

Design Activism Toward A Social Agenda In Making Places

The history and controversial roots of the social design movement, explored through the life and work of its leading pioneer, Victor Papanek. In Victor Papanek: Designer for the Real World, Alison Clarke explores the social design movement through the life of its leading pioneer, the Austrian American designer, theorist, and activist Victor Papanek. Papanek's 1971 best seller, Design for the Real World: Human Ecology and Social Change has been translated into twenty-two languages and never fallen out of print. Its politics of social design, anti-corporatism, and environmental sustainability have found renewed pertinence in the twenty-first century and dominate the agendas of design schools today. Drawing extensively on previously unexplored archival sources, Clarke uncovers and contextualizes the movement's controversial origins and contradictions.

Sustainability has emerged as a central issue for contemporary societies and for the world community as a whole. Furthermore, many of the social and environmental concerns that are embodied in the term 'sustainability' are directly or indirectly related to design. Designers help to define our human made environment - how it is produced, how it is used, and how long it endures. Despite some forty years of development and increased awareness of the critical relationships that exist between design decisions and modes of production, energy use, environmental impacts, the nature of work and human exploitation, design for sustainability is still not widely understood or followed. The Handbook of Design for Sustainability presents a comprehensive, state-of-the-art overview of this crucial subject - its development, its methods, its practices and its potential futures. Bringing together leading international scholars and new researchers to provide a substantive insight into the latest thinking and research within the field, The Handbook covers a breadth of historical and theoretical understandings and includes a series of original essays that explore methods and approaches for designers and design educators. The Handbook presents the first systematic overview of the subject that, in addition to methods and examples, includes historical perspectives, philosophical approaches, business analyses, educational insights and emerging thinking. It is an invaluable resource for design researchers and students as well as design practitioners and private and public sector organizations wishing to develop more sustainable directions.

Craig Martin addresses the transgressive or deviant aspects of design: design that straddles the divide between the licit and illicit, the legal and illegal, in a variety of ways. Martin argues that design is not necessarily for the social good, but that it is immersed in the social realm in all its contradictions and confusions. Through a series of case studies he explores a wide range of social practices that employ illicit forms of design thinking, including: early computer hacking and present-day hacker culture in which everyday objects are repositioned and deliberately misused; the cultures of reproduction, counterfeit and pirated versions of classic and luxury designs; and the use of material practices by smugglers to conceal drugs within consumer goods and luggage. Deviant Design contends that these amateur and illicit practices challenge the normative idea of the professional designer or maker. Rather than being reliant on the services of institutionalized design professionals, the adhocist practitioner displays forms of innovative design knowledge in understanding how artefacts have an inherent potential to be misused or repositioned.

The Routledge Companion for Architecture Design and Practice provides an overview of established and emerging trends in architecture practice. Contributions of the latest research from international experts examine external forces applied to the practice and discipline of architecture. Each chapter contains up-to-date and relevant information about select aspects of architecture, and the changes this information will have on the future of the profession. The Companion contains thirty-five chapters, divided into seven parts: Theoretical Stances, Technology, Sustainability, Behaviorism, Urbanism, Professional Practice and Society. Topics include: Evidence-Based Design, Performativity, Designing for Net Zero Energy, The Substance of Lived Experience, Equity and Ethics for Sustainable Architecture, Universal Design, Design Psychology, Architecture, Branding and the Politics of Identity, The Role of BIM in Green Architecture, Public Health and the Design Process, Affordable Housing, Disaster Preparation and Mitigation, Diversity and many more. Each chapter follows the running theme of examining external forces applied to the practice and discipline of architecture in order to uncover the evolving theoretical tenets of what constitutes today's architectural profession, and the tools that will be required of the future architect. This book considers architecture's interdisciplinary nature, and addresses its current and evolving perspectives related to social, economic, environmental, technological, and globalization trends. These challenges are central to the future direction of architecture and as such this Companion will serve as an invaluable reference for undergraduate and postgraduate students, existing practitioners and future architects.

