

NEW MOBILITIES

Smart
Move

new mobilities
a vision for
alternative
transportation
systems

[vision]
how might we
transform the
future of cars
through a
contemporary
approach to
transportation
systems?

[reality]

*Oslo plans
to permanently
ban all cars from
its city center by
2019*



[reality]

*Madrid plans to
ban cars from 500
acres of its city
center by 2020*



[reality]

***Hamburg plans
to make walking
and biking its
dominant mode of
transport.***



[reality]

*Today, over half of
Copenhagen's
population bikes to
work every day*



[reality]

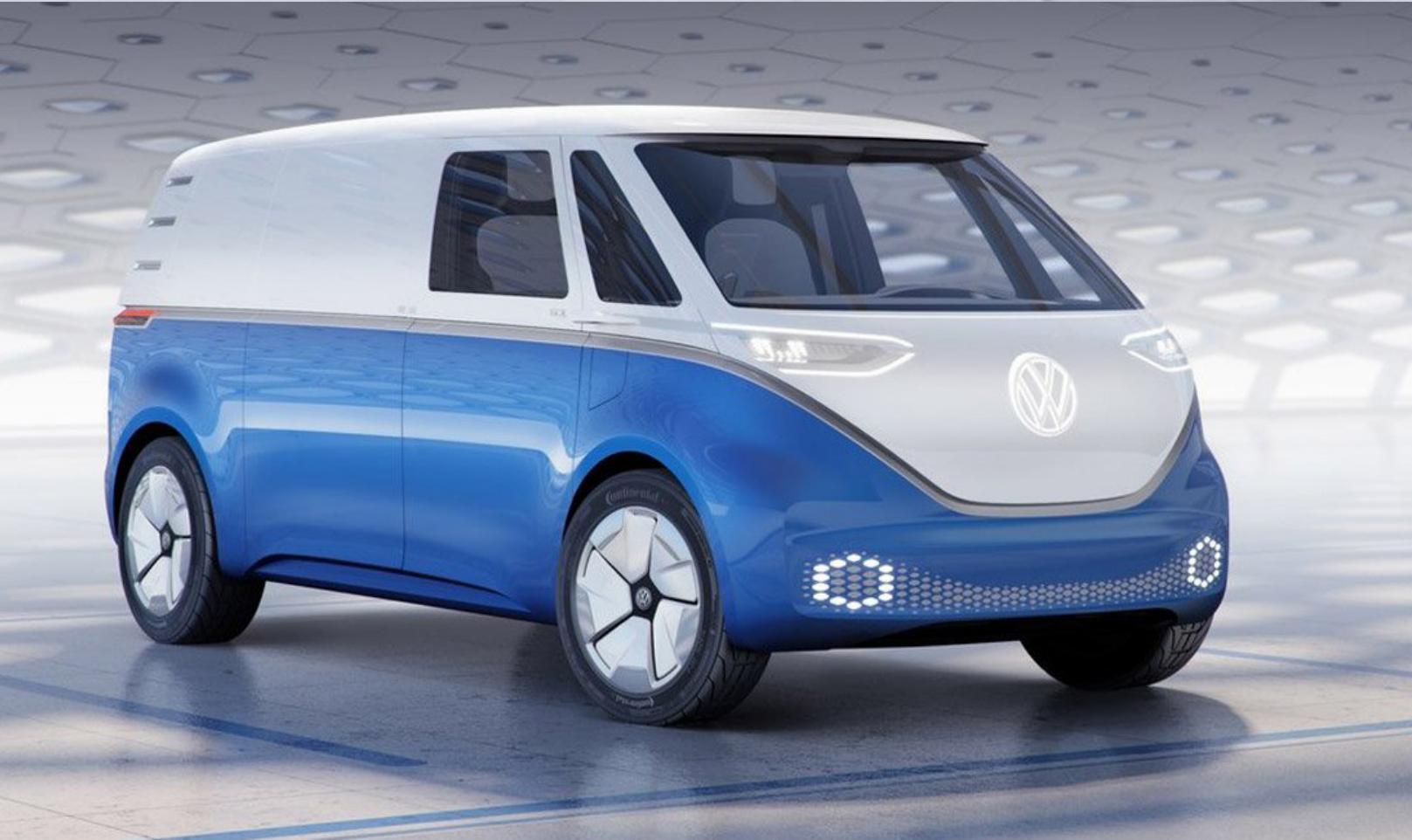
*London
discourages
the use of diesel
engines by
charging a fee of
\$12.50 per day*



