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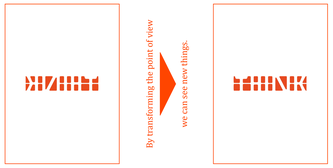

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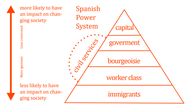

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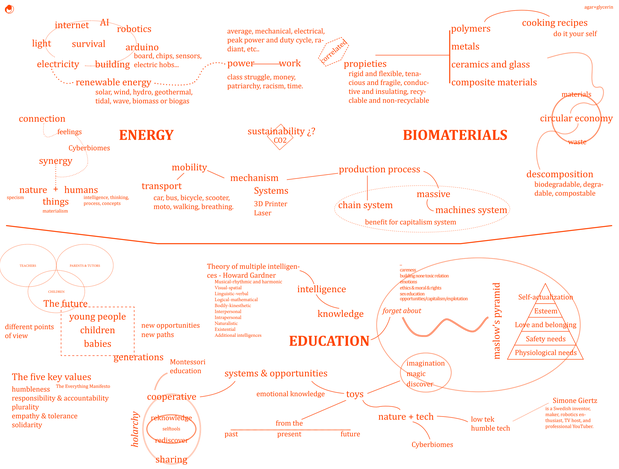

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Why building their own toys?

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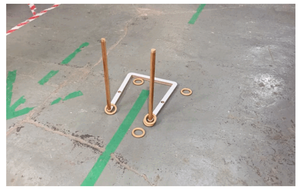

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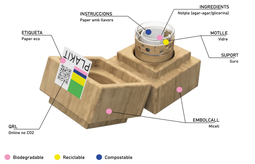

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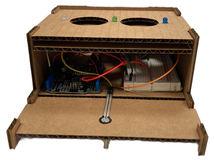

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	Fundació Collserola
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	Xantala
	Escola Natura
Toys designers	Londji
	BCNC Custom
	Lalaloom
	Cas Holman
Repair Toys	Hospital de les joguines

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	Cynthia Nudel
	Lara Campos
Factories	Oimo
	DAN*NA
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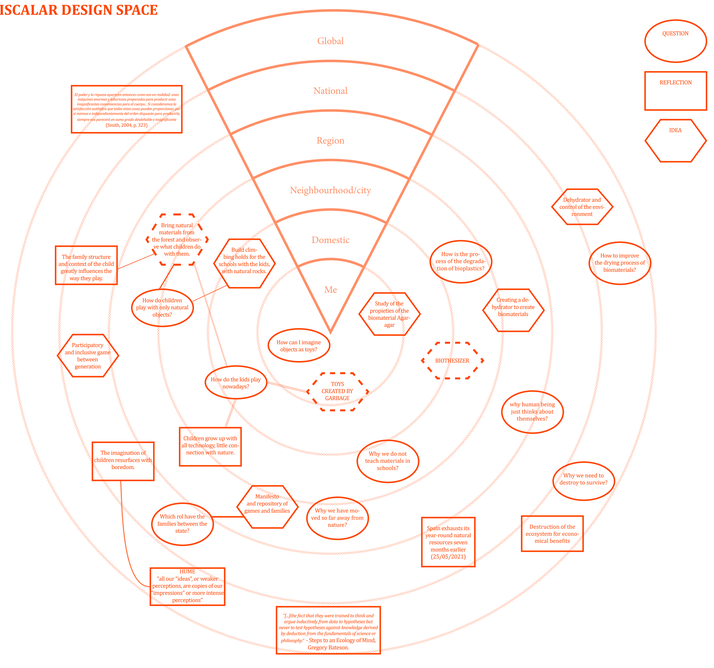
Library of Sustainable materials	Future Materials Bank
	MaterPad
Developing sustainable materials	Organic Matters
Recipe Book	Materiom

MULTISCALAR DESIGN SPACE



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Fabrication of their biomaterial's recipe.

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- Keep mixing until the density gets high, then you can put it in the mold. Make a tiny shape more or less 3-4mm.

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Not having a climate control enviroment

Possible Solution

- Developing an envoirment capsule with arduino to modulate the envieroment for the dry process of the material.

Possible collaboration
With the facilities of Fab Lab

INTERVENTION 4

Intention
Connect adults with their child, in a context that it is not made for playing. And create an internal discussion about structure family and toys.

Who
Assistants of the Design Dialogues 2.

Where
IAAC.

What
Bring the modular structures and observe how they interact with them. Also ask questions and create a debate about family and toys.

Conclusion

As I could see, people were very involved. A lot of people came to ask me if they could play. And when others saw how they were playing, they joined in to participate. They created different objects, like the tower, which reminded them of their childhood. And between five people they created the chair.