Established and Emerging Trends

Designer for the Real World

Critical Perspectives

Cross-Cultural Design

The Ad Hoc, the Illicit, the Controversial

Designing Socially Just Learning Communities

14th International Conference, CCD 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26 – July 1, 2022, Proceedings, Part I

14th International Conference, CCD 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26 – July 1, 2022, Proceedings, Part I is a comprehensive introduction to campus environmental theory that impact student success and create a campus of coexistence. Designing for Learning is a comprehensive introduction to campus environmental theory and practice, summarizing the influence of collegiate environments on learning and providing practical strategies for facilitating student success through intentional design. This second edition offers new coverage of universal design, learning communities, multicultural environments, online environments, social networking, and safety, and challenges educators to evaluate the potential for change on their own campuses. You'll learn which factors make a living-learning community effective, and how to implement these factors in the renovation of campus facilities. An updated selection of vignettes, case scenarios, and institutional examples help you apply theory to practice, and end-of-chapter reflection questions allow you to test your understanding and probe deeper into the material and how it applies to your environment. Campus design is no longer just about grassy quadrants and ivy-covered walls—the past decade has seen a surge in new designs that facilitate learning and nurture student development. This book introduces you to the many design factors that impact student success, and helps you develop a solid strategy for implementing the changes that can make the biggest difference on your campus. Learn how environments shape and influence student behavior. Evaluate your campus and consider the potential for change. Make your spaces more welcoming, inclusive, and functional. Organize the design process from research to policy implementation. Colleges and universities are institutions of purpose and place, and the physical design of the facilities must be undertaken with attention to the ways in which the space's dimensions and features impact the behavior and outlook of everyone from students to faculty to staff. Designing for Learning gives you a greater understanding of modern campus design, and the practical application that brings theory to life.

The mentality that consumerism and economic growth are cure-alls is one of the biggest obstacles to real sustainability, but any change seems impossible, unthinkable. Our contemporary paradox finds us relying for our well being on consumer-driven economic growth that we actually can't afford – not in environmental, economic or social terms. Although architecture and design have long been seen as engines for consumerism and growth, increasing numbers of designers are concerned about the problems resulting from growth. But designers face a paradox of their own; in scenarios of sustainable consumption, where people consume or build significantly less, what will be left for designers to do? This book, informed by recent research into the viability of a "steady state" economy, sets an agenda for addressing the designer's paradox of sustainable consumption. The agenda includes ways that architecture and design can help transition us towards a new kind of economy that prioritizes real wellbeing rather than economic growth. Packed with examples and illustrations, the book argues that taking action, or activism, is an important but so far underexplored way for architects and designers to confront consumerism. The first chapters explore how economic growth and consumerism shape and are shaped by the professions of architecture, product, and landscape design and how we can understand the problem of consumerism as four main challenges that designers are already addressing. The book maps out the main issues surrounding the development of metrics that designers and others can use to measure wellbeing, instead of simply measuring economic growth. The second half of the book looks at how design activism works and its connection to growth and consumerist issues. These chapters examine how activist practices are financed, highlight five specific methods that designers use in working for social change, and investigate the power of these methods. The book concludes with a consideration of what design's role might be in a "post-growth" society.

Banksy, the Yes Men, Gandhi, Starhawk: the accumulated wisdom of decades of creative protest is now in the hands of the next generation of change-makers, thanks to Beautiful Trouble. Sophisticated enough for veteran activists, accessible enough for newbies, this compact pocket edition of the bestselling Beautiful Trouble is a book that's both handy and inexpensive. Showcasing the synergies between artistic imagination and shrewd political strategy, this generously illustrated volume can easily be slipped into your pocket as you head out to the streets. This is for everyone who longs for a more beautiful, more just, more livable world – and wants to know how to get there. Includes a new introduction by the editors. Contributors include: Celia Alario • Andy Bichbaum • Nadine Bloch • L. M. Bogad • Mike Bonnano • Andrew Boyd • Kevin Buckland • Doyle Canning • Samantha Corbin • Stephen Duncombe • Simon Enoch • Janice Fine • Lisa Fithian • Arun Gupta • Sarah Jaffe • John Jordan • Stephen Lerner • Zack Malitz • Nancy L. Mancias • Dave Oswald Mitchell • Tracey Mitchell •

