What designers make becomes the futures we inhabit."

—Cameron Tonkinwise







"The most basic motivation for design is the deeply human desire for coherence. Coherence means simply figuring out how things stick together but since its we who are doing the sticking, the orders we create are a reflection of our own desires."

-Michael Rock





THE ULTIMATE QUICK FIX.



The Nike Trainer One is not a magical toning shoe. It's a training shoe.

Its DiamondFLX technology activates your muscles to work how they're supposed to, giving you faster results from all those squats, lunges and classes that you do. So you get fit faster.

THIS SHOE WORKS IF YOU DO.















"Design solidifies, and naturalizes, things that start off as opinions, stories and traditions and so supplies the form to the fictions by which we live."

-Michael Rock

All design begins as a fiction.

All design is speculation.

What's the future you want to see?

Thesis Questions

Your thesis uses design to research these questions.

"design responses"

Open questions vs. closed questions

A good thesis:

- 1. asks a question that allows you to surpise yourself or changes the way you think
- 2. makes a contribution to the field of design
- 3. is something that you're interested in (ie. raises questions about the future you want to see)