

## AGENT MAKERS - The un-masking of environmental agency through design for speculative social innovation.

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Design History Society Conference **2017** Oslo Making and unmaking the environment

AGENT MAKERS – The un-masking of environmental agency through design for speculative social innovation.

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Living in the Anthropocene, with its accelerating human agency impacting on the planet, we have to open our eyes to the ever increasing signs that the relationship between design(ers) and nature is more often than not disastrous.

### **Speculative & Critical Design**

Speculative (often future focused) design allow us to suspend disbelief about change while at the same time open up space for discussion (Dunne and Raby, 2013) through the use of critical design objects which may not have a functional or commercial use.

### **Agency**

Having the power to shape your life experiences. You can contribute to them and are not just shaped by them (Bandura, 2001).

And although designers hold a great deal of power to influence our relationship with our environment, it is questionable whether young designers feel like they themselves have any of this power or are aware that their training equips them with agency beyond the artifactual context.

This research explores whether and how speculative, future oriented design briefs can make design students aware of their agency in social and environmental contexts beyond the micro-environment of their immediate design discipline or disciplinary industrial context.



The project focused on 'Design Futuring the City', an international cohort of MA Students from a cross-disciplinary design programme were asked to imagine futures for their home cities, developed from a wide range of futurologist predictions.



#### **BRIEF**

Design for (speculative) Social Innovation: **Design Futuring the City** 

**Module Task** – Create a designed outcome that surfaces a particular issue in relation to design for (speculative) social innovation.

For this brief you will need to identify **one** issue/prediction, which may potentially affect your home city in time to come. (at least 50 years into the future) and come up with a designed outcome which attends to this prediction in some way.

Background: There are many predictions and forecasts out there about issues that will impact on how we will be living in the future. No-body knows exactly which ones will turn out to be true, but as designers we have the ability to imagine the future and put our skills and material knowledge towards/or against creating particular futures.



### The Anthropocene

Human population to reach 85 billion by 2030 (UN, 2015)

Haraway (2016) suggests we eschew individualism and that 'making with' is the approach to take.

Design can and should promote social innovation and change.

#### **Student perspective**

'... we are in such a position of dire need, in terms of climate change, over population, that it feels urgent to focus now... this topic is relevant and feels vitally important to consider the ethics of what is being designed and how it impacts the earth and others.

Haraway, D. J. (2016). *Staying with the trouble: Making kin in the Chthulucene*. Duke University Press.

UN (2015) http://www.un.org/sustainabledevelopment/blog/2015/07/un-projects-world-population-to-reach-8-5-billion-by-2030-driven-by-growth-in-developing-countries/

Part of the students exploration was to give consideration whether their visions of this future were utopian or dystopian and to develop an understanding of how design 'futures' and 'defutures' (Fry 2015) at the same time.

# What matters?

How can speculative design briefs make design students aware of their agency within a broader social and environmental context?

Do visual methods to create and document these concepts support this agency?

How can design pedagogy and research make this agency active?