Mark Read • Patrick Reinsborough • Joshua Kahn Russell • Nathan Schneider • John Sellers • Matthew Skomarovsky • Jonathan Matthew Smucker • Starhawk • Eric Stoner • Harsha Walia

Informed by recent research into the viability of a 'steady state' economy, this book sets an agenda for addressing the designer's paradox of sustainable consumption.

Design, When Everybody Designs

Design Ethnography

SCAPE / Landscape Architecture

Computer After Me, The: Awareness And Self-awareness In Autonomic Systems

Creating Campus Environments for Student Success

Design for Innovative Value Towards a Sustainable Society

Design Activism

The design, both expert and nonexpert, in the ongoing wave of social innovation toward sustainability. In a changing world everyone designs: each individual person and each collective subject, from enterprises to institutions, from communities to cities and regions, must define and enhance a life project. Sometimes these projects generate unprecedented solutions; sometimes they converge into larger transformations. As Ezio Manzini describes in this book, we are witnessing a wave of social innovations as these changes unfold—an expansive open co-design process in which new solutions are suggested and new meanings are created. Manzini distinguishes between diffuse design (performed by everybody) and expert design (performed by those who have been trained as designers) and maps what design experts can do to trigger and support meaningful social changes, focusing on emerging forms of collaboration. These range from community-supported agriculture in China to digital platforms for medical care in Canada; from interactive storytelling in India to collaborative housing in Milan. These cases illustrate how expert designers can support these collaborations—making the practice easier, their diffusion and their convergence in larger projects more effective. Manzini draws the first comprehensive picture of design for social innovation: the most dynamic field of action for both expert and nonexpert designers in the coming decades.

Kate Orff, 2017 MacArthur Fellow, has an optimistic and transformative message about our world: we can bring together social and ecological systems to sustainably remake our cities and landscapes. Part monograph, part manual, part manifesto, *Toward an Urban Ecology* reconceives urban landscape design as a form of activism, demonstrating how to move beyond familiar and increasingly outmoded paradigms, using design as a means of advocating for the systems, practices, and policies that create a truly urban ecology. In purely practical terms, the book has already generated numerous tools and techniques that designers, policy makers, and communities can use to address some of the most pressing issues of our time, including the loss of biodiversity, the loss of social cohesion, and the loss of urban equity.

Toward an Urban Ecology features numerous projects and select research from SCAPE, and conveys a range of strategies to engender a more resilient and inclusive built environment.

Tricky Design responds to the burgeoning of scholarly interest in the cultural meanings of objects, by addressing the moral complexity of certain designed objects and systems. The volume brings together leading international designers, scholars and critics to explore some of the ways in which the practice of design and its outcomes can have a dark side, even when the intention is to design for or redesign objects and relationships, including guns, eyewear, assisted suicide kits, anti-rape devices, passports and prisons, the contributors offer a view of design as both progressive and problematic, able to propose new material and human relationships, yet also constrained by social norms and ideology. This contradictory, tricky quality of design is explored in the editors' introduction, which services and 'things' discussed in the book in relation to the idea of the trickster that occurs in anthropological literature, as well as in classical thought, discussing design interventions that have positive and negative ethical consequences. These will include objects, both material and 'immaterial', systems with both local and global scope, and also different processes of designing. This important perspective to the complex nature of 'things', and makes a truly original contribution to debates in design ethics, design philosophy and material culture.

