

Module 3: Project

Kevin Nørby Andersen, October 2024

Please record video/share
link to prototypes and
send if I'm allowed to
share

kevin@superultra.dk

Your
own
idea

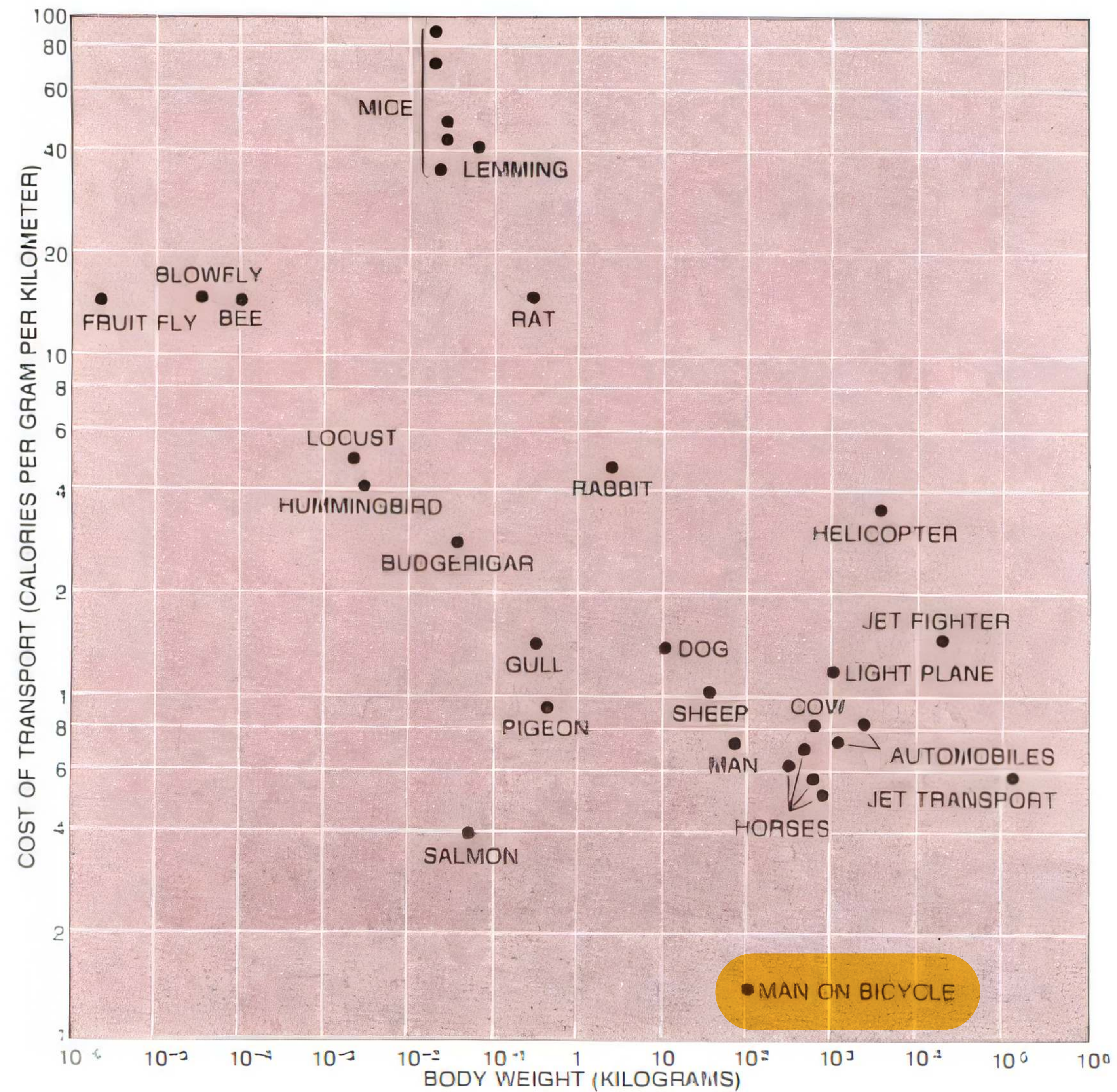
Make a
tool

Using materials
and techniques
from Module 1+2

Make a Tool

A tool is an object that can extend an individual's ability to modify features of the surrounding environment or help them accomplish a particular task.

