

THE FOOD TAP



TABLE OF CONTENT

1. INTRODUCTION	2
2. THE WORK PROCESS	2
2.1 THE INITIAL STEPS	
2.2 THE ITERATIVE DESIGN PROCESS	
3. ILLUSTRATION OF RESULTS	4
4. REFLECTION	5
5. BIBLIOGRAPHY	5

1. INTRODUCTION

In a future shaped by the realities of climate change, rising temperatures will have a profound impact on the cultivation of certain types of food, leading to their gradual disappearance. This, in turn, will result in a scarcity of water-intensive crops such as bananas, avocados, strawberries, and grapes. Additionally, luxury items like coffee, chocolate, wine, and honey will become increasingly rare commodities(Ho, 2023)(The World Counts, n.d.).

In response to this impending food crisis, individuals and groups within society may engage in heightened competition to secure access to food. In this situation, it will be challenging for individuals from lower socioeconomic backgrounds to meet their basic needs, which is likely to lead to heightened social unrest, deepening class divisions, and an increased risk of social conflict and upheaval.

Therefore, in this future, there should be equitable interventions that prioritize the redistribution of food to address the underlying socioeconomic disparities and promote social cohesion. However, every solution has its trade-offs, and such interventions are likely to entail difficult choices and compromises, leading to potential tensions arising from differing perspectives and priorities.

2. THE WORK PROCESS

2.1 THE INITIAL STEPS

The initial research phase revolved around the topic of delivery. Considering urban mobility, the focus was directed toward the movement of packages and its associated social impact. The research primarily examined the logistics of package transport within the city, with a predominant focus on human-related aspects. The primary concern lay in understanding how these transportation dynamics affected the lives of consumers and delivery personnel, rather than the packages themselves. Multiple potential delivery items were considered, with food eventually selected as the central theme.

During the first explorations of possible scenarios, through the matrix exercise driven by the factors of "equality" and "automation" it was explored the area of reduced equality and heightened automation (Figure 1). It was envisioned a society that became rigidly stratified by social class, and the delivery services aligned with these class distinctions. Due to pervasive automation, products were categorized based on the purchasing capacity of each class. Consequently, individuals belonging to the lowest class had access only to limited low-quality products that were automatically delivered to their residences. However, this was found to be lacking in interest and insufficiently stimulating for project development, so it was decided to brainstorm on more possibilities.

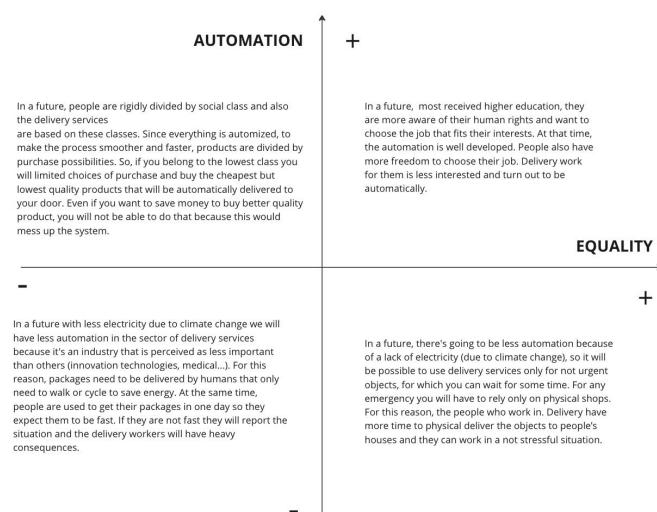


Figure 1: Matrix driven by factors of automation and equality

2.2 THE ITERATIVE DESIGN PROCESS

As exploration continued, the concept of food was retained a more engaging scenario that still addressed the themes of inequality and social impact. So, considering the Experiential Futures Ladder frame by Candy and Dunagan (2017) the setting of the project envisioned a future profoundly affected by climate change, where rising temperatures substantially impacted the cultivation of specific types of food, leading to their gradual extinction. As a scenario, defined as a specific future, history or state (Candy & Dunagan, 2017) it was imagined that in response to this impending food crisis, government intervention became essential to manage dwindling resources ensuring the survival of the entire populace, through a system that would provide weekly food packages containing essential sustenance. Nevertheless, this system exacerbated social disparities, as the contents of these packages were not uniform. The packages for the affluent classes offered a variety of foods, albeit in limited quantities, while those for the less privileged only provided essential supplements in the form of pills.