### process

#### 4 tutors

1 exhibition

48 project reports

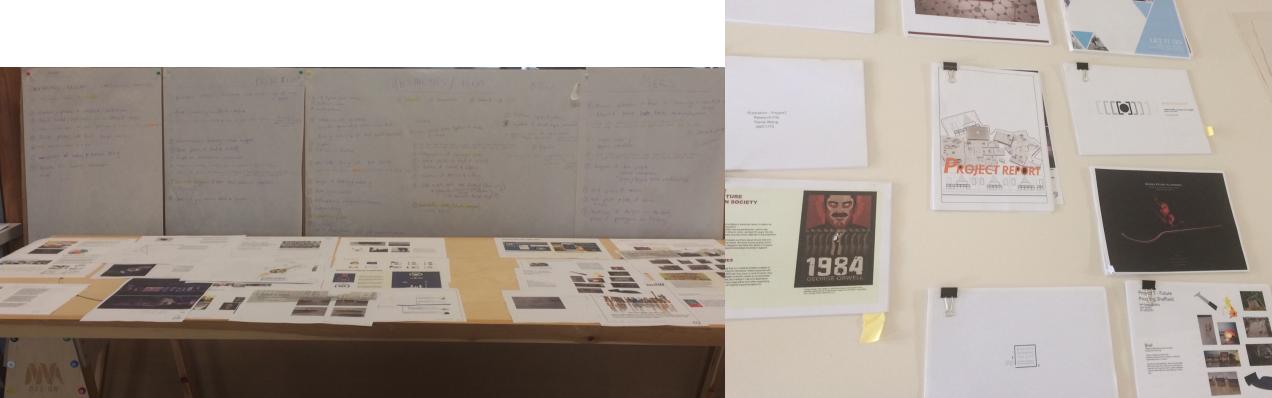
10 projects chosen for a close reading (from HM or D level)

16 digital questionnaire responses

5 student interviews (1 tutor)

ı visual analysis day for 3 tutors (all 3D/makers)