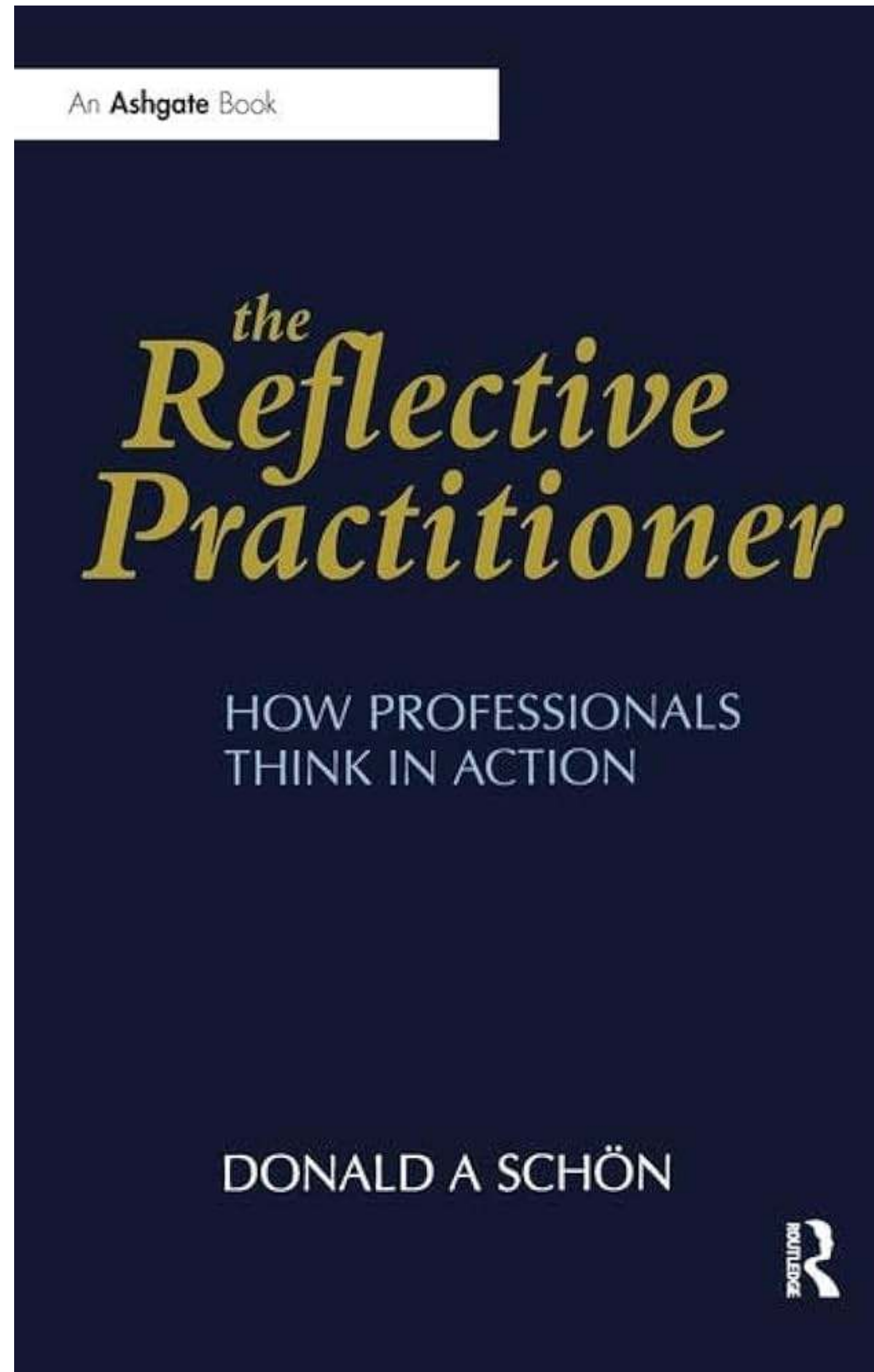
Although many animals use simple tools, only human beings, whose use of stone tools dates back hundreds of millennia, have been observed using tools to make other tools.