It was also interesting to see how some of them were just watching with curiosity and didn't dare to ask. That's when I felt empowered enough to ask them if they wanted to play. Many of them did so accordingly. But in all of them came out the look and smile of a naughty and curious child. It was nice.

What I really gained from this experience was the power and the realisation that the project had a utility, and that it is important for all people.

The involvement of the participants in terms of reflection was very important, as they made an effort to create a good response. And they also offered me a lot of interesting information, in order to be able to elaborate a good work. That have been written in the design space.

ENERGY

internet
AI
robotics
light
survival
arduino
board, chips, sensors, electric hobs...
electricity
building
renewable energy
solar, wind, hydro, geothermal, tidal, wave, biomass or biogas

average, mechanical, electrical, peak power and duty cycle, radiant, etc..
power
work
class struggle, money, patriarchy, racism, time.

correlated

sustainability ¿?
CO2

connection
feelings
Cyberbiomes
synergy
nature + humans
specism
things
materialism
intelligence, thinking, process, concepts

BIOMATERIALS

polymers
metals
ceramics and glass
composite materials

cooking recipes
do it your self

propieties
rigid and flexible, tenacious and fragile, conductive and insulating, recyclable and non-recyclable

materials
circular economy
waste

descomposition
biodegradable, degradable, compostable

mobility
transport
car, bus, bicycle, scooter, moto, walking, breathing.
mechanism
Systems
3D Printer
Laser

production process
chain system
massive
machines system
benefit for capitalism system

TEACHERS
PARENTS & TUTORS
CHILDREN

The future
young people
children
babies
generations

different points of view
new opportunities
new paths

EDUCATION

Theory of multiple intelligences - Howard Gardner
- Musical-rhythmic and harmonic
- Visual-spatial
- Linguistic-verbal
- Logical-mathematical
- Bodily-kinesthetic
- Interpersonal
- Intrapersonal
- Naturalistic
- Existential
- Additional intelligences

intelligence
knowledge

...
careness
building none toxic relation
emotions
ethics & moral & rights
sex education
opportunities/capitalism/explotation

forget about

maslow's pyramid
- Self-actualization
- Esteem
- Love and belonging
- Safety needs
- Physiological needs

imagination
magic
discover

The five key values
humbleness
The Everything Manifesto
responsibility & accountability
plurality
empathy & tolerance
solidarity

Montessori education

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cooperative
holarchy
reknowledge
selftools
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emotional knowledge
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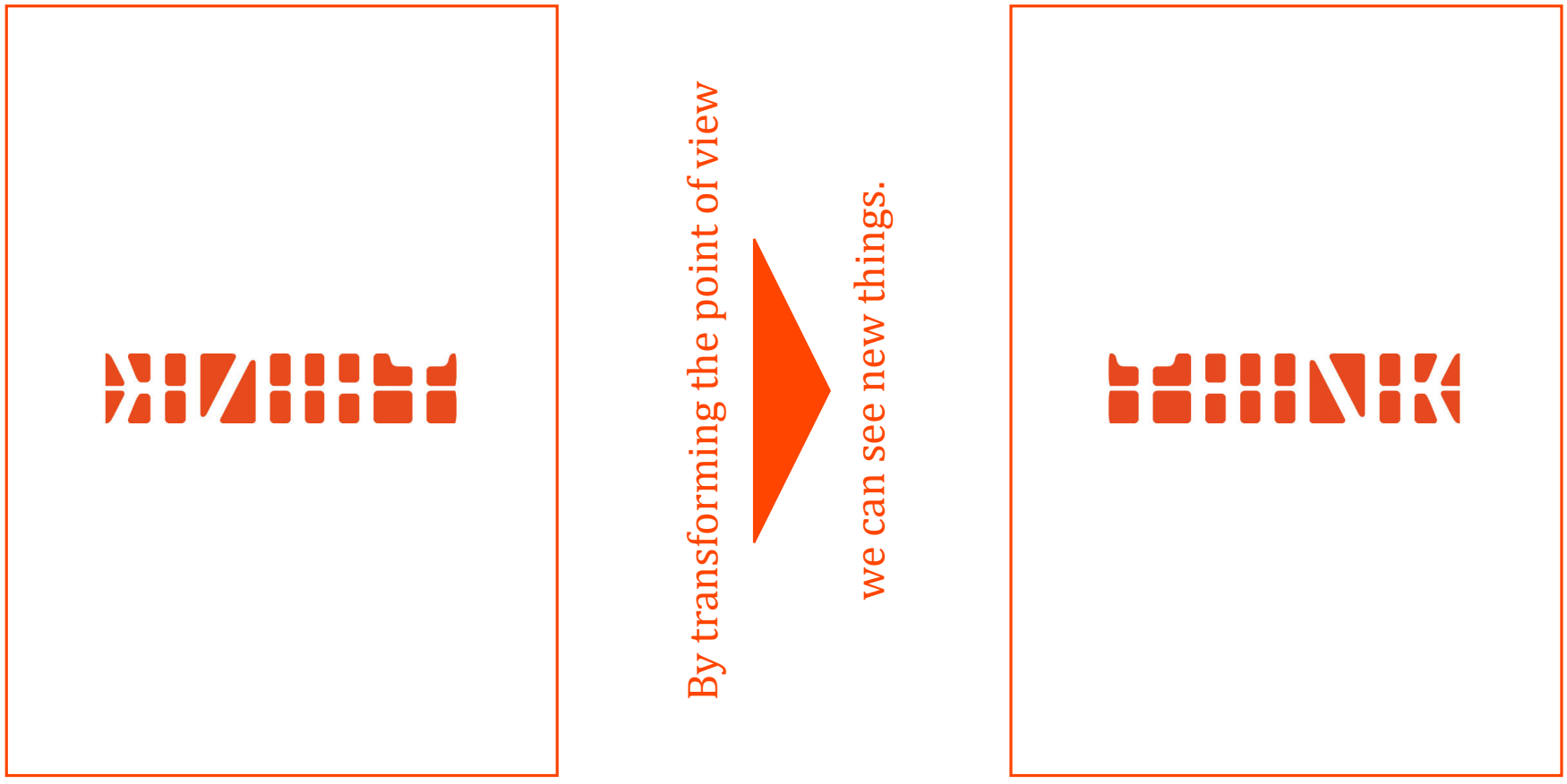