[reality]

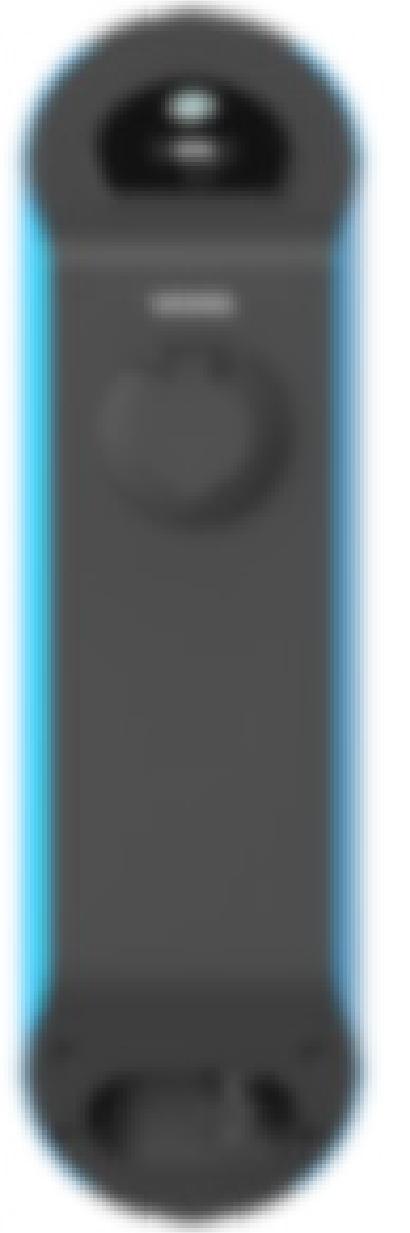
**Austria, Denmark,
Ireland, Japan,
the Netherlands,
Portugal, Korea
and Spain have set
official targets for
electric car sales.**





[reality]