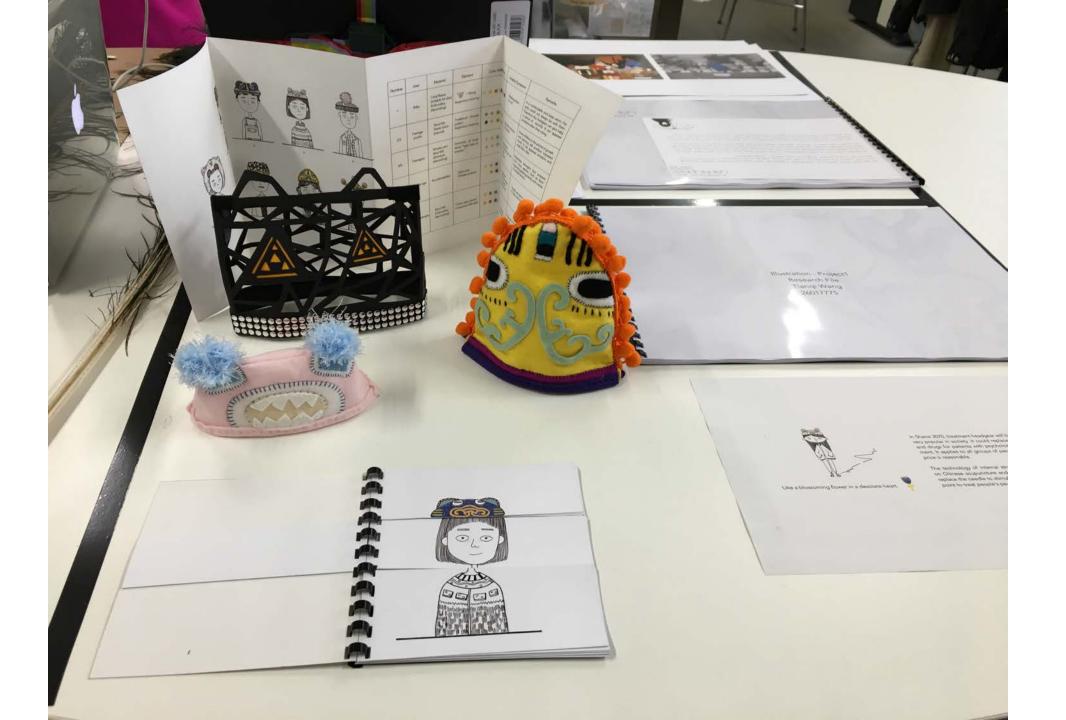
Further analysis by 1 tutor



FOOD

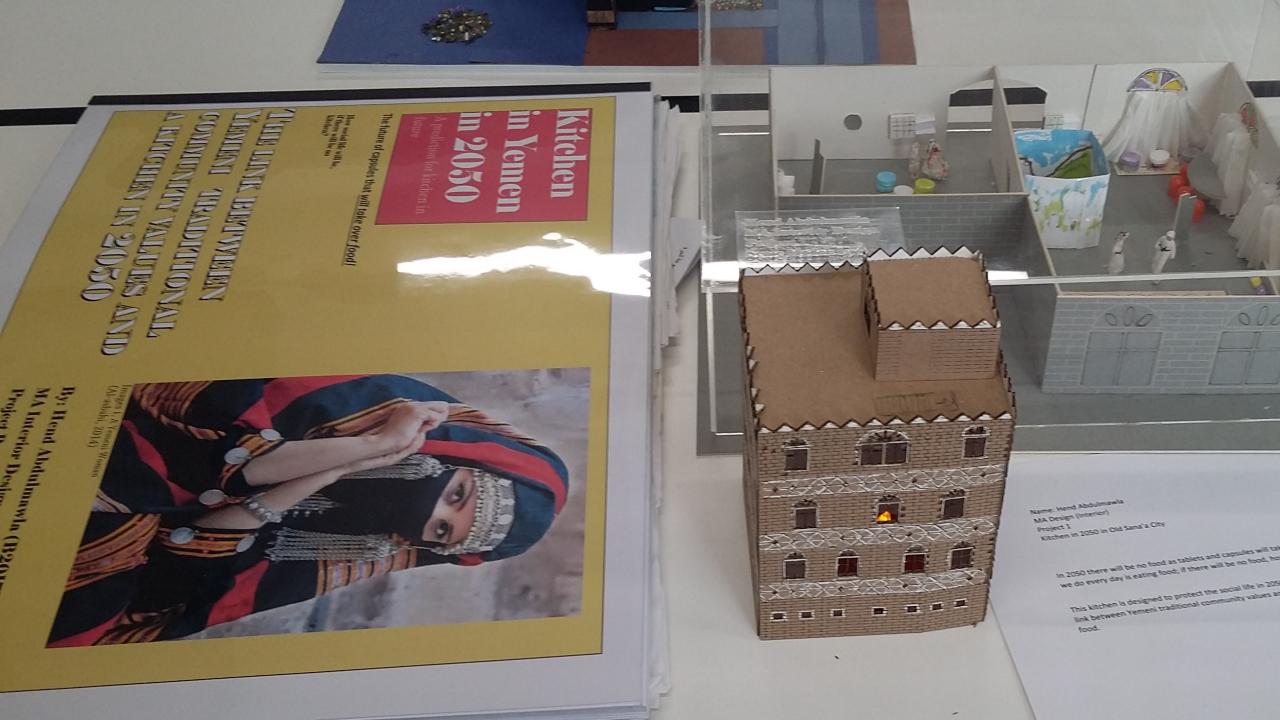
# **Student exhibition**













We have been reviewing student work to examine their agentic practices – can this been seen through the visuals? Connections to articulate methodology. How are these the Interface to understand agency

Thematic coding framework:

Users

City/place

Aesthetics/form

Prediction

Dystopian

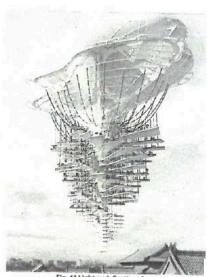
Utopian

The future city as . . .

# an imagined future







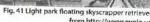


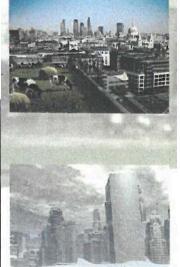


Fig. 42 Crater Scraper, retrieved from http://www.evolo.us/



https://openlab.citytech.cuny.edu









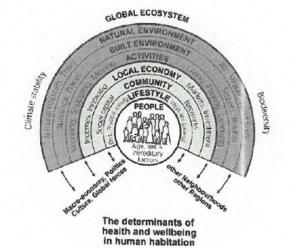








## a diagram





(Fig.18 Chart listing Cypriot political parties, n.d.)



