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Johnathan Follett's *Designing for Emerging Technologies*

In this day and age the impact of advancing technology is apparent nearly everywhere, with now possible biotech robotics, 3D printing, wearables and connective technologies it is imperative to consider the elements of design necessary to best navigate such a heavily saturated technological market. Jonathan Follett speaks of some of the now possible technologies, how they can shape and govern society and science and what he believes are the eight tenets for emerging technology.

Follett discusses the internet of things, saying that with the digital realm it is possible to collaborate and create in means cheaper and faster than ever before. Follet speaks of networks, wireless communication and interconnectivity declaring that the result of such things leads to disruptive technologies and data driven user to device invention. Such connected environments accelerate communication and commerce thus progressing development of future technologies. 3D printing allows for additive fabrication, the possibility of assembling parts using an array of materials and a quick means of prototyping, even construct buildings. The debatable ethics stem from the capabilities of 3D printing weapons, although for the moment, they remain cheaper to manufacture or buy secondhand.

A large part of the reading was devoted to Follett's self-proclaimed passage to design. Follett believes the general public as less concerned with the developing technology and science behind emerging solutions than concerned by the potential outcomes. With that, Follett highlights successfully identifying problems, continuous learning, systemic thought process, working in a variety of scales, connecting people and technology, provoking and facilitating

change, working effectively on cross-disciplinary teams and taking risks as well as responsibility, as the pillars of design. While I agree that these are all elements necessary to consider when designing for emerging technologies I don't believe he covered every aspect of the design process nor considered more frivolous undertakings of designed products as objects that would incorporate all eight factors. I also feel as if his list was rather a general way to go about life and not something specific to solely design. Follett values designers as the people who are to shape the future of technology and make decisions as to what the good and bad propositions may be.