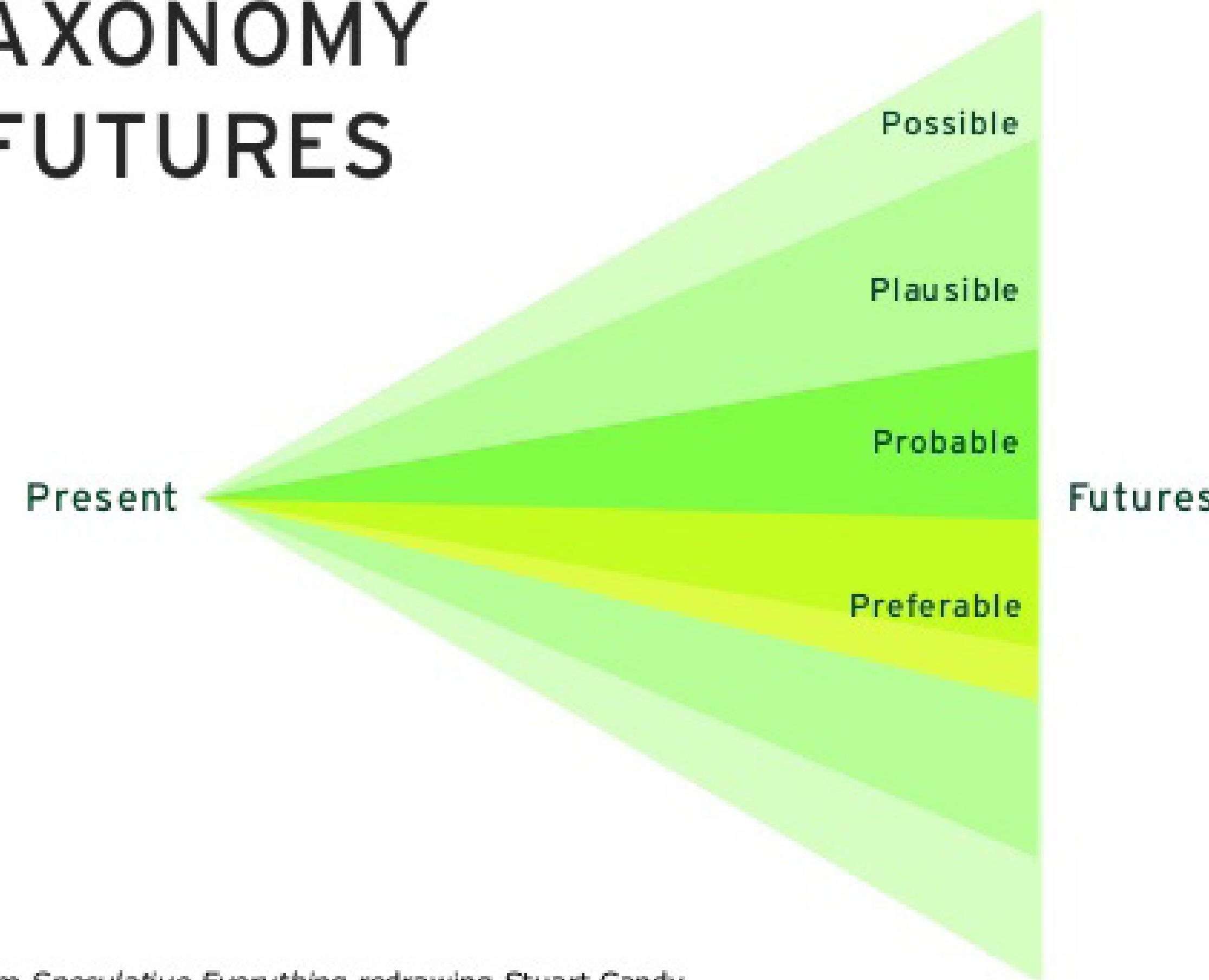


[research questions]

