2.3

What is the work of metaphor as a tool of designing new and speculative worlds? Consider both the recurring metaphors in *New York 2140* and *The Stack* as literary/philosophical "design"; and also how we use metaphor to create / challenge / order our own world.

2.3

"So I did not want this particular bubble of submarine bonds playing off the IPPI to pop, as I didn't quite have all my ducks in a row. Bubbles, skin, ducks, yes it was a morass of mixed metaphors, a veritable swamp one might say, adding one to the ones already there, but this is what all the recomplications of the game have led to: it's gotten so complex that it can't be understood, so everyone resorts to stories from a simpler time. . . .

—Franklin, pp. 213, *NY2140*