This book consists of the proceedings of the 9th International Conference on Cross-Cultural Design, CCD 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCI 2017, held in Vancouver, Canada, in July 2017. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The papers in Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The 60 papers presented in the CCD 2017 proceedings are organized in topical sections: cultural foundations of design; cross-cultural product and service design; cross-cultural communication; design for social development; cross-cultural design for learning, Deleuze and Design

Critique in Design and Technology Education

Six Steps to Better Activism

The Routledge Companion for Architecture Design and Practice

Beautiful Strangeness for a Sustainable World

Tricky Design

Design (s) Activism

We Want You! Will you join the ranks of design activists? Doing good is too important to think of as work better left to those fictitious "other" designers. People more famous. More talented. More connected. Richer. Younger. Braver. (Insert your own mental roadblock here). In truth, anyone can be a design activist. It just starts with a commitment to yourself and your values. A commitment to making conscious choices and realizing how all the decisions you make as a graphic designer affect other people and the planet. It's about being awake instead of sliding by with the way things always have been done. This book is for every graphic designer who's ever sat at a computer, thinking: Is this it? Isn't there more? It's a tool to help you figure out how to start making a difference and making a living at the same time—no matter where you live and work right now. Just open this book and we'll help you start walking in the right direction. It doesn't have to be perfect. Little actions from a lot of people add up to big change. This isn't a contest about who's the greenest or the most radical. It's a movement, and we're inviting you to join right now.

Demonstrating the power and potential of educators working together to use literacy practices that make changes in people's lives, this collaboratively written book blends the voices of participants in a teacher-led professional development group to provide a truly lifespans perspective on designing critical literacy practices. It joins these educators' stories with the history and practices of the group - K-12 classroom teachers, adult educators, university professors, and community activists who have worked together since 2001 to better understand the relationship between literacy and social justice. Exploring issues such as gender equity, linguistic diversity, civil rights and freedom and war, the book showcases teachers' reflective practice in action and offers insight into the possibilities and struggles of teaching literacy through a lens of social justice. Designing Socially Just Learning Communities models an innovative form of professional development for educators and researchers who are seeking ways to transform educational practices. The teachers' practices and actions – in their classrooms and as members of the teacher research group – will speak loudly to policy-makers, researchers, and activists who wish to work alongside them.

This book advances the practice and theory of design ethnography. It presents a methodologically adventurous and conceptually robust approach to interventional and ethical research design, practice and engagement. The authors, specialising in design ethnography across the fields of anthropology, sociology, human geography, pedagogy and design research, draw on their extensive international experience of collaborating with engineers, designers, creative practitioners and specialists from other fields. They call for, and demonstrate the benefits of, ethnographic and conceptual attention to design as part of our personal and public everyday lives, society, institutions and activism. Design Ethnography is essential reading for researchers, scholars and students seeking to reshape the way we research, live and design ethically and responsibly into yet unknown futures.

In its constructive and speculative nature, design has the critical potential to reshape prevalent socio-material realities. At the same time, design is inevitably normative, if not often violent, as it stabilises the past, normalises the present, and precludes just and sustainable futures. The contributions rethink concepts of critique that influence the field of design, question inherent blind spots of the discipline, and expand understandings of what critical design practices could be. With contributions from design theory, practice and education, art theory, philosophy, and informatics, «Critical by Design?» aims to question and unpack the ambivalent tensions between design and critique.

