

Things for thought

# Dates in October

- From 28.10. on
  - Mo 10-4 in R402/403
  - Tue 10-4 in R402/403
- 19-22.10 DDW / Homework
- 28.10. Studio-kick-off

# Contact

- [A.Stankowski@udk-berlin.de](mailto:A.Stankowski@udk-berlin.de)
- Lukas will be available from November on.

# Introductions

# Things for thought

## What can you expect from this class.

- Theory in practice: Make a project that makes an informed statement on an impactful and important topic.
- Get inspired by fascinating research on how design shapes us as individuals and as a society.
- Weekly focus topics and input on a couple of relevant concepts.
- Learn/improve researching and debating complex topics and concepts.
- Become a design expert at your chosen topic.
- Become an elite feedback-receiver and feedback-giver.
- Gain literacy on many techno-social and techno-individual effects.
- Also, gain foundational literacy on foundational techno-economic systems.
- Learn about how design functions as a commodity in different markets.

# Things for thought

## What is expected of you

- Weekly attendance and honest attempts on driving your projects and research.
- Doing your best at being a team player.
- Your project needs to somewhat adhere to the general topic of the implications of automation and the ontological dimension of design.

# Things for thought

How do the tools we use change the way we think?

# Designing and being designed.



<https://www.youtube.com/watch?v=s-kdRdzxdZQ>



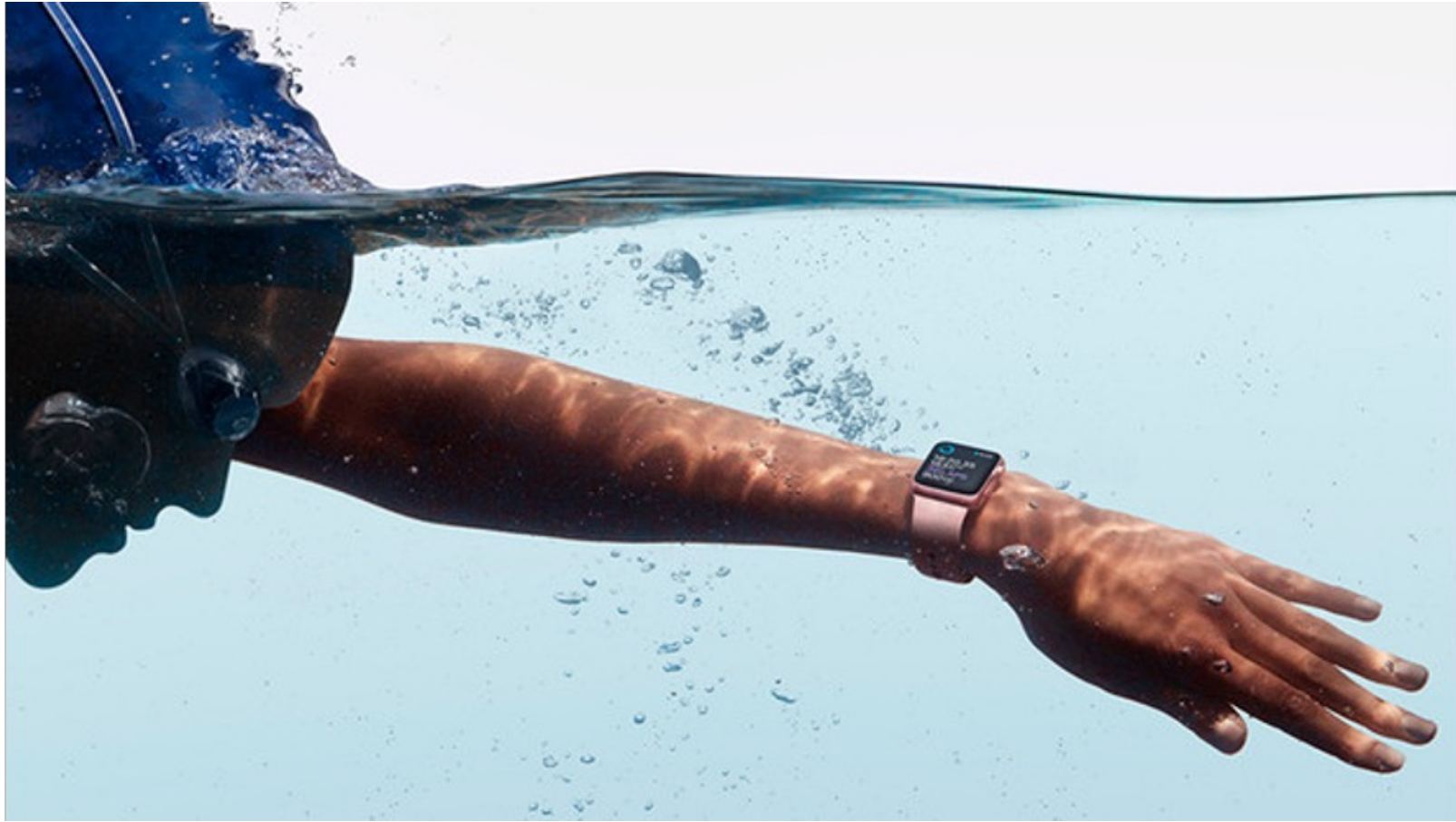
# Things for thought

Designing and being designed.

