VISION · INSPIRATION · GOALS

Storytelling

Mindfulness

Inclusivity
Diversity has always existed, hand-in-hand with inequality. It's a need of our times to end this long-life relationship. It can benefit not only the society, but the completion of the design itself.

Technology
Smart systems, pushing the limits of our capabilities, creating new apocalyptic environments

Creativity

Future scenarios
From movies to articles and scientific predictions, imagining future worlds from the smallest to the largest scale, has always been a great attraction

Intimacy

Innovation
Because if we are only repeating what is already out there, what are we doing ?

Physicality
Connection with our body, exploring its possibilities, its strengths and weakness-es, its needs and its power: Sports, dance, movements

Nowness

Powerful teams
Individuals always have capabilities and assets, but what happens if multiple different assets are combined and co-empowered?

Transhumanism
Overcoming biological limitations

Joy

MY FIGHT

- Thoughts and References

- We are trying to get rid of the sicknesses of our society just by throwing them away, out of our field of view, out of our field of perception. And then we think that they actually disappeared.

  *"One of the main problems of contemporary society, is that we've been gradually trying to make the remainders, the waste, the detritus disappear. At Earth magnitude, you're not making it disappear at all. You're only moving it from one place to another on the globe (...) Every town on Earth should have a well-monitored, protected, yet visible, amount of plutonium right in the middle of the town square. **Visible**, not hidden. It's a matter of pragmatic urgency. Because if you hide it, if you put it underground, it's going to leach into the groundwater. And no matter how many warning signs you erect, they will eventually decay and no one will understand them or remember what they are. Putting plutonium underground is like **leaving a piece of broken glass on the carpet**. So instead, **we should make a nice sculpture out of the broken glass and put it on view**. That means we directly own the fact that we made the plutonium. I don't think a major revolution would be required to achieve this (...) We don't have to change all of society first. What we have to do first is actually change society by simply **refusing to move the dirt somewhere else**."*

  "True nature includes plastics, garbage, things that smell and are not apparently beautiful and compatible."

  -Timothy Morton in Dark Ecology

- We all live in our own bubbles, constructed by our set of values and beliefs and we criticize what deviates the 'right path'.
  *"Ecology is taking more and more the role of a conservative **ideology**. Its really the implicit premise of ecology that the existing world is the best possible world which is disturbed by human hubris and that nature is a harmonious, organic, balanced , reproducing, almost living organism which is then disturbed, perturbed, derailed though human hubris, technological exploitation."*
  -Slavoj Zizek in Examined life

  Treating nature as something that is not amenable to change, does not adapt to the developments of the time, remaining frozen in an image of harmony and "natural beauty" is connected to an ecological concept that needs to be redefined.

- Driven by the our need to be problem-solvers and saviors of the world, we come up with "solutions" which then bring new problems that we could not have imagined or predicted. For example, when plastic was first created, it was a true revolution, an apocalypse. It solved every problem and limitation of the existing materials: cost, weight, free-forming, fast production etc. But no one could have forseen what new problems it would bring a few decades later.
  John Christopher says: *"To design is no longer to increase the stability of the man-made world: it is to alter, for good or ill, things that determine the course of its development"* In essence, the "design as change" definition is just a more realistic version of the "design as problem-solving argument.
  By acknowledging our limitations, we actually create the space to iterate and test our design work
  - because we know it can't be perfect.

PERSONAL IDENTITY	KNOWLEDGE	SKILLS	ATTITUDE
PRESENT	• Architectural design process and software, construction site experience and building materials, psysical and 3d model making • Immigrating experiences (Volos, Lisbon, Rotterdam, Barcelona) • Human relationships and social awareness • Dog training • Tennis	• Creative, innovative approach • Analytical thinking • Strong concepts and ideas • Out of the box thinking • Cooperating • People management • Empathy • Humor	• Open minded • Critical and cynical • Respectful • Self-conscious and self-aware • Ambitious • Imaginative
FUTURE	• Deeper understanding of social and environmental phenomena • Biology, cultivation • Handcrafting and prototyping practices • Barcelona's identity and communities • Electronics, programming • Fabab machinery and people • Presentation and branding strategies	• Communication, performance • Planning, organizing, time management • Decision making • Commitment • Multitasking • Focusing and concentrating • Orientating around Barcelona • Hard-working	• Passionate • Patient • Consistent • Persistent • Commited • Outspoken • Fearless, liberal minded • Experimental • Confident • Productive

PERSONAL DEVELOPMENT	KNOWLEDGE	SKILLS	ATTITUDE
AoWS	Optimization and detection of the weak signals, Collection of multiple phenomena from different fields	Finding connections in complex information and making logic / clever assumptions	Curious, critical, motivated, organized
Biology & agri zero	Biology, cultivation, engineering practices on micro-scale, scientific terms and bio-chemicalphenomena	Creativity, hands-on practice, 'sponge minded'/information absorption, good memory, productivity	Focused, interested, decisive, confident
Community engagement	Exploration and discovery of the local communities, better understanding of the city and its social complexity	Spherical thinking, empathy, deepening and analyzing the observations	Skeptical, eager to learn and do, speculative, cooperative
Design Studio framing design interventions	Self-acknowledgement, identification and hirerarchy of personal interests	Multitasking, processing of large information and produce outputs, collaboration, open-minded, presentation and communication skills, self exposure	Brave / fearless, decisive, fun to work with, creative, ambitious, innovative, unpredictable (in the good way), trustworthy, enthusiastic
Extended Intelligences	Computer science, software - hardware theory, programming and electronics, c, AI, machine learning, human-machine relationships	Machine functions understanding, practical, technical skills	Experimental, confident, joyful, trial-and-error attitude, asking and giving advise
Living with Your Own Ideas	Self-awareness, video making	Hand-crafting skills, direct and liberal reflection of my own ideas, implementation, learning by doing, simplification of complexity by acting upon it	Playful, with attention to detail without being a perfectionist, caring and loving towards my design, grounded but ambitious
Bootcamp	People: classmates, teachers, university staff, the university itself, the Poblenou neighborhood, the content of the program	Social and communication skills, written / spoken language improvement, consistency, hard working	Open to new experiences, eager to learn and meet new worlds, optimistic
Tech Beyond the Myth	Hardware understanding and demystification, prototyping, digital fabrication and experiencing the fab lab	Machine-manipulation, mechanical thinking	Imaginative, creative, experimental, playful