The Ethics of Things

Genealogies, Practices, Positions

Critical Design in Context

Social and Cultural Aspects of the Circular Economy

Engaging Higher Education Curricula

Nordic Design Cultures in Transformation, 1960–1980

A critical citizenship perspective

The four-volume set LNCS 13311 – 13314 constitutes the refereed proceedings of the 14th International Conference on Cross-Cultural Design, CCD 2022, which was held as part of HCI International 2022 and took place virtually during June 26 – July 1, 2022. The papers included in the HCII-CCD volume set were organized in two main sections as follows: Part I: Cross-Cultural Interaction Design; Collaborative and Participatory Cross-Cultural Design; Cross-Cultural Differences and HCI; Aspects of Intercultural Design Part II: Cross-Cultural Learning, Training, and Education; Cross-Cultural Design in Arts and Music; Creative Industries and Cultural Heritage under a Cross-Cultural Perspective; Cross-Cultural Virtual Reality and Games Part III: Intercultural Business Communication; Intercultural Business Communication; HCI and the Global Social Change Imposed by COVID-19; Intercultural Design for Well-being and Inclusiveness Part IV: Cross-Cultural Design and Mobile Learning and Research in Social Development Digital Transformation of Cities and Urban Areas; Cross-Cultural Design in Intelligent Environments

Drawing on a range of contributors, case studies and examples, this book examines how we can think about design through Deleuze, and how Deleuze's thought can be re-designed to produce new concepts. It taps into the emerging networks between philosophy as an act of inventing concepts and design as the process of inventing the world.

The authors aim to stimulate discussion about the nature and purposes of critical citizenship education in higher education. Rather than promoting a blueprint for change, the authors thoughtfully consider a generative research agenda for transformative higher education and focus on how this orientation in higher education plays out on the ground. This book, together with its Coda that takes the conversation beyond critical citizenship education to include responsible citizenship, provides compelling reasons and sound suggestions for a way forward.

This is a book about how the worlds of design and activism (could) inspire each other. As Design and its conceptual, functional, aesthetic, speculative and interventional concepts inevitably affect our lives, it often actively interferes in common definitions, understandings and opinion making, which offers insight through a lens of social justice. The book focuses on theories and practices related to the role of Design in terms of addressing, provoking and creating political discourse. Starting from traditional forms of protest, visual language of resistance, to new forms of digital participation, this will help us to better understand the rituals, structures and meanings of design activism in history and the present, clarifying that design is intrinsically social and supremely political. And it shall help us to derive arguments and examples for the transformative potential of future design (and) activism.

Towards a Sustainable Post Pandemic Society

The Handbook of Design for Sustainability

Perspectives on Design as Activism and Activism as Design

Ethics in Design and Communication

How to Change the World (Or at Least Your Part of It) with Socially Conscious Design

Design Anthropology

Proceedings of EcoDesign 2011: 7th International Symposium on Environmentally Conscious Design and Inverse Manufacturing

Expanding Architecture presents a new generation of creative design carried out in the service of the greater public and the greater good. Questioning how design can improve daily lives, editors Bryan Bell and Katie Wakeford map an emerging geography of architectural activism that is rich in its diversity of approaches. More than thirty essays by practicing architects and designers, urban and community planners, historians, landscape architects, environmental designers, and members of other fields present recent work from around the world that suggests the countless ways that design can address issues of social justice, allow individuals and communities to plan and celebrate their own lives, and serve a much larger percentage of the population than it has in the past.

Stories about how the social media tools of Web 2.0 are shaping engagement with cities, communities, and spaces. Web 2.0 tools, including blogs, wikis, and photo-sharing and social networking sites, have made possible a more participatory Internet experience. Much of this technology is available for mobile phones, where it can be integrated with such device-specific features as sensors and GPS. From Social Butterfly to Engaged Citizen examines how this increasingly open, collaborative, and personalizable technology is shaping not just our social interactions but new kinds of civic engagement with cities, communities, and spaces. It offers analyses and studies from around the world that explore how the power of social technologies can be harnessed for social engagement in urban areas. Chapters by leading researchers in the emerging field of urban informatics outline the theoretical context of their inquiries, describing a new view of the city as a hybrid that merges digital and physical worlds; examine social-aided engagement involving issues of food, the environment, and sustainability; explore the creative use of location-based mobile technology in cities from Melbourne, Australia, to Dhaka, Bangladesh; study technological innovations for improving civic engagement; and discuss design research approaches for understanding the development of sentient real-time cities, including interaction portals and robots.