***How does the
charging system
for electric
vehicles interface
with drivers?***

***How Might We
improve the
service offering a
better experience?***

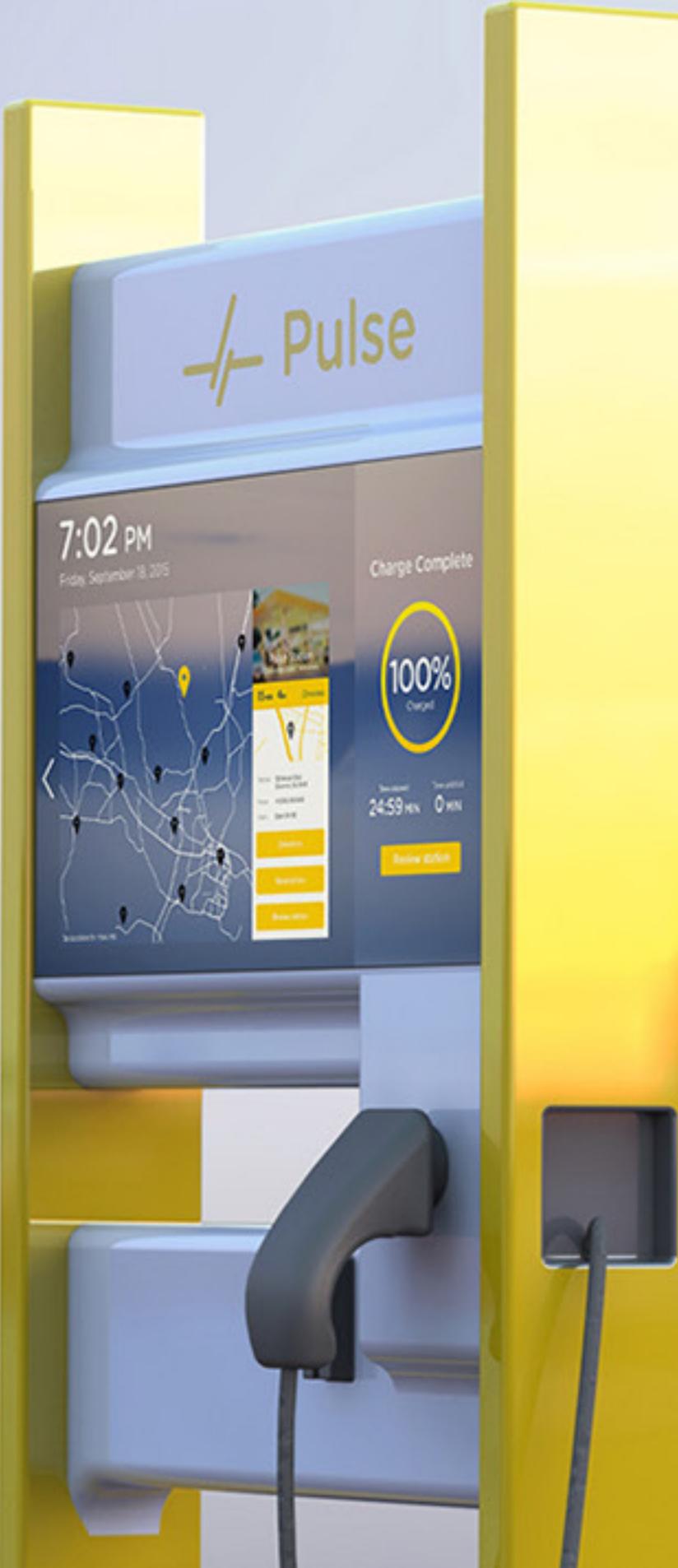
A TAXONOMY OF FUTURES



