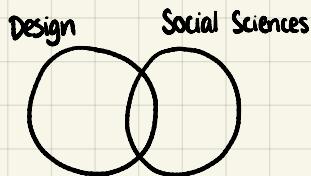


FUTURE TALKS

Dates	Lecturer	My short summary
10/01	Audrey Desjardins	First person perspective in design
24/01	Laura Forlano	Being a disabled human = being cyborg
* 07/02	Sergio Uriená	Science, technology & society: how we shape society through innovation + how to gain responsibility
14/02	Saul Baeza	

Future talks - Laura Forlano

Design Research



she/her
White
highly educated
disabled cyborg

AUTOETHNOGRAPHY

the AI system that's keeping me alive is also ruining my life.

Human-technology relations:

{ questions abt our relationships

Theories of the Posthuman



conflict with Indigenous, Disabled, Black communities
who have long fought for rights to be human

books: Race After Technology - Math Destruction - Pollution As colonialism - Mushroom @ end of world

Read her Essays

- Alerts & Alarms:
- the ways in which AI are entangled with human life
 - how AI is being tested on ppl w/ disabilities: prosthetics, diabetes etc.

"Both technology + Person is disabled"

↳ in what

what if the whole world was redesigned by Diabetics?

↳ how would it be different



Imagine a world where there was no gravity

→ Makes us question the "norm" & who is making design decisions

{ Disabled people have been deprived
of human activities
→ less employed than norm

Ways to use 1PP in Design Interventions

In class Exercise: Auto ethnographic vignette

Future talks - Sergio Urueña

I. Science, Technology, and Innovation – Society

Science, Technology, Innovation play a significant role in social change/ordering

↳ influences the course of society

Landes, D. (1983). *Revolution in Time: Clocks and the Making of the Modern World*



Eisenstein, E.L. (1983). *The Printing Revolution in Early Modern Europe*



~1440

Smith, P. (2003). "Narrating the Guillotine: Punishment Technology as Myth and Symbol", *Theory, Culture & Society*



1789/1792

Bailey, M.J. (2006). "More Power to the Pill: The Impact of Contraceptive Freedom on Women's Life Cycle Labor Supply", *The Quarterly Journal of Economics*



1960

+ future examples: Block chain → how can it change our future society?

TECHNOLOGICAL DETERMINISM



→ What problems arise?

TECH → SOCIETY

shapes
determines

different outputs

Tech becomes an absolute power
Dangerous political decision
Hides the human choices made behind tech

SOCIAL CONSTRUCTIONISM



→ What problems arise?

SOCIETY → TECHNOLOGY

Different beliefs may clash
Linear mode, hides the agency of technology

The reality is that they both affect each other = MUTUALLY SHAPED

Technological & social change
are
mutually shaped / co-produced



SOCOTECHNICAL APPROACH

→ things have agency

Books: How artifacts afford
Politics of things
How matter matters

semiotics
& embedded
meaning
= nothing is neutral

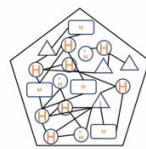
Example: the infrastructure of a school classroom = how does it shape the learning experience?

Science, Technology, and Innovation

Technological change and social change are **mutually shaped and co-produced**

SOCIOTECHNICAL APPROACH

Actors **flourish / perish** **within** sociotechnical systems that (un)favour their (modes of) existence



Heterogeneous ensembles of living-beings (human and non-human), artifacts, infrastructures, research, cultural and symbolic categories, norms and laws, nature

Designers, engineers and innovators belong to the heterogeneous groups of actors that perform their activities within a sociotechnical system

They are embedded in a sociotechnical network that they want to transform (e.g. by creating new objects/services that enable/disable new relationships, actions, projects).

- Enacted by [] the sociotechnical system **they belong**
- Enactors of [] (**from within**)

The "sociotechnical" = the constitutive setting of our practices; the scenario that simultaneously constrains and facilitates particular possibilities for action.

Designers are agents of **maintenance** and/or **change**, constrained/enabled by other actors and structures:

- Symbolic (e.g. prevalent frames of thought, visions, values).
- Material (e.g. natural, human resources).

The way things are designed affects the way those things will be used & shape us

What does it mean to be responsible?

- Wielding your power ethically
- risk management + risk assessment

Example : society funds technology & innovation
→ ATOMIC BOMB / PESTICIDES (Silent Spring)

Responsible Research & Innovation - taking care of the future through collective stewardship not hiding the politics

How to achieve this?

- 1) Inclusion → welcoming diversity
- 2) Reflexivity → being aware & question
- 3) Responsiveness → adapt the structure & be flexible yet resilient
- 4) Anticipation → think of future in broad terms & question whose futures you shape

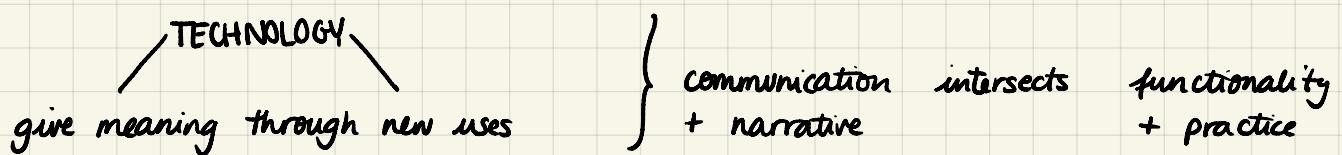
what PURPOSES , PROCESSES , OUTCOMES will we achieve?