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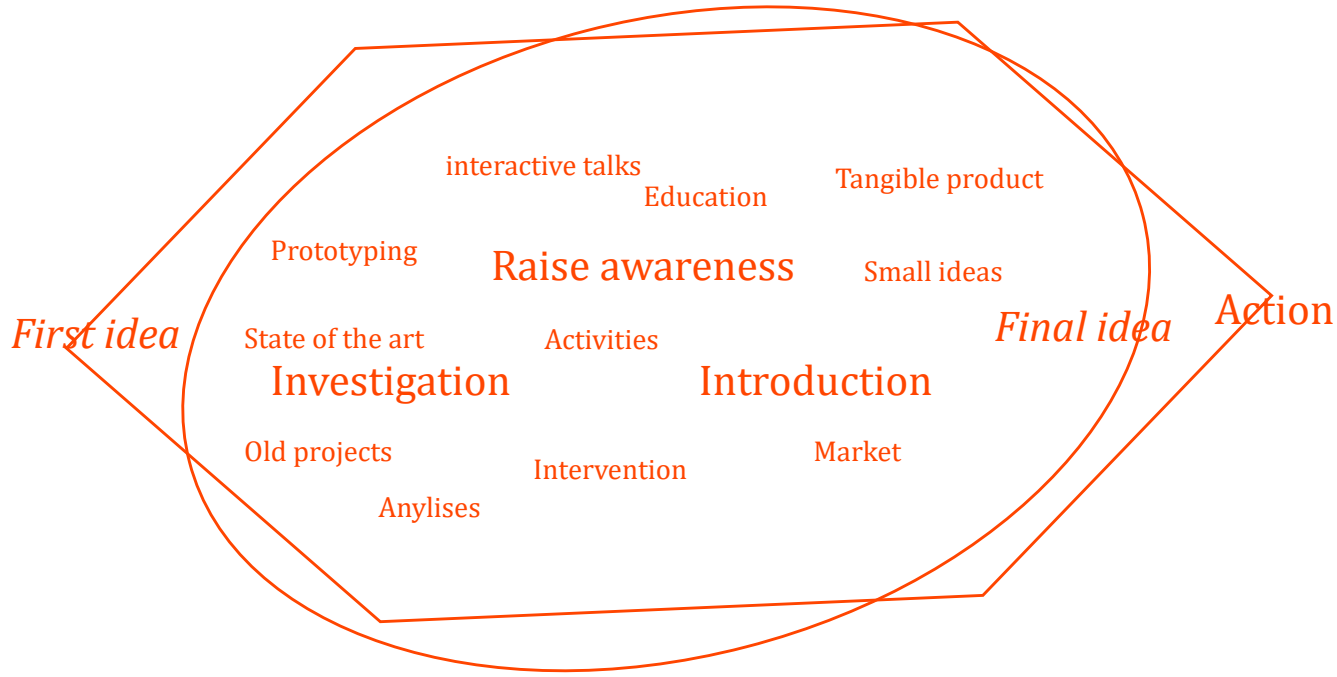