Redrawn from *Speculative Everything* redrawing Stuart Candy

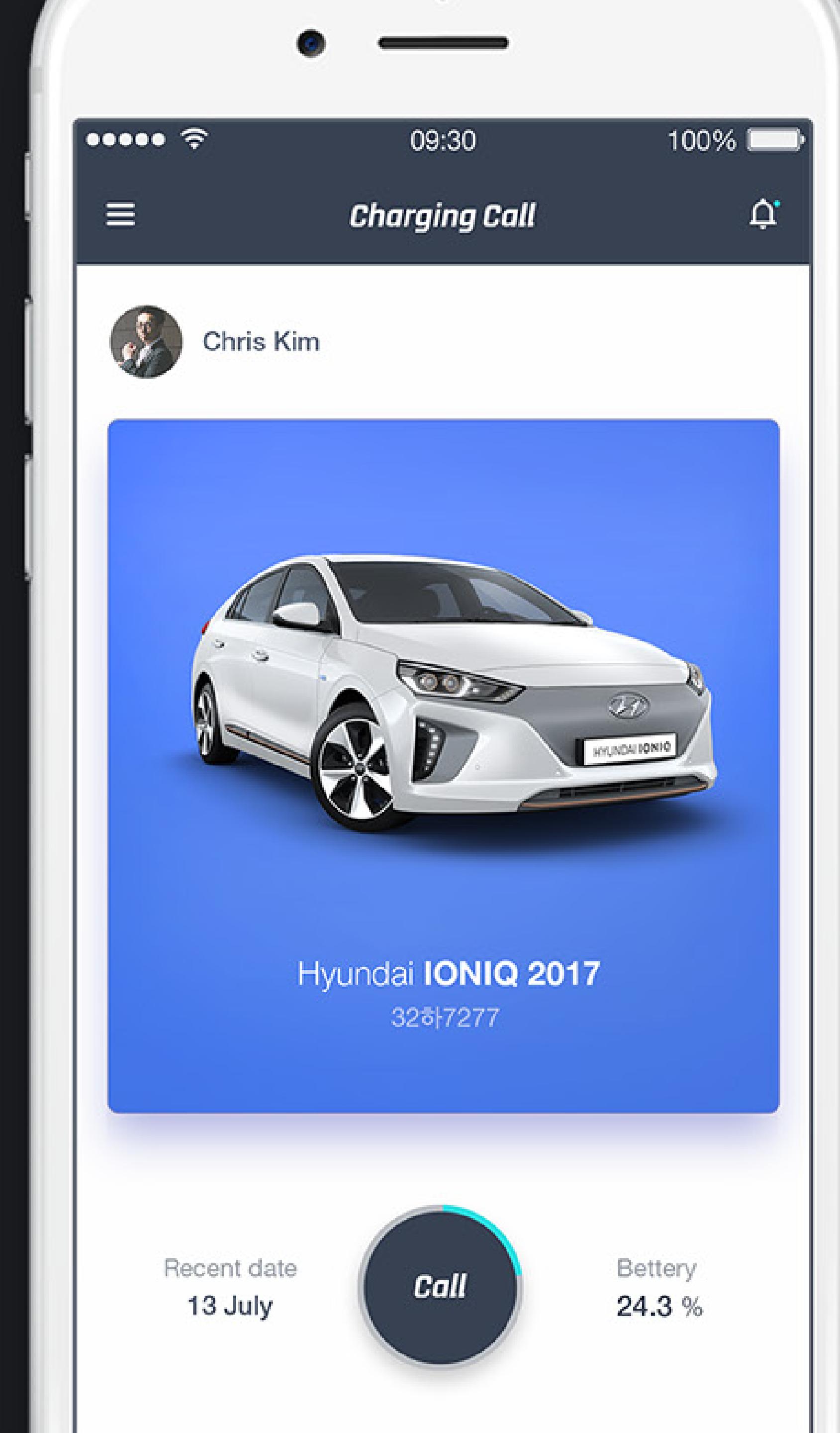


The Pulse Charger Interface

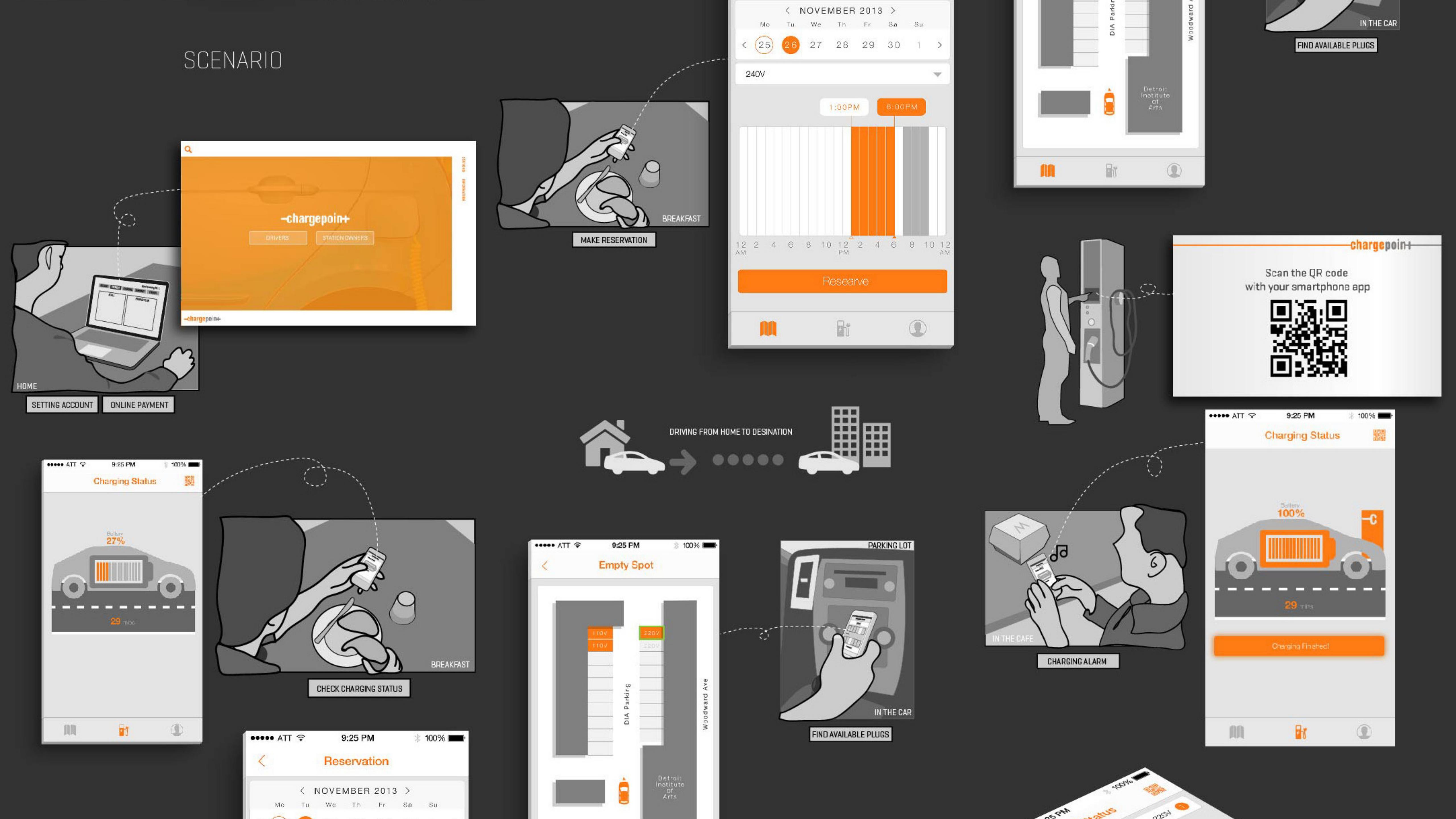


Charging Call

Charging Call Service Design for EV owners



SCENARIO



[research questions]