When ? From early stages & future-oriented

Any form of future-making is the equivalent of future-taking.

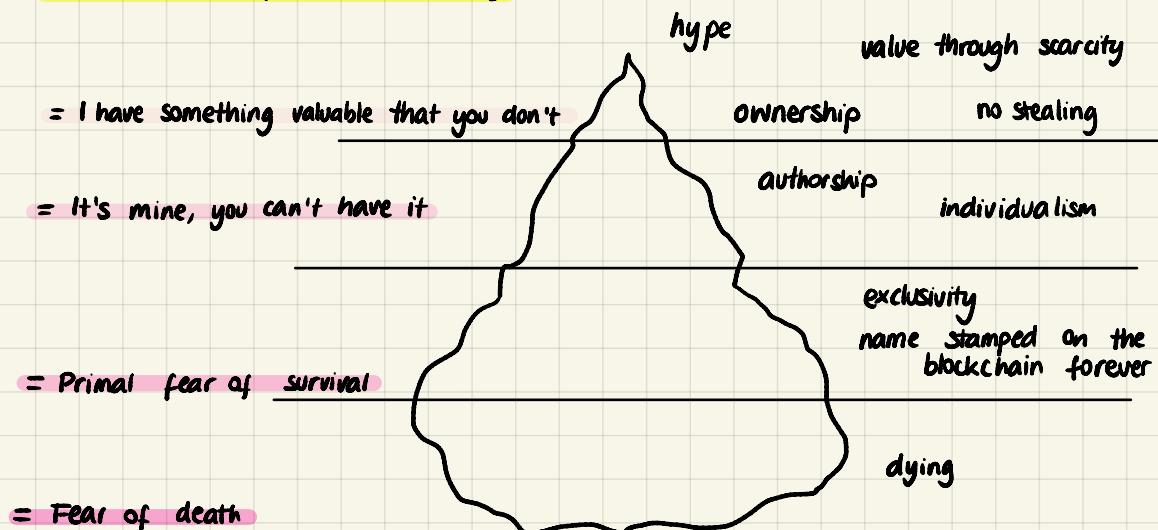
RESPONSIVE RESEARCH & INNOVATION - second design intervention

Material semiotics - our deepest desires are reflected in the technologies we build



New examples : NFT 2.3 million USD
Bored Ape #2087

PSYCHOANALYSIS OF NFTs



→ Explore dimensions of responsibility
= systemic thinking for designers, not exclusive to the Masters'

1) Work on multiscale design space (onion) to look for new design opportunities
↳ what should stay, what should change
Not in destructive manner

2)

→ Who have we involved, human & non-human?
Which areas to focus on / expand
Create a plan and strategy to have a direction for my project?

Design Intervention : 1 - involve self ; 2 - involve others ; 3 - done in context ; 4 - generative outputs

→ Engage with experts : try contacting Cristian / Elisa interaction designers
↳ think about potential questions

What is my next intervention going to be?

PUSHING OUR INTERVENTIONS TO THE LIMIT

Definition of radical

- Arising from or going back to roots or source - basic
- Departing from the usual or customary
- Relating to / advocating fundamental or revolutionary changes in current practices, conditions or institutions.

SCI-FI : imagining new futures require us to go back to our roots

↓
do we have bodies?
where do we live?
how do we eat?

EXAMPLES : Rick Guidice

Dune stillsuit concept

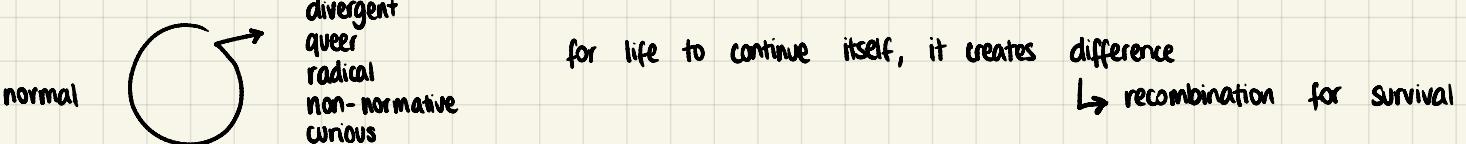
Sci-fi is radical in the 3 senses of the word

Makeup as an anti-surveillance tool

radical - queer - divergent

→ an escape line, the fundamental variable

→ which impedes the total closure, the end of creative model



Exercise: testing the limits of your project

→ 21 questions for radical scenario making

How is value exchanged - the root of Bitcoin: radicality through fear

What does radical mean to us?

change

being brave

vulnerability

extreme

different from norm

action

unexpected

being confident

back to roots

stepping out of comfort zone

finding patterns

curiosity & pursuing it

understanding & relearning

discomfort

How everything around us influences our projects



people, non-humans, things



If your project was a biography, who would be included?

Emphasis: Biography - All our projects are related
Things are shaping our project direction

Anti- Individualism: return to Indigenous mentality of co-authorship + community

relations & connections between all these things
↳ Artificial Constellations

What alternate futures are we creating through these interventions? !
→ Write about this in thesis + reflections

Nomadic Box project - the death of objects