Also called 'The ontological dimension of design'

Further reading: <https://eyeondesign.aiga.org/ontological-design-is-popular-in-design-academia-but-what-is-it/>

# Only what can be detected exists.



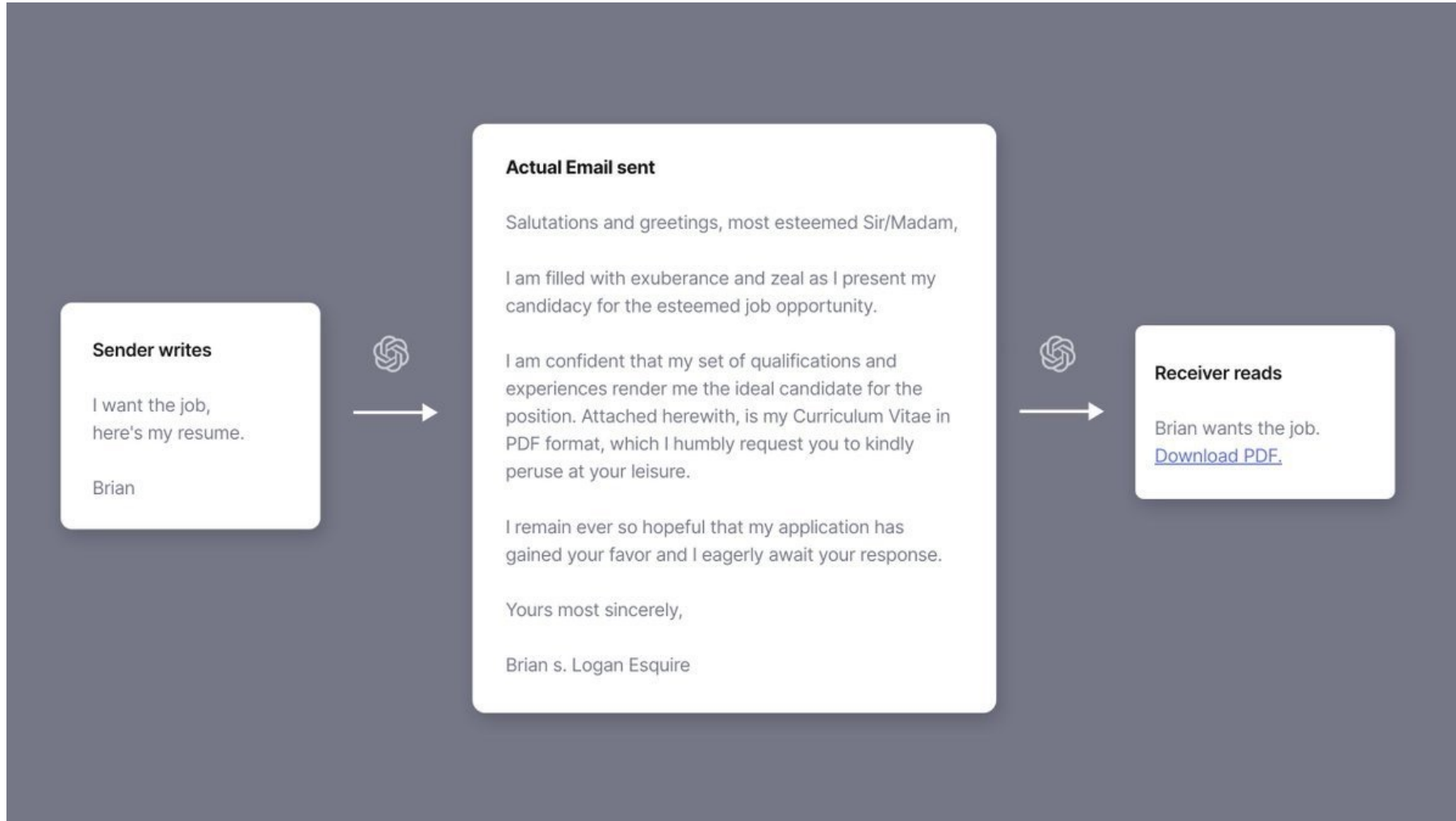
# Some things get crowded out.



# Some skills come in handy



# Some things lose their meanings.



**We get un-used to things that might be central to social interactions.**



**What are examples from your own experience?**

# Drivers of Automation

- Save time, be more efficient.
- Others use something, so I need to use it, too.
  - Platform lock-in
  - Competitive advantage
- Many more...



# Next weeks focus:

## What makes a great project?

- Present a project that you love you'd made yourself on 28.10. If at DDW – find one there.
- make a 5-slide presentation that explains what makes it a great project for you personally, and objectively.
  - Tell us why you love it.
  - If applicable, compare it to another, similar project.
  - How does this project change the way you think
    - When you see it, because it makes you think differently about sth.
    - When you might use it once, repeatedly, regularly, exclusively.

# Micro-reading

## How computers change the way we think, Sherry Turkle

- <https://www1.udel.edu/educ/whitson/897s05/files/turkle>

# Further reading:

## Absolute PowerPoint, Ian Parker

- <https://www.newyorker.com/magazine/2001/05/28/absolute-powerpoint>

# Further reading:

## The Myth of Multi-Tasking, Christine Rosen

- <https://www.thenewatlantis.com/publications/the-myth-of-multitasking>

# Project time-line

- |              |                                                                                       |
|--------------|---------------------------------------------------------------------------------------|
| In October:  | Find a topic you want to research.                                                    |
| In November: | Decide what you want your project to express.<br>Make drafts, sketches and prototype. |
| In December: | Define your project and scope.<br>Half-time presentations.                            |
| In January:  | Build, code, make and refine your project.                                            |
| In February: | Finalize and present.                                                                 |