The complex meanings and design practices related to [sustainability] are the topics of this book. What several issues, opportunities, roles, and concepts do sustainability must deal with? The different contributions offer a broad and interdisciplinary reflection of this idea from an ethical, social, and design point of view. They involve, at different scales, the new social and cultural models induced by the post-pandemic society and the possible forms of living that derive from it.

Since the 1990s, in response to dramatic transformations in the worlds of technology and the economy, design - once relatively definable and discipline, complete with a set of sub-disciplines - has become increasingly complex. Consequently, design scholars have begun to address new issues, themes and sub-disciplines such as: sustainable design, design for well-being, empathic design, design activism, design anthropology, and many more. The Routledge Companion to Design Studies charts this new expanded spectrum and embraces the wide range of scholarship relating to design - theoretical, practice-related and historical - that has emerged over the last four decades. Comprised of forty-three newly-commissioned essays, the Companion is organized into the following six sections: Defining Design; Discipline, Process Defining Design; Objects, Spaces Designing Identities; Gender, Sexuality, Age, Nation Designing Society; Empathy, Responsibility, Consumption, the Everyday Design and Politics; Activism, Intervention, Regulation Designing the World; Globalization, Transnationalism, Translation Contributors include both established and emerging scholars and the essays offer an international scope, covering work emanating from, and relating to, design in the United Kingdom, mainland Europe, North America, Asia, Australasia and Africa. This comprehensive collection makes an original and significant contribution to the field of Design Studies.

An Introduction to Design for Social Innovation

The Relevance of Critical Citizenship Education in an African Context

From Social Butterfly to Engaged Citizen

Revolt and Resilience

Cross-Cultural Design. Interaction Design Across Cultures

How Design Activism Confronts Growth

Critical Literacy Education Across the Lifespan

This timely collection brings together critical, analytic, historical, and practical studies to address what ethics means in the practice of design. Designers face the same challenges as everyone else in the complex conditions of contemporary cultural life—choices about consumption, waste, exploitation, ecological damage, and political problems built into the supply chains on which the global systems of inequity currently balance precariously. But designers face the additional dilemma that their paid work is often entangled with promoting the same systems such critical approaches seek to redress: how to reconcile this contradiction, among others, in seeking to chart an ethical course of action while still functioning effectively in the world. Ethics in Design and Communication acknowledges the complexity of this subject matter, while also demonstrating that in the ongoing struggle towards an equitable and sustainable world, the talents of design and critical thought are essential. Featured case studies include graphic design internships today, the dark web, and media coverage of the 2016 US presidential election. The fact that within this book such a wide array of practitioners, scholars, critics, and professionals commit to addressing current injustices is already a positive sign. Nonetheless, it is essential that we guard against confusing the coercive force of moral imperatives with ethical deliberation when conceiving a foundation for action.

Design academics and practitioners are facing a multiplicity of challenges in a dynamic, complex, world moving faster than the current design paradigm which is largely tied to the values and imperatives of commercial enterprise. Current education and practice need to evolve to ensure that the discipline of design meets sustainability drivers and equips students, teachers and professionals for the near-future. New approaches, methods and tools are urgently required as sustainability expands the context for design and what it means to be a 'designer'. Design activists, who comprise a diverse range of designers, teachers and other actors, are setting new ambitions for design. They seek and fundamentally challenge how, where and when design can catalyse positive impacts to address sustainability. They are also challenging who can utilise the power of the design process. To date, examination of contemporary and emergent design activism is poorly represented in the literature. This book will provide a rigorous exploration of design activism that will re-vitalise the design debate and provide a solid platform for students, teachers, design professionals and other disciplines interested in transformative (design) activism. Design Activism provides a comprehensive study of contemporary and emergent design activism. This activism has a dual aim - to make positive impacts towards more sustainable ways of living and working; and to challenge and reinventorize design praxis. It will collate, synthesise and analyse design activist approaches, processes, methods, tools and inspirational examples/outcomes from disparate sources and, in doing so, will create a specific canon of work to illuminate contemporary design discourse. Design Activism reveals the power of design for positive social and environmental change, design with a central activist role in the sustainability challenge. Inspired by past design activists and set against the context of global-local tensions, expressions of design activism are mapped. The nature of contemporary design activism is explored, from individual/collective action to the infrastructure that supports it generating powerful participatory design approaches, a diverse toolbox and inspirational outcomes. This is design as a political and social act, design to enable adaptive social capacity for co-futuring.