Fig. 27 Map of Mexico showing agriculture zones (green) and future













#### **RIGHT WING**

Cypriot right wing parties range from conservative democrats to far right nationalists. The right is characterized by heavy Greek unification sentiment, religious conservatism and xenophobia

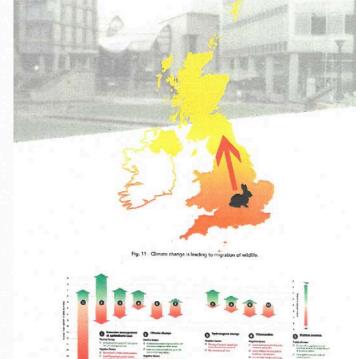


Fig. 12 - Leading causes and impact on wildlife numbers (Wildlife trusts, 2016).



K I N H M A

The left wing range from socialist ideologies to hard-line Marxist communist movements. Characterized by working class members and pro union policies with emphasis to a more independent from Greece foreign policy (Ministry of Tourism of Cyprus, 2016)

#### CENTRE

The centre tend to accommodate milder political ideologies like democrats and eco-friendly parties. Characterized by compromising policies to national debates and a priority to citizen welfare

## national identity/ tradition









Figure 17-1. Gourd bottle.



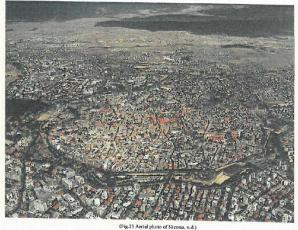
Figure 17-2. The shape of gourd bottle on hat.



Figure 17-3. Sketch of thinking.







## as product

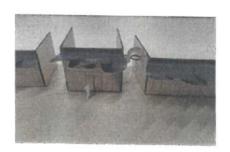


Mock-up of the app including the main app icon, home screen layout, notification bar and app permission warning that illustrates how the app uses the phones microphone to monitor the subject



A advertisement mock-up poster that illustrates the ministry of information Advertising the censorship app under the guise that the app is in a way reducing the gap between government and people

