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Built environment is a sandbox

- Conduit for helping others
- Environment as medium that we mold and shape to express ourselves and communicate to others

Making connections - People

- Interfaces help connect people to others by extending their bodies into our shared reality
 - Both online and in physical world
- Interfaces speak using other means for communication beyond words
 - Which in turn creates a language for understanding that is a mixture of intuition and logic

Design with regard to context

- Allows for efficiency by using what already exists and people already know to build from
- Allows new ideas to gain traction because the threshold for change is relatively low compared to something brand new
- **Perception plays a large role in their understanding and success of change**
 - Perception is for most part creation of the mind so it's more important to understand people's perception than the actuality of what might actually exist

Consistent themes for Interfacing design with people in my work

Sequencing of the experience, user paths through spaces, moments of congestion to income age social interaction and mixing of segregated roles between different users of a building

Essentially the building itself becomes a performance space in itself, providing a stage for taking established perceptions and nudging them forward.

Thresholds/ moving them from edge of public / private property line. Or removing them all together.

incorporating the buildings themselves in the performance of supporting a performing venues

Becomes itself a stage for more as it extending into the city it inhabits

Icons in design help give visibility and clarity to design that attempts to dissolve into a underlying support system more than it aims to be at the center of attention

Designing Platforms for others to build from.

- 1.solution machines
- 2.must have proof in the process because end result is left much more open than normal
- 3.using the existing context to hinge off of and reduce additions to more efficient subset
- 4.hinging off of basic skills and intuition each person that takes on the product will bring to the table
- 5.crates open solutions that focus on only the required pieces that provide a catalyzst for action and activate laten condition in the enviornment

Buildings become platforms for successful living

Same as how all the services we use in the digital world help is live our modern lives.

empathy

3. understanding the reasoning people employ in making design and working through problems

4.creativity

5.problems solving

6.seeing what has yet to be made visible

7.see potential in the existing

1.people

2.built environments

3.existing solutions

4.the underlying systems on an intuitive level to
understand they exist and why they work when they
might not always make logical sense

1.