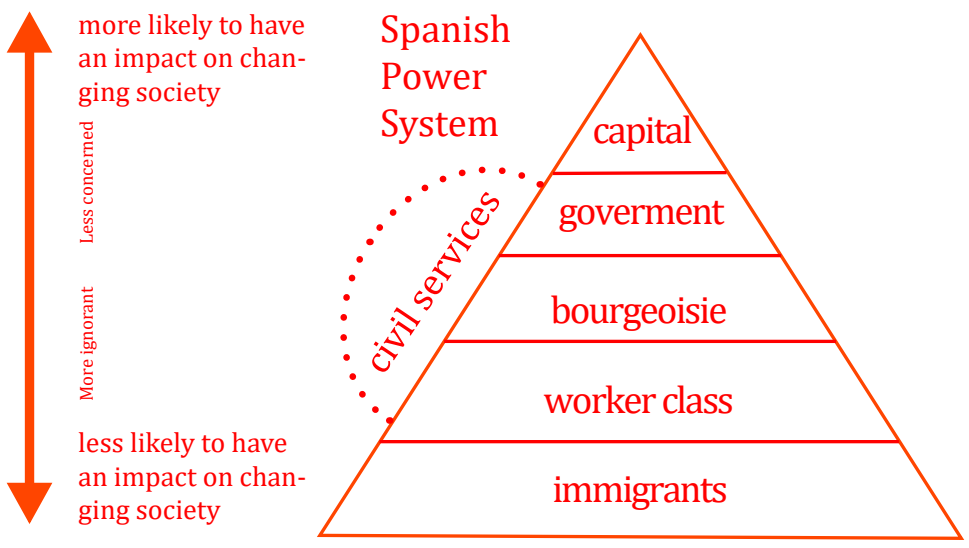

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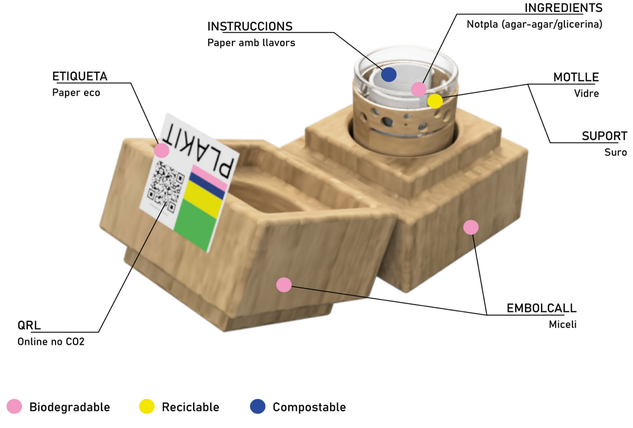

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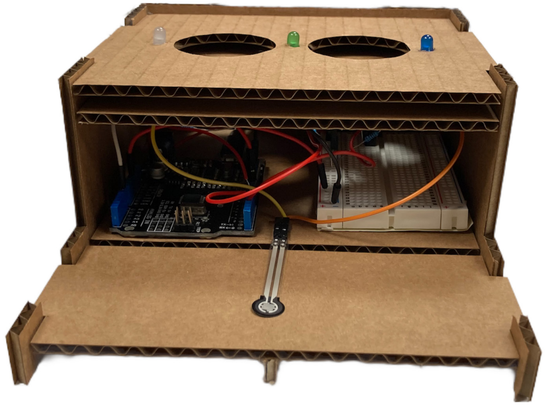

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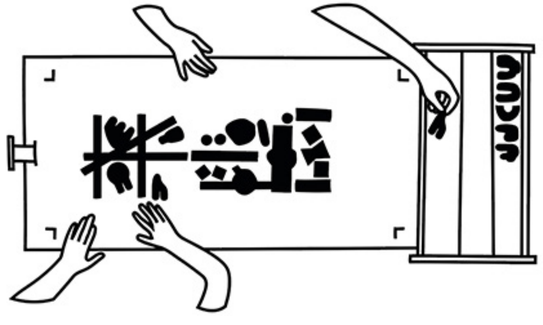

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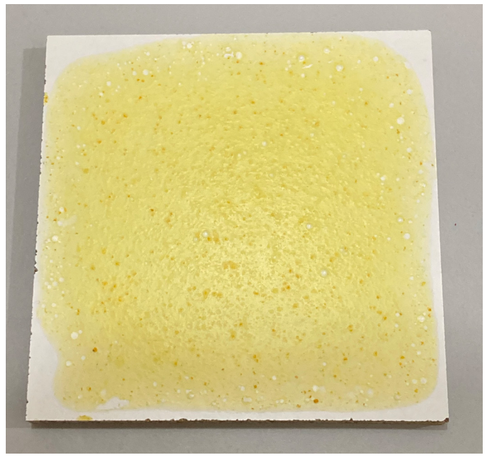