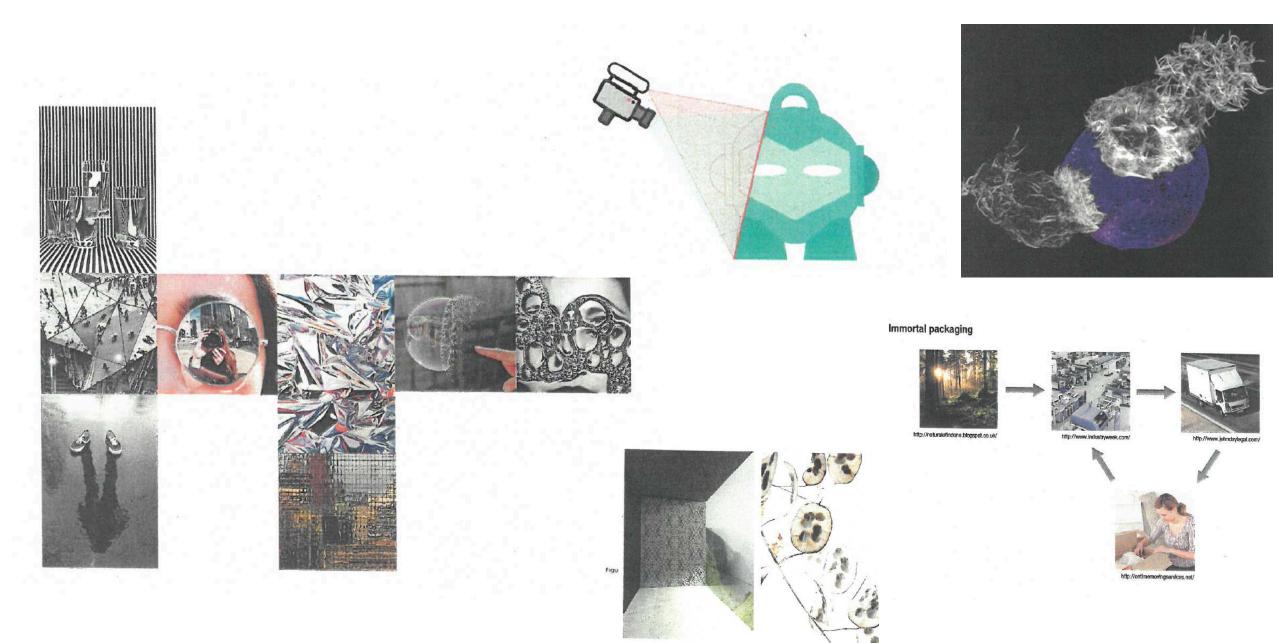




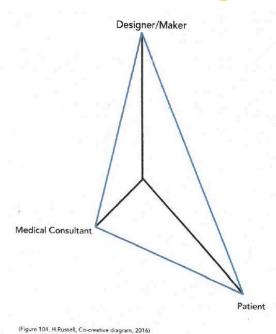


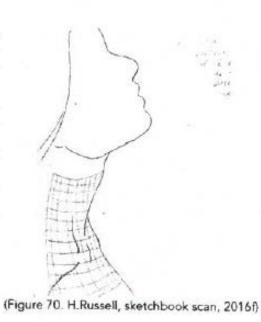
# Agentic design

# performative agency



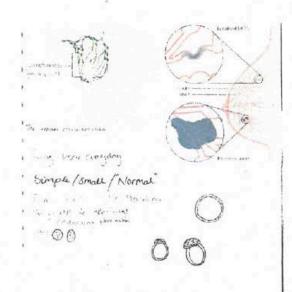
## creational agency





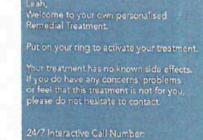


(Figure 86. H.Russell, consultation, 2016b)



## Your Remedial Treatment

Do not allow anyone to wear this



WEDNESDAY	WEDNESDAY
10TH	17TH
NOVEMBER	NOVEMBER
TUESDAY	WEDNESDAY
11TH	9TH
JAN 2067	MARCH
TUESDAY	WEDNESDAY
10TH	6TH
MAY	JULY

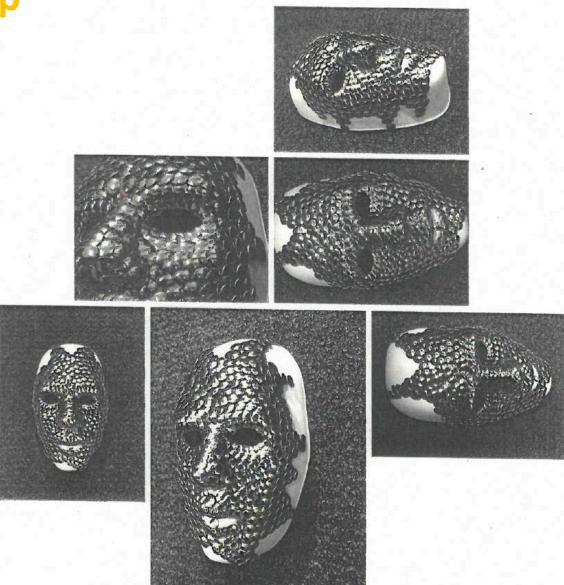
(Figure 88. H.Russell, treatment leaflet, 2016b)