Subsequently, the speculative scenario was positioned in the quadrant of inspiration and anticipation (Figure 2). In this scenario, a global initiative was envisioned, aiming to distribute meal packages encompassing all essential nutrients required for maintaining good health. This initiative sought to establish a more equitable society by effectively addressing the pressing issue of hunger. Although disparities in dietary choices between the less privileged and the more affluent could persist, the fundamental right to survival was extended to every member of society, representing significant progress toward a fairer and more inclusive world. With this concept in mind, the tension arising from the absence of cultural diversity in food and the pleasure derived from culinary rituals in such a society was identified.

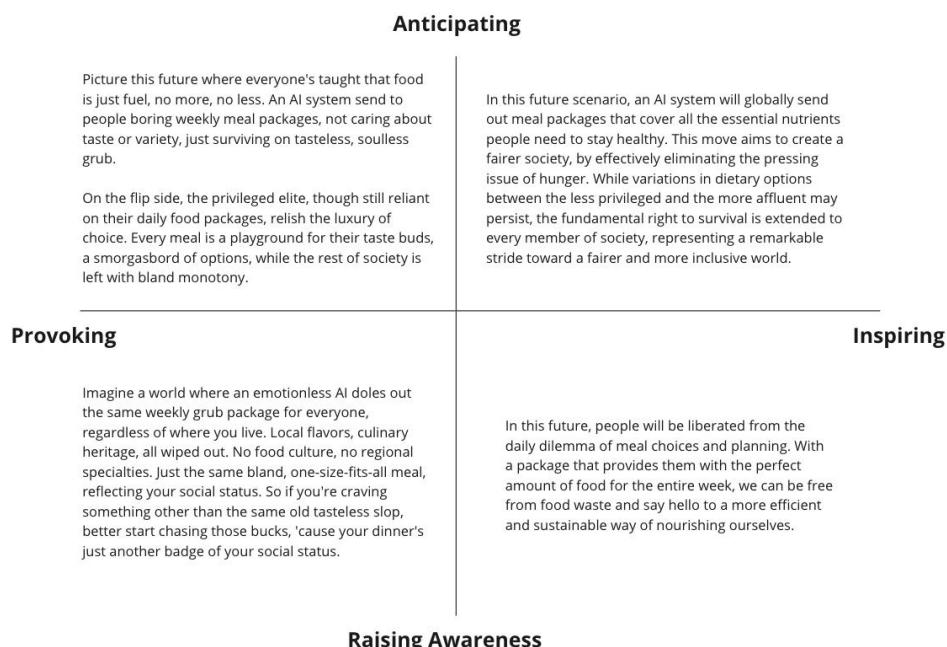


Figure 2: Matrix driven by factors of automation and equality

"The design goal was to create an artifact capable of dispensing artificial food to all, ensuring equality while mitigating cultural distinctions."

The initial artifact involved a box containing supplements to be distributed to every household (Figure 3, 4), but it was deemed inadequate as it failed to ensure the desired level of equality, especially for those without a residence. Consequently, inspiration was drawn from public water taps found in cities, leading to the concept of a food tap. Taking inspiration from public water taps was meant to make the object more plausible, to keep consistency within the world it was part of, and as a consequence to make the public believe (Dunne & Raby, 2013).



Figure 3, 4: The first ready-made prototype of the box containing pills as nutritional supplements and food

3. Illustration of results

THE FOOD TAP

*"The humane food solution"
Everyone · Enough · Efficient*

The Food Tap is a vision for the future of food distribution. This concept transcends the boundaries of conventional dining and challenges the very essence of our relationship with food. In this paradigm, the purpose of food was redefined, akin to the fundamental role of water in people's lives. The Food Tap is accessible for public (Figure 5), envisioning a future where everyone, regardless of social status, can effortlessly access sustenance. This project answers the question: "how does, nor might, design contribute to the construction of publics", with the intersection of food production technology, design aesthetics and reimagined food distribution policy (DiSalvo, C., 2009).

The metaphor of the tap serves as a powerful symbol, emphasizing the idea that just as water is accessible to all, so too should be food. In envisioning this revolutionary food delivery system, the existing norms were challenged and the prevailing issue of food scarcity was confronted. The Food Tap stands as an embodiment of an equal society, where the most fundamental needs are met without discrimination or disparity.

The minimalist aesthetics of our prototype (Figure 6) embody the essence of the Food Tap. Its sleek and white material evokes a sense of purity and simplicity, reflecting the fundamental nature of the sustenance it provides. This unadorned design emphasizes the notion of equitable access to nutrition, fostering a society that prioritizes equality and basic human needs over culinary indulgence.

Within this vision of equitable sustenance lies a tension. While the Food Tap ensures that everyone has access to nutrition, it also implies a departure from the richness of diverse culinary experiences and the cultural significance embedded within the act of sharing meals. By offering the same, although nutritionally adequate, food to all, the concept challenges the notion of culinary privilege and the joy derived from rich flavors and textures.