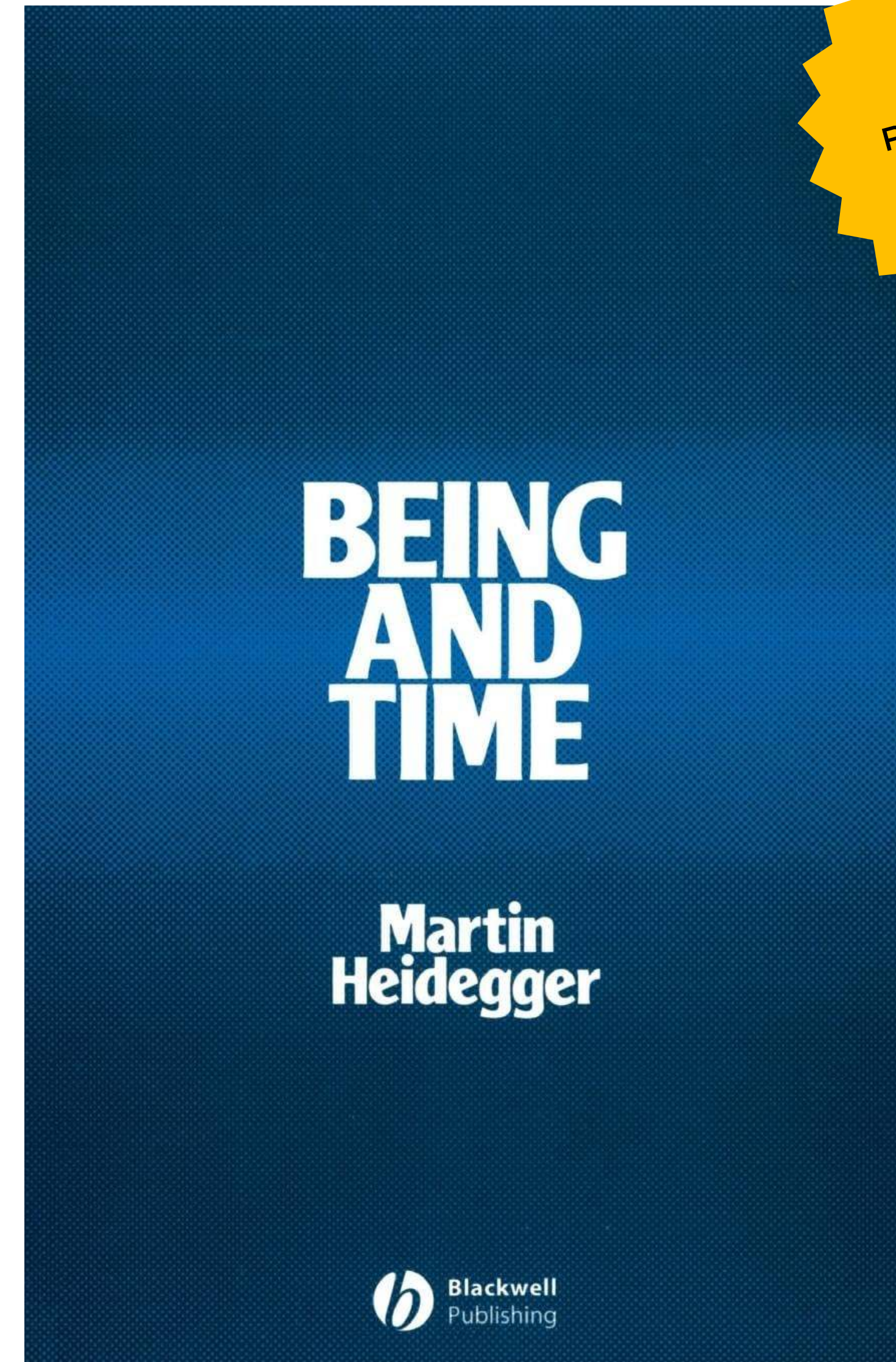


Some disciplines, like woodworking or software engineering, have great traditions of making tools for themselves and others.

Tools that extend our ability to think and create.



The Reflective Practitioner
Donald A. Schön, 1983



Being and Time
Martin Heidegger, 1927



Being and Time
Martin Heidegger, 1927

Ready-to-hand

When we use something without explicitly thinking about it.

For example, when you're hammering a nail, the hammer is part of your activity, and you don't focus on it as an object separate from what you're doing. The hammer is "ready-to-hand."

Present-at-hand

When we step back and consider them abstractly or theoretically, without using them.

Instead of being absorbed in practical use, we focus on the object itself as a thing, separate from its context or purpose.

Eg the hammer is not something you're using, but something you're thinking about, analyzing, or contemplating as an object in itself.

visual studio code, saws, building sandcastles, creative constraints, eating, intuitive movement, gardening, photography, x-acto knives, walks in nature, breathwork, silence, brainstorming, interviews, spine, rhino, ancient myths, tape measures, riddles, personal rituals, markers, github, improvisation exercises, morning routines, drills, sculpture, after effects, lathes, photoshop, scissors, solidworks, ambient music, force gauges, travel, oblique strategies cards, sketch, conversations with friends, meditation, scent-based memories, soldering irons, laser cutters, kanban boards, architectural spaces, working with hands, paper, cutting mats, freewriting, agile boards, deep listening, cooking, blender, bodystorming, sublime text, tactile exploration of materials, sunset watching, art exhibitions, mind mapping, reading fiction, podcasts, voltmeters, gantt charts, public speaking, pens, shadow watching, daydreaming, observing art, people-watching, cultural festivals, theater, open-ended questions, figma, long drives, historical documentaries, solitude, sketchpads, empathy mapping, clay, journaling, maze, concerts, reflective questioning, notion, yoga, calipers, miro, testing rigs, rulers, poetry, dance, micrometers, stargazing, autocad, hot glue guns, slack, origami, spontaneous exploration, pencils, surveys, atom, affinity designer, sketching, cloud gazing, listening to the ocean, crazy 8s, 3d printers, storytelling, hotjar, adobe creative suite, exquisite corpse, illustrator, user journey mapping, user testing, google analytics, principle, cnc machines, guided visualization, flash fiction, read books, visit a museum, foam core, bike ride, collaging, urban sketching, role-playing

Exercise 7:
Make a tool for
yourself or
someone else

Investigate your
own tools, study
them, and present.

Build a tool that
extends your
ability to think
and/or create

Use it and
investigate it
“present-at-hand”

How would it
become ready-to-
hand?

How can AI be
used as an input or
output for this
tool?