

# Article Topics

## 1. Built environment is a sandbox

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

## 2. Making connections - People

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- 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

## 3. Design with regard to context

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- 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

## 4. Consistent themes for Interfacing design with people in my work

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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

## 5. Designing Platforms for others to build from.

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- 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

## 6.Buildings become platforms for successful living

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

## 7.empaly

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- 1.underingstanding the reasoning  
people employee in making design and working through problems

## 8.creativity

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- 1.problems solving
- 2.seeing what has yet to be made visible
- 3.see potential in the existing
  - 1.people
  - 2.built environments
  - 3.existing solutions
  - 4.the underlying systems on an intuitive levelto understand they exist and why they work when they might not always make logical sense
  - 5.