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Cart 360 - Section AA

## Tangible Problems

*Our Symbiotic Life: An Exploration of Interspecies Relations* is a draft which presents a way to approach what is referred to as “wicked problems”. These problems might be difficult to solve or might not even have a possible solution. However, the main idea is that by prototyping artifacts at low-fidelity that might reflect the future, may help us describe the problem in a better way. Using a tangible artifact could present certain scenarios that either have more of an impact or that are more relevant to the problem at hand.

Making artifacts at a low fidelity ensures that we can explore a wider variety of solutions for a given problem. When thinking of a problem with only words, there could be missed opportunities or more creative approaches that we did not consider. If more time was spent prototyping solutions in the real world rather than having endless debates, we could potentially have a better pool of solutions to choose from.

We sometimes think of big problems being too difficult to solve because we have difficulty wrapping our heads around it. Because we do not have anything tangible to observe, we then lack or forget certain perspectives or ideas to solve the problem. To have something tangible gives us a better understanding of the bigger picture. However, we must stay critical and not misinterpreted out tangible solution and draw any false claims. This where creating the artifact becomes challenging.

It sometimes can be easy to create prototypes that misinform or mislead the audience. For example take film, some documentaries or short films are created to depict the future. They are fictional pieces of art that may contain biases. If the artifact is not presented in the real world where the viewer cannot manipulate nor touch it, the prototype then becomes flat and not interesting. It either becomes another image or video that the viewer will probably see on a screen. Another piece of information that will go one hear in and out the other.

Artifacts in the real world have more of an impact and can be used to gain a better understanding of “wicked problems”. Being able to relate a problem to a tangible prototype helps our minds created a better model and how to situate the problem in the world more accurately.