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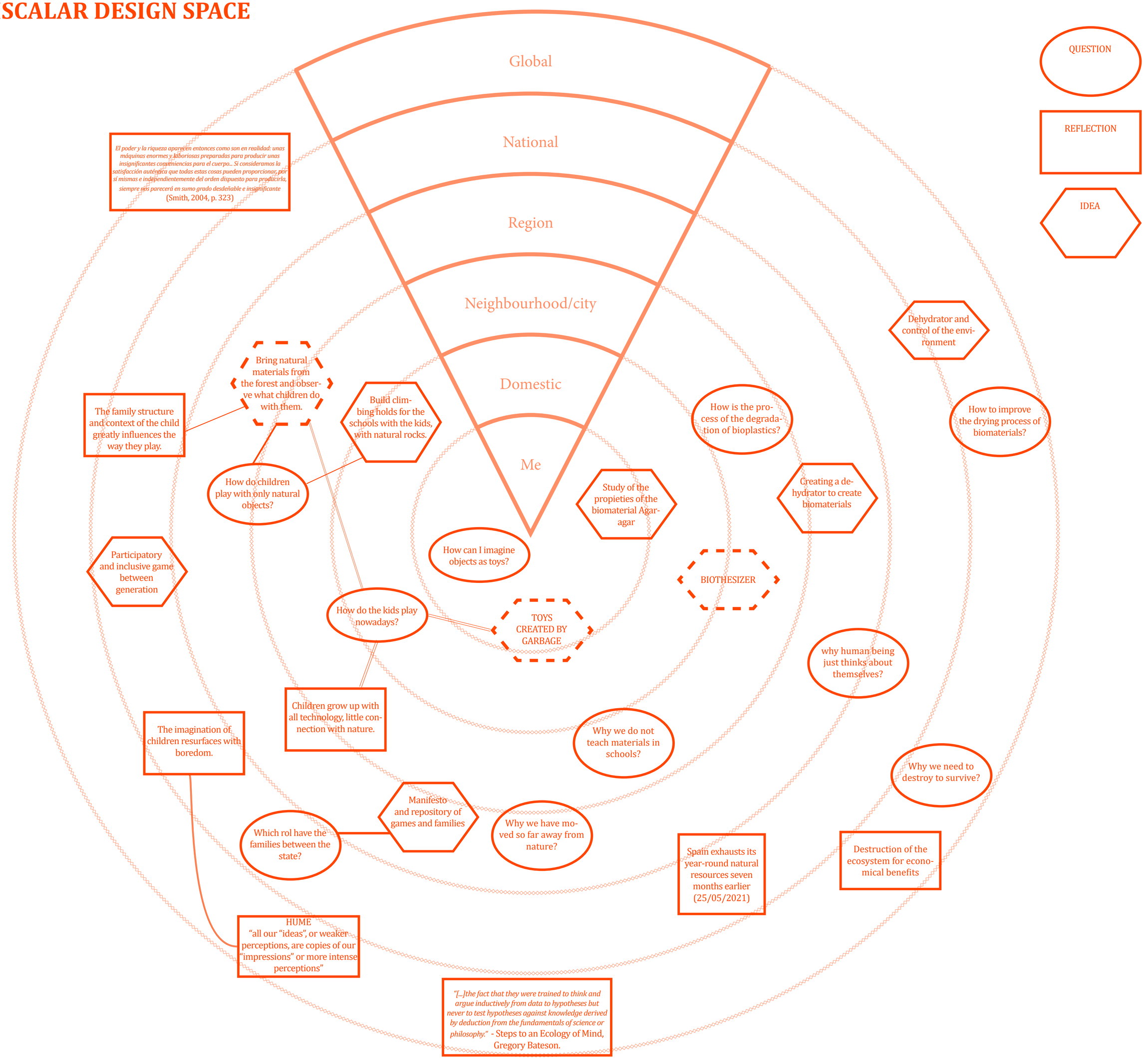