***How can we
revolution the
transportation
system of Izmir?***

***Which visions can
we imply through
our design for
mobile interfaces
and its service?***

[speculation]

(a)

affirmative
problem solving
design as process
provides answers
in the service of industry
for how the world is
science fiction
futures
fictional functions
change the world to suit us
narratives of production
anti-art
research for design
applications
design for production
fun
concept design
consumer
user
training
makes us buy
innovation
ergonomics

(b)

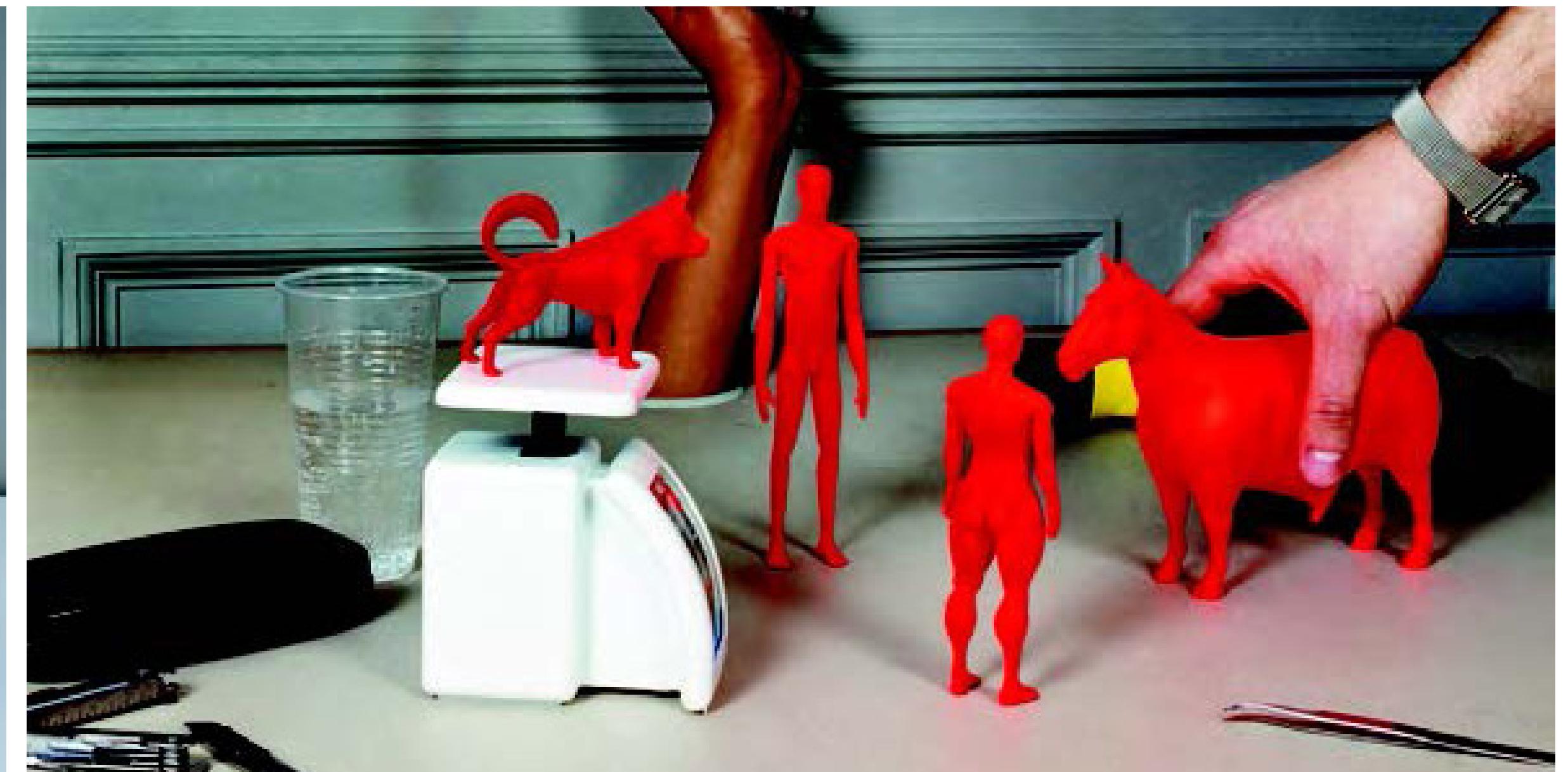
critical
problem finding
design as medium
asks questions
in the service of society
for how the world could be
social fiction
parallel worlds
functional fictions
change us to suit the world
narratives of consumption
applied art
research through design
implications
design for debate
satire
conceptual design
citizen
person
education
makes us think
provocation
rhetoric