Since the first Eco-Design International Symposium held in 1999, this symposium has led the research and practices of environmentally conscious design of products, services, manufacturing systems, supply chain, consumption, as well as economics and society. EcoDesign 2011 - the 7th International Symposium on Environmentally Conscious Design and Inverse Manufacturing - was successfully held in the Japanese old capital city of Kyoto, on November 30th – December 2nd, 2011. The subtitle of EcoDesign 2011 is to " design for value innovation towards sustainable society. " During this event, presenters discussed the way to achieve both drastic environmental consciousness and value innovation in order to realise a sustainable society.

Covering the 1960s and 1970s, this volume explores new ways of investigating, comparing and interpreting the different domains of design culture across the Nordic countries. Challenging the traditional narrative, this volume argues that the roots of the most prominent features of Nordic design ' s contemporary significance are not to be found amongst the objects for the home collectively branded as ' Scandinavian Design ' to great acclaim in the 1950s, but in the discourses, institutions and practices formed in the aftermath of that oft-told success story, during the turbulent period between 1960 and 1980. This is achieved by employing multidisciplinary approaches to connect the domains of industrial production, marketing, consumption, public institutions, design educations, trade journals as well as public debates and civic initiatives forming a design culture. This book makes a significant contribution to current, international agendas of historiographical critique focusing on transnational relations and the deconstruction of national design histories. This book will be of interest to scholars in design, design history and Scandinavian studies.

Toward an Urban Ecology

Towards the Ecocene

Victor Papanek

Object Cultures in Transition

Architecture & Design versus Consumerism

Becoming Activists in Global China

CoDesign for Public-Interest Services

This two-volume set LNCS 11576 and 11577 constitutes the thoroughly refereed proceedings of the 11th International Conference on Cross-Cultural Design, CCD 2019, which was held as part of the 21st HCI International Conference, HCII 2019, in Orlando, FL, USA, in July 2019. The total of 1275 papers and 209 posters included in the 35 HCII 2019 proceedings volumes were carefully reviewed and selected from 5029 submissions. CCD 2019 includes a total of 80 papers; they were organized in topical sections named: Part I, Methods, Tools and User Experience; Cross-cultural design methods and tools; culture-based design; cross-cultural user experience; cultural differences, usability and design; aesthetics and mindfulness. Part II, Culture and Society: Cultural products; experiences and creativity; design for social change and development; cross-cultural product and service design; intercultural learning.

Design, Ecology, Politics links social and ecological theory to design theory and practice, critiquing the ways in which the design industry perpetuates unsustainable development. Boehnert argues that when design does engage with issues of sustainability, this engagement remains shallow, due to the narrow basis of analysis in design education and theory.

The situation is made more severe by design cultures which claim to be apolitical. Where design education fails to recognise the historical roots of unsustainable practice, it reproduces old errors. New ecologically informed design methods and tools hold promise only when incorporated into a larger project of political change. Design, Ecology, Politics describes how ecological literacy challenges many central assumptions in design theory and practice. By bringing design, ecology and socio-political theory together, Boehnert describes how power is constructed, reproduced and obfuscated by design in ways which often cause environmental harms. She uses case studies to illustrate how communication design functions to either conceal or reveal the ecological and social impacts of current modes of production. The transformative potential of design is dependent on deep-reaching analysis of the problems design attempts to address. Ecologically literate and critically engaged design is a practice primed to facilitate the creation of viable, sustainable and just futures. With this approach, designers can make sustainability not only possible, but attractive.

