Design process from the perspective of the user (what the last few lessons have been about):

* Affordances
* Signifiers
* Mapping
* Feedback
* Mental model
* Image system

User centred model (in the Don Norman reading)

**Speculative Design:**

“Unsettle the present rather than predict the future… design needs to decouple itself from industry”

Concerned with future design proposals by addressing big societal problems

This will allow for inspiration

Watched a video on speculative design

Minus.social – a finite social network where you get 100 posts for life – can comment infinitely but you can only post 100 things on your feed

Speculative everything: design, fiction, and social dreaming – Anthony Dune and Fiona:

“aims to open up new perspectives on what are sometimes called wicked problems, to create spaces for discussion and debate about alternate ways if being and to inspire and encourage people’s imagination to flow freely… act as a catalyst for collectively redefining our relation to reality.”

“idea of possible futures and using them as tools to better understand the present and to discuss the kind of future people want”