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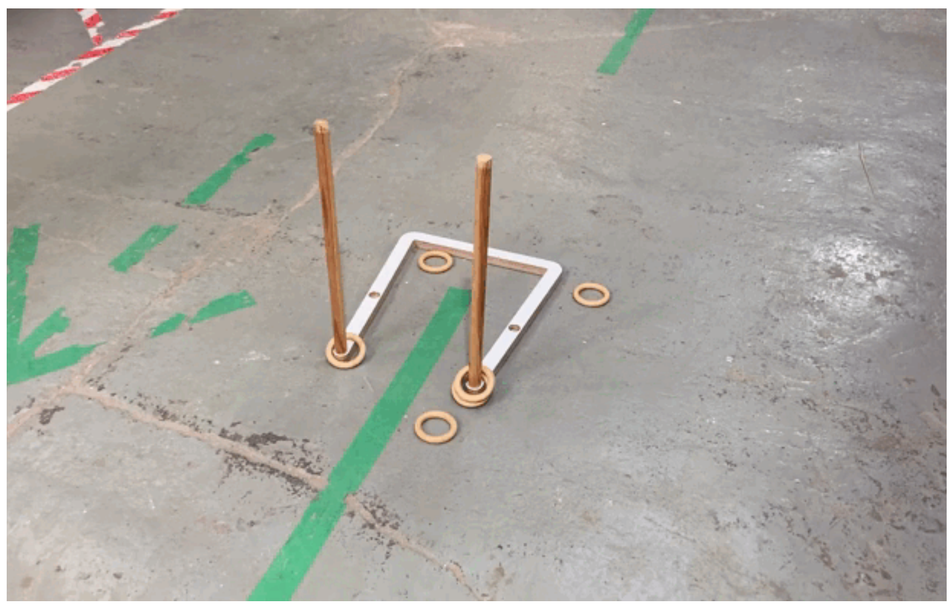
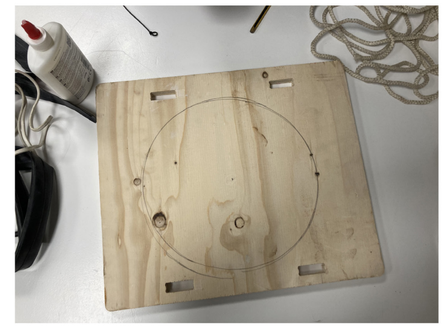
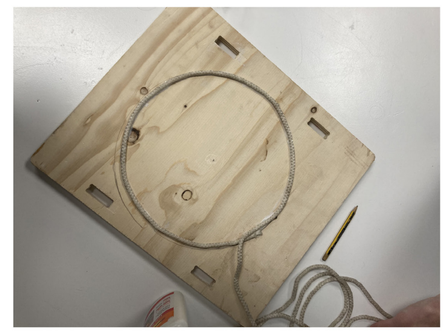
street garbage

pieces of a curtain







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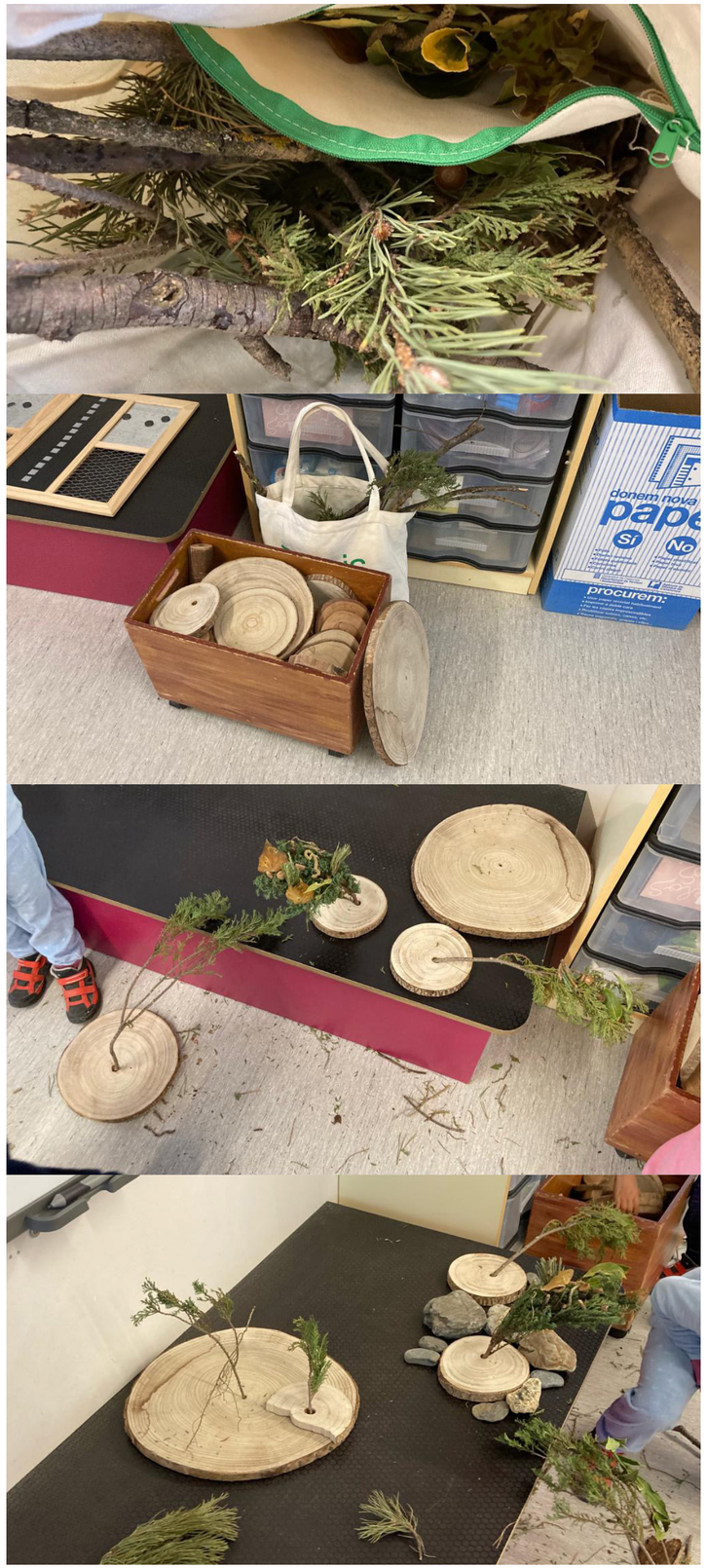

