2.1

Design Strategies for Living in Ruins

2.1

If *Parable of the Sower* is mid-apocalypse, then *New York 2140* might be said to be post-apocalypse—or at least at an inflection point. Explore Robinson's strategies for living in the world's ruins, both on the level of *technologies* and *practices. What technical devices mediate this world? Or cultural practices?* How might we think with *remnants and remains*—particularly those of capitalism-as-a-system?