### remedial treatment

# human robot relationship

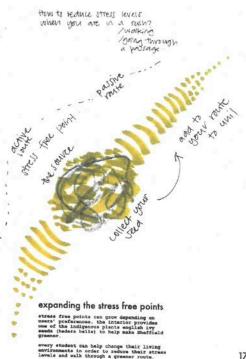






aure 37

## sanctuaries

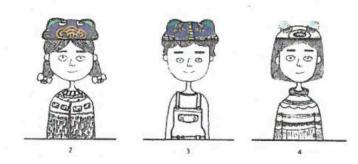




## social innovation through critical design





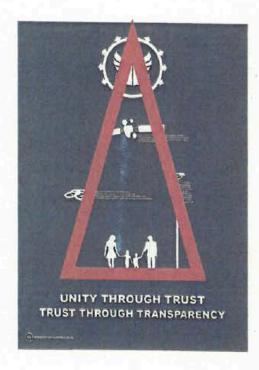


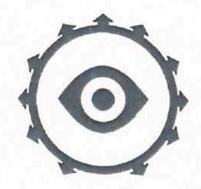






lumber	User	Material	Element	Color Reference	Suitable Symptom	Remarks
1	Raby	Coral fleece (suitable for skin) Embroidery (decoreting)	S ~ Wang Ausproous meaning	••••	Sleeping alone Go out	It is comfortable and keep warm. Par- ents could not always be with them. Therefore the headgear can give below a sence of security, it can appears emotions when they crying.
2/3	Teerage youths	Wool-felt Elastic band (internal)	Traditional Chinese pattern. Auspicious meaning	• • • • •	Stay alone at home. Fret mood.	Some children in the period of growth and teerning will produce impetient mood. It can appears emotions and make them relax.
4/5	Teenagers	Woolen yarn Wool felt Silverwork (decorating)	Extraction of tradi- tional "tiger hats el- ements."	• • • •	Depression Emotional ups and down. Anxiety	Nowadays teenagers face pressure from many aspects. Such as learn- ing, vorking feelings, family and a series of unstable factors
67	Middle-age	Air permeability	Geometry Chinese pattern		Depression When the mood is not stable (climacterium)	People can wear it at leisure time. To refax and reduce stress
8/9	Elderly people	Wool felt Embroidery (decorating)	"Close tyes means" Composure life style	• • • • •	Feel lonely Stay alone	Because of children not stay with them together. Elderly people usually feel lonely. The treatment headgear could make them feel happy.



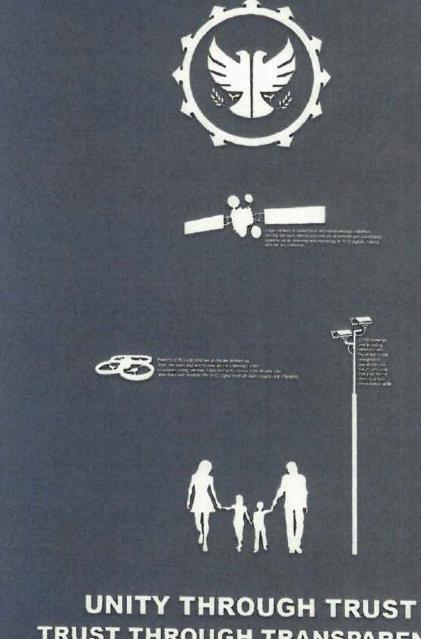


Illustrations set up in a triangular layout with the tip of it being the symbol of the authoritarian dystopian government

Items and illustrations are silhouetted vectors in order to look more generic to fit with the uniformity of a dystopia and the info-graphic style poster

The language of the poster is direct simple and authoritative laying under the layout triangle and on top of the agency issuing it

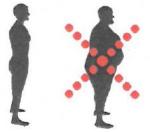
Label underneath with the seal and logo of my fictional ministry of technology it matches the official government issue poster and also the colours and ministry give a near medical agency look which is also linked to welfare



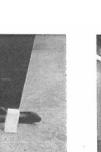
TRUST THROUGH TRANSPARENCY

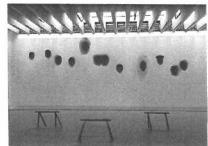
## Mental health

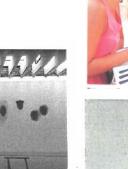






















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port football opinion culture business lifestyle fashion environment tech travel