Overall, in the global challenges of food scarcity and inequality, the Food Tap stands as a beacon of hope, showcasing an inspiring and humane approach to nourishment, but at the sacrifice of food diversity and the joys associated with eating food. This project trying to spark a debate about resource distribution between audiences from differing perspectives and priorities (Encinas, E., Božanić, S., & Šuran, O., 2021).

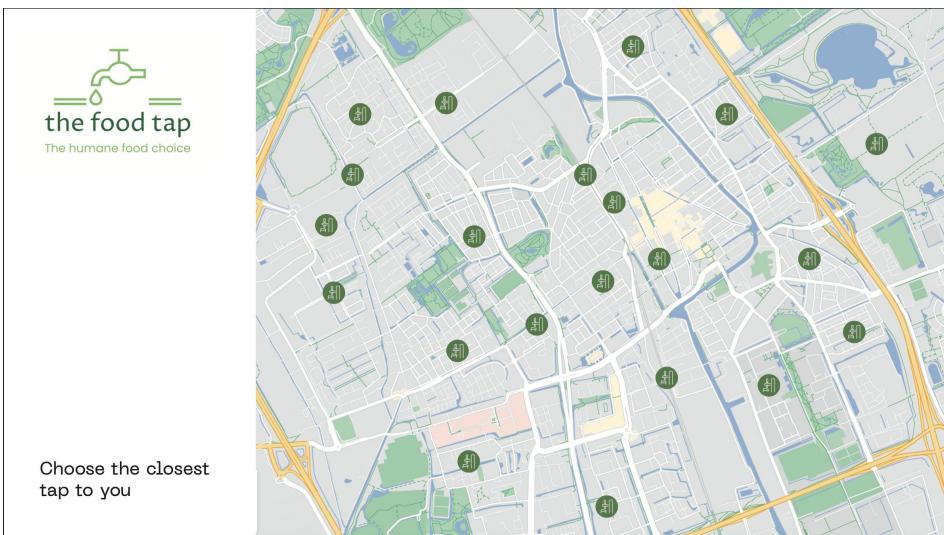


Figure 5: The Food Tap Map for Public



Figure 6: The Food Tap Prototype
"The humane food solution"
Everyone • Enough • Efficient

4. Reflection

Throughout the course, our understanding on the speculative design process grew week after week. Initially, we entered with no prior experience in this domain and a limited understanding of its nuances. We couldn't understand what was the main practical goal of designing speculative artifacts. However, as the course progressed, we realized that speculative design isn't about solving problems; it's about using design to initiate discussions on societal issues (DiSalvo, C., 2009). This was a very difficult shifting point to handle because the closer we were getting to start designing something, the more inclined we were to try to solve problems designing a solution. But after some initial difficulties, thanks to the lecture and the readings showing several speculative projects, we were able to step into the speculative design process, imaging the different futures and using design to open up all sorts of possibilities that can be discussed (Dunne & Raby, 2013).

Furthermore, we discovered the importance of grounding speculative concepts in reality to make them believable to the audience. Previously, we held the misconception that speculative design was solely an art form, but now we are able to recognize its broader purpose. With grounding design artefacts, we can engage audiences in our vision of future world and push them thinking about "Is this the future we want?" As designers, it's essential for us to consider the future and recognize the significance of this approach in shaping our profession and contributing to meaningful dialogues.

5. Bibliography

- Candy, S., & Dunagan, J. (2017). Designing an experiential scenario: The people who vanished. *Futures*, 86, pp. 136-153.
- DiSalvo, C. (2009). Design and the Construction of Publics. *Design issues*, 25(1), pp. 48-63.
- Dunne, A., & Raby, F. (2013). *Speculative everything: design, fiction, and social dreaming*. Cambridge, MA: MIT Press.
- Encinas, E., Božanić, S., & Šuran, O. (2021). Methods, approaches and tools: Ambiguity, tensions and scopes. In I. Mitrović, J. Auger, J. Hanna, & I. Helgason (Eds.), *Beyond Speculative Design: Past - Present - Future* (pp. 94-165). Split, Croatia: SpeculativeEdu; Arts Academy, University of Split.
- Ho, S. (2023, June 11). 5 Foods You Eat Everyday Could Disappear Because Of Climate Change, From Coffee To Potatoes. Green Queen. <https://www.greenqueen.com.hk/chocolate-potatoes-coffee-may-disappear-because-climate-change/>
- The World Counts. (n.d.). Is the world running out of food? <https://www.theworldcounts.com/challenges/planet-earth/state-of-the-planet/is-the-world-running-out-of-food>