[speculation]

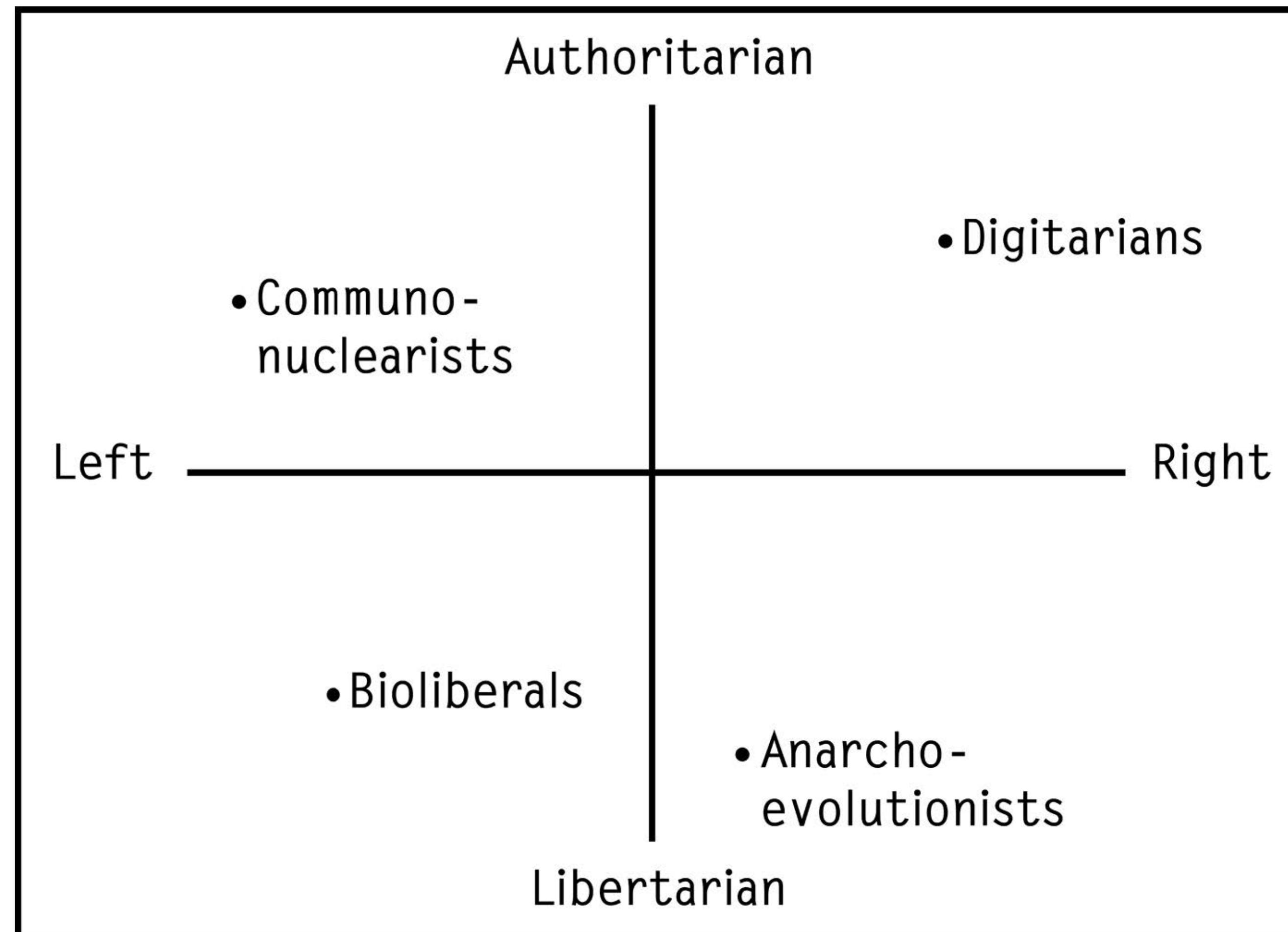


Foragers: The world is running out of food – we need to produce 70% more food in the next 40 years according to the UN. Yet we continue to over-populate the planet, use up resources and ignore all the warning signs. It is completely unsustainable. In this scenario, a group of people take their fate into their own hands and start building DIY devices. They use synthetic biology to create “microbial stomach bacteria”, along with electronic and mechanical devices, to maximise the nutritional value of the urban environment, making-up for any shortcomings in the commercially available but increasingly limited diet.