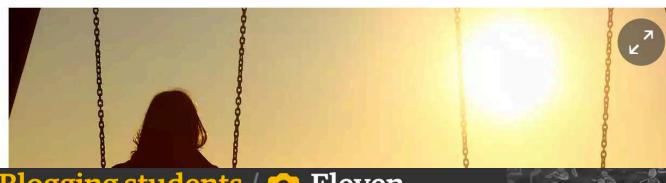
**≡** all sections

media society law scotland wales northern ireland

cation

## Majority of students experience mental health issues, says NUS survey

The survey, released as MPs meet to discuss student mental health, also shows 54% don't seek help



Blogging students / Eleven sketches inspired by the university mental health crisis - in pictures

The number of students dropping out from degree courses due to mental illness has increased significantly in recent years. Illustrator and student Ella Baron captures the experiences of 11 undergraduates

## Arachnophobia (and other concerns): A Study of **Student Mental Health** at the **University** of Richmond

L Cabo, H Dunn, A Grimes, A Sampedro - 2017 - scholarship.richmond.edu

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#### Crying in My Office: The Current State of College Student Mental Health

G Baldwin, B Holbrook, C Leak - 2016 - digitalcommons.winthrop.edu

... and university retention, and how these concerns impact Winthrop University. Additionally, we will engage the audience in discussion regarding strategies to cope with this generation of college student as they present with more and more intense mental health concerns. ...

Cite Save More

### Mindfulness as an alternative for supporting **university student mental health**: Cognitive-emotional and depressive self-criticism measures

MA Azam, M Mongrain, K Vora... - International ..., 2016 - search.proquest.com

Abstract Increases in university-based mental health problems require alternative mental health programs, applicable to students with elevated psychological risks due to personality traits. This study examined the cognitive-emotional outcomes of a university mindfulness

Cited by 1 Related articles All 16 versions Cite Save

#### College Student Mental Health and The JED Campus Program

R Woods - 2017 - digitalcommons.kent.edu

... Event Title. College **Student Mental Health** and The JED Campus Program. Presenter Information. Rylie Woods, Kent State **University** - Stark Campus. Location. 217 Science & Nursing Building. Start Date. 28-4-2017 2:15 PM. End Date. 28-4-2017 2:45 PM. Description. ... Cite Save More

### **MENTAL HEALTH** PROBLEMS IN COLLEGE FRESHMEN: PREVALENCE AND ACADEMIC FUNCTIONING

R Bruffaerts, P Mortier, <u>G Kiekens</u>, <u>RP Auerbach</u>... - Journal of Affective ..., 2017 - Elsevier ... Methods. As part of the World **Mental Health** Surveys International College **Student** project, 12-month **mental health** problems among freshmen (N=4,921) was assessed in an e-survey of students at KU Leuven **University** in Leuven, Belgium. ...

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## interface

The city as

an interface to student cultural background

an interface to student wellbeing

Performative agency

**Creational Agency** 



Although many of the projects had environmental futures as their starting points, many of the final outcomes focused on the imagined impact on individual and societal experience of everyday life

This may hold further potential to encourage design students to become agents in both the micro and macro contexts of social and environmental sustainability.

We believe Design pedagogy, whether within or outside the art school, has a pivotal role to play in the making and unmaking of design histories beyond dominant ontologies and a duty to contribute to more resilient social and environmental futures

Speculative design inquiries in relation to social innovation are one way of making visible how we as designers are trapped by our own ontological constructedness.

We need to strive to de-design ourselves to be able to think of 'futures yet unthought' (Grosz 1999) and to

'challenge the status quo by facilitating other types of encounters, conversations, and imaginaries, and giving voice to people, things, and animals otherwise marginalized...'
(Kjearsgaard et al. 2016)

# thank you!