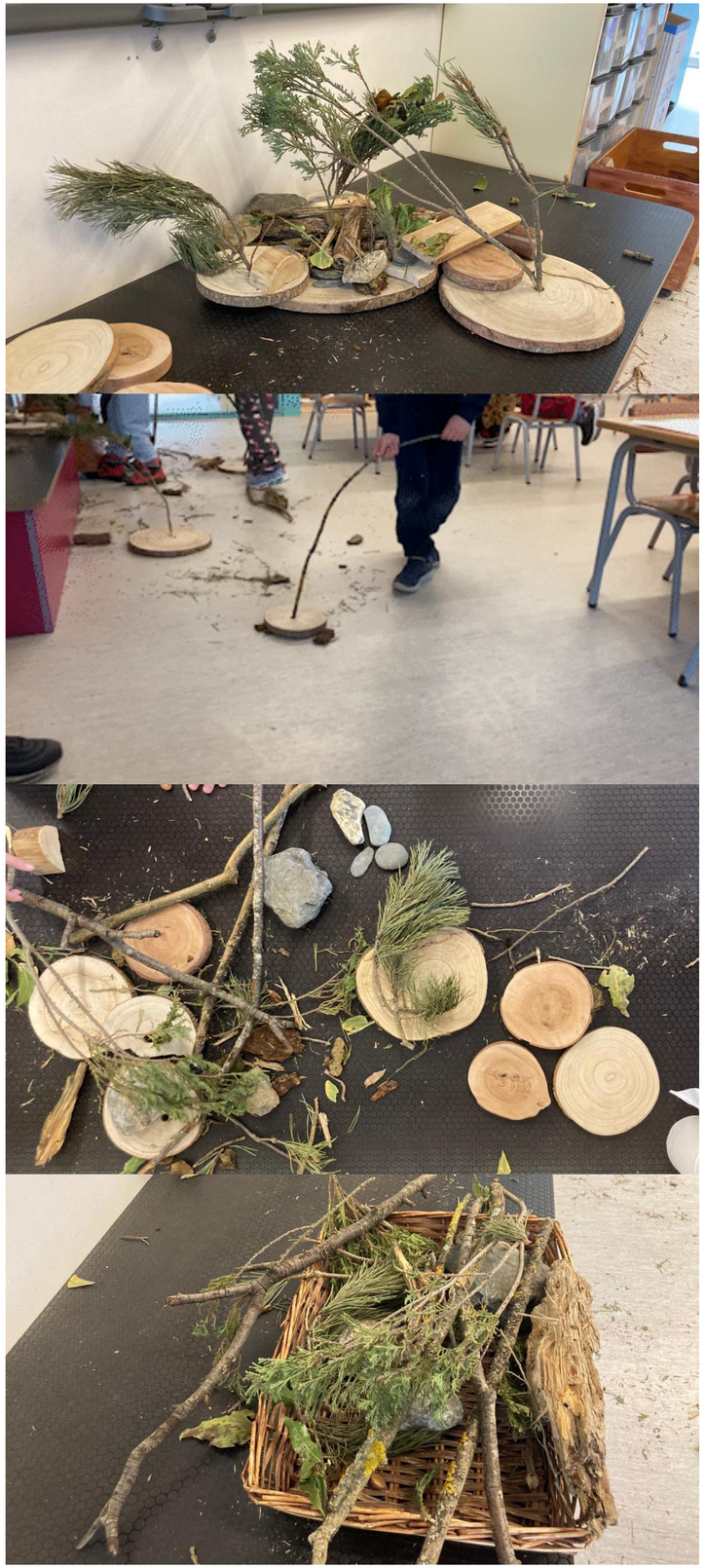

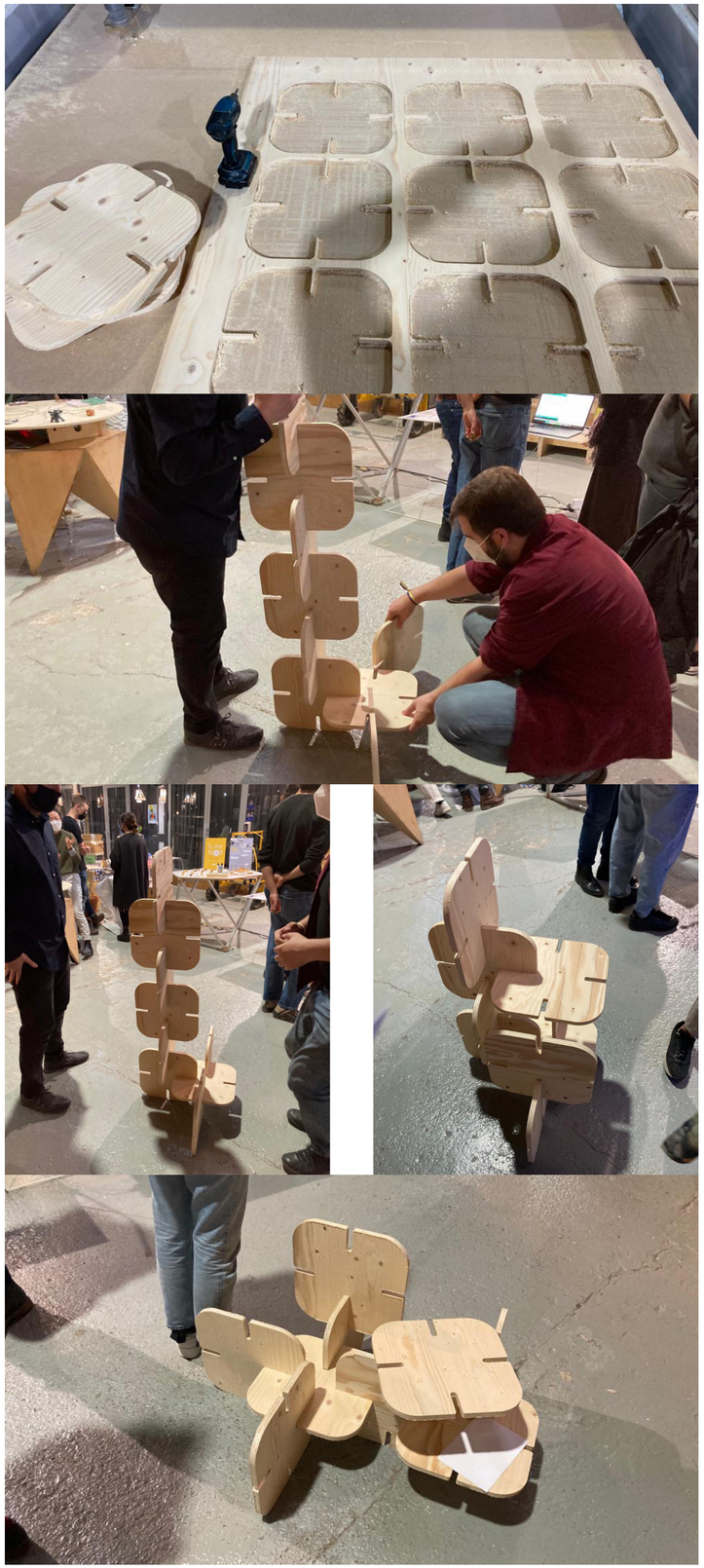

INTERVENTION 4

Intention

Connect adults with their child, in a context that it is not made for playing. And create an internal discussion about structure family and toys.

Who

Assistants of the Design Dialogues 2.

Where

IAAC.

What

Bring the modular structures and observe how they interact with them. Also ask questions and create a debate about family and toys.

Conclusion

As I could see, people were very involved. A lot of people came to ask me if they could play. And when others saw how they were playing, they joined in to participate. They created different objects, like the tower, which reminded them of their childhood. And between five people they created the chair.

It was also interesting to see how some of them were just watching with curiosity and didn't dare to ask. That's when I felt empowered enough to ask them if they wanted to play. Many of them did so accordingly. But in all of them came out the look and smile of a naughty and curious child. It was nice.

What I really gained from this experience was the power and the realisation that the project had a utility, and that it is important for all people.

The involvement of the participants in terms of reflection was very important, as they made an effort to create a good response. And they also offered me a lot of interesting information, in order to be able to elaborate a good work. That have been written in the design space.

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