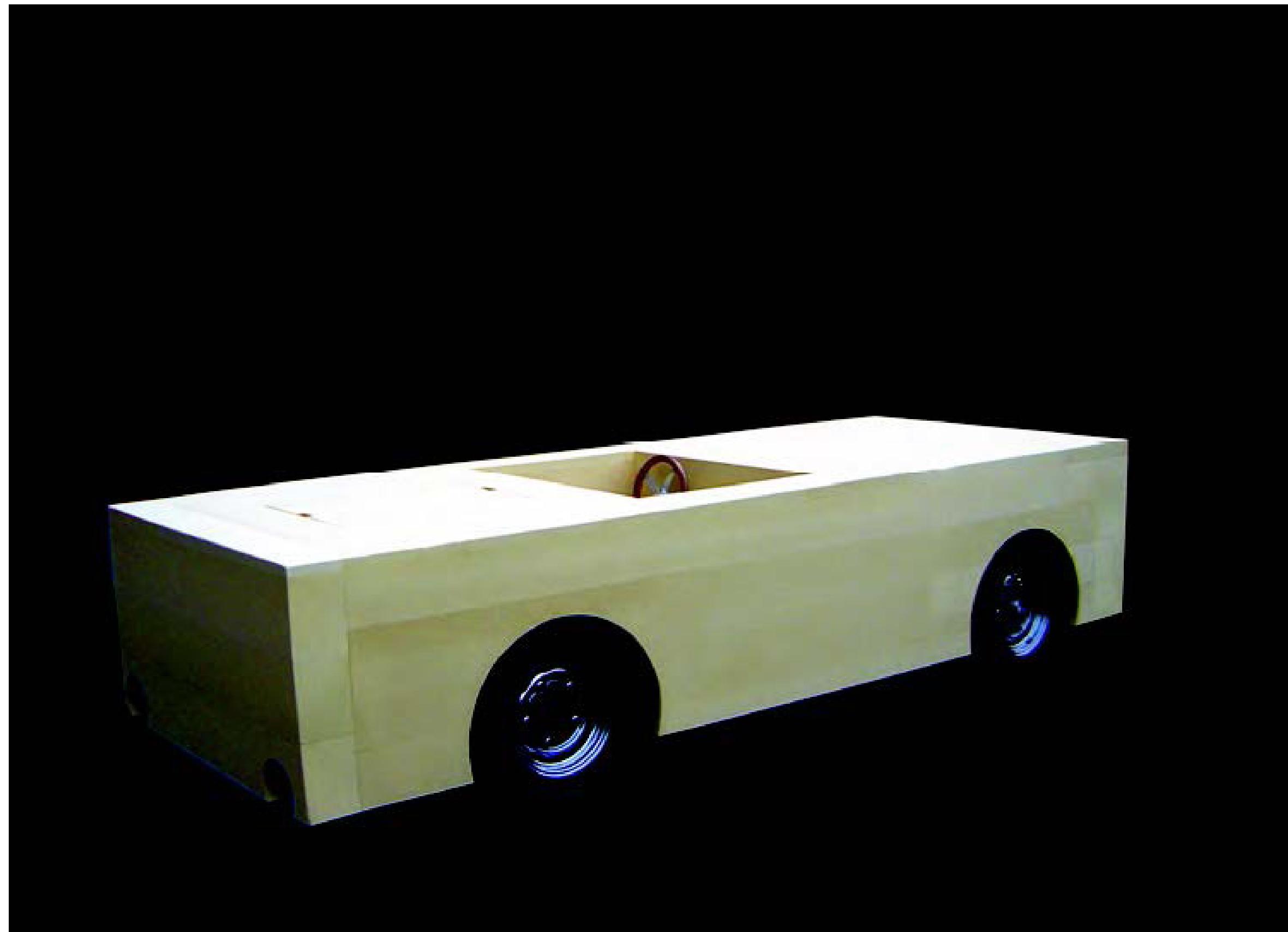
[speculation]



[speculation]



[speculation]



[research questions]

How does the charging system for electric vehicles interface with drivers?

How Might We improve the service offering a better experience?

How can we revolutionize the transportation system of Izmir?

Which vision can we imply through our design for mobile interfaces and its service?