

Jonathan crit

2 essays by 2 critics, role of designers.

narrative is the 2 debates going head to head. writing back & forth. points get muddled.

- battlefield 2 armies, planning more hectic over time.

Leslie - are their thoughts overh

- experiment with testing & n

- 2nd test, no clm

- NELL: House

- Lucy: 1 woman
clash, the f

- Leslie, sleepin

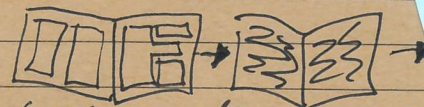
after the piece

you need it. bit

another way to

maybe a 3rd type

NELL: two columns



Leslie - do you fu

do you flip the book?

current clam needs

NELL: 3rd

they are

- there is no

Leslie - #. yo

the rethink 3.0

→ third perspective on it

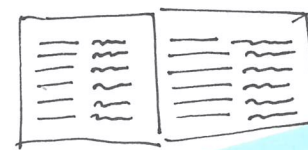
· commenting on it

· color screenprinting represent you

index in between

two

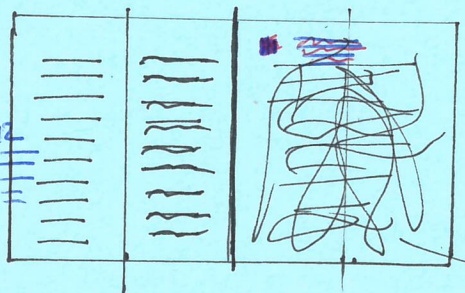
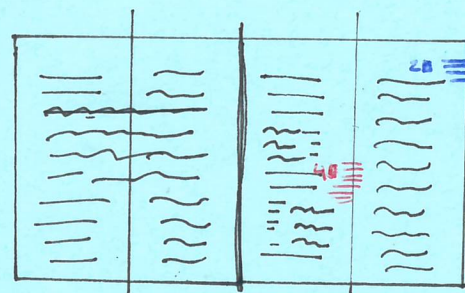
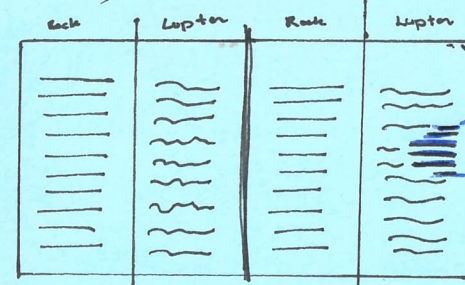
the rethink 3.0



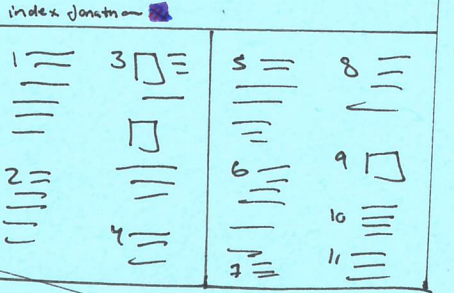
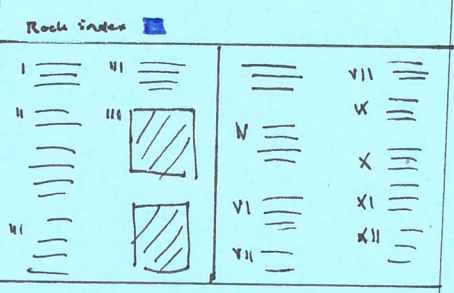
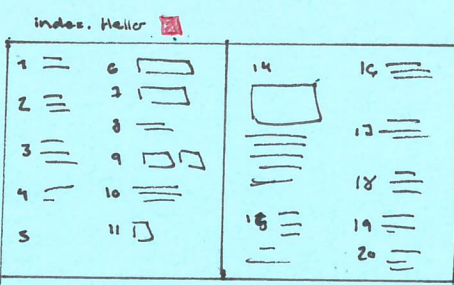
→ two 'stores' side by side

the layout 3.0

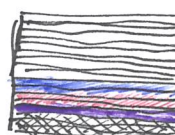
man book



index

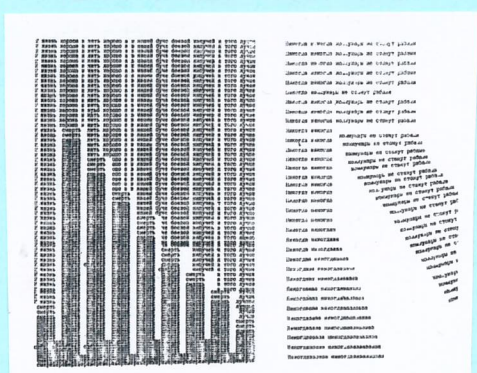
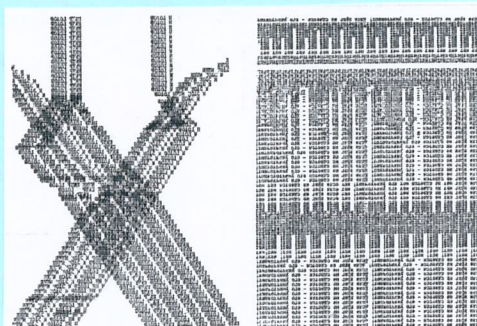
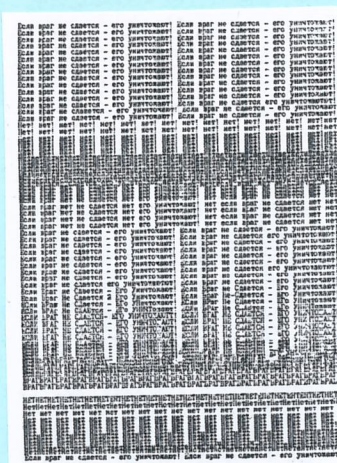


side

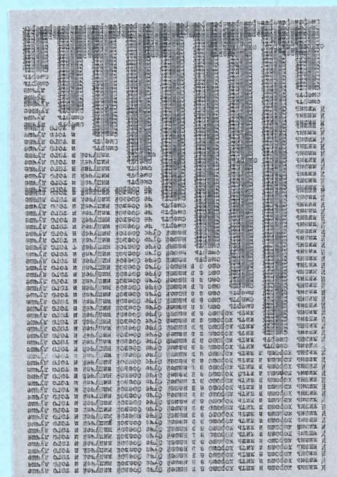


main pages

index



→ Dmitry Prigol
if the enemy does not surrender
stihogramy 1985



· some more options of how to
have the text interaction

→ collisions, pistons

· takes favorite speech

'Comrade, I cannot abandon my squadrons'

→ creating exploration of the possibility
of individual expression

→ use Eller/Rock as the foundation for a larger
debate. Bring in other voices as commentary to
their conversation.

· index acts as extension to debate

· leaves no clarity just more info

→ color code, screenprint, intervene to create
system of meaning

→ does the fight continue in the
index?

→ builds towards 'chaos'