Six Steps to Better Activism describes a process that social entrepreneurs and executives in nonprofits can use to make their organization more effective and efficient. Readers will learn how to: 1. Look for great ideas 2. Brainstorm efficiently 3. Evaluate ideas 4. Adapt and improve ideas 5. Design better policies and programs

Becoming Activists in Global China is the first purely sociological study of the religious movement Falun Gong and its resistance to the Chinese state. The literature on Chinese protest has intensively studied the 1989 democracy movement while largely ignoring opposition by Falun Gong, even though the latter has been more enduring. This comparative study effectively the Falun Gong protest took off in diaspora and the democracy movement did not. Using multiple methods, Becoming Activists in Global China explains how Falun Gong's roots in proselytizing and its ethic of volunteerism provided the launch pad for its political mobilization. Simultaneously, diaspora democracy activists adopted practices that effectively discouraged grassroots participation. The study also shows how the policy goal of eliminating Falun Gong helped shape today's security-focused Chinese state. Explaining Falun Gong's two decades of protest illuminates a suppressed piece of Chinese contemporary history and advances our knowledge of how religious and political movements intersect.

Designing for Learning

History, Theory, and Practice

Critical by Design?

Identity, Expression & Reflection

Social Movements in the Chinese Diaspora

Expanding Architecture

Design as Activism

The Black Experience in Design spotlights teaching practices, research, stories, and conversations from a Black/African diasporic lens. Excluded from traditional design history and educational canons that have overly favor European modernist influences, the work and experiences of Black designers have been systematically overlooked in the profession for decades. However, given the national focus on diversity, equity, and inclusion in the aftermath of the nationwide Black Lives Matter protests in the United States, educators, practitioners, and students now have the opportunity—as well as the social and political momentum—to make long-term, systemic changes in design education, research, and practice, reclaiming the contributions of Black designers in the process. The Black Experience in Design, an anthology centering a range of perspectives, spotlights teaching practices, research, stories, and conversations from a Black/African diasporic lens. Through the voices represented, this text exemplifies the inherently collaborative and multidisciplinary nature of design, providing access to ideas and topics for a variety of audiences, meeting people as they are and wherever they are in their knowledge about design. Ultimately, The Black Experience in Design serves as both inspiration and a catalyst for the next generation of creative minds tasked with imagining, shaping, and designing our future.

We are increasingly seeing computer systems which are expected to function without operator intervention. This is perhaps acceptable for running computer networks or traffic lights; however, we are now seeing computer systems deployed to qualitatively influence human judgments such as rulings on legal disputes or fitness for work to evaluate disability benefits. In keeping with the precautionary principle, it is important that those who are developing this capability — technologists and scientists — think through its potential implications. The aim of this book is to explore the technological and social and implications of computers and robots becoming increasingly 'aware' of their environment and the people in it, and their being increasingly 'self-aware' of their own existence within it. The wide-ranging scope of the text covers three different angles of the concept of 'the computer after me': (1) the next generation of computationally powerful aware systems; (2) systems in which the computer is aware of qualitatively impact human concerns such as law, health and rules; and (3) computers and robots which are aware of themselves.

Design Anthropology brings together leading international design theorists, consultants and anthropologists to explore the changing object culture of the 21st century. Decades ago, product designers used basic market research to fine-tune their designs for consumer success. Today the design process has been radically transformed, with the user center-stage in the design process. From design ethnography to culture probing, innovative designers are employing anthropological methods to elicit the meanings rather than the mere form and function of objects. This important volume provides a fascinating exploration of the issues facing the shapers of our increasingly complex material world. The text features case studies and investigations covering a diverse range of academic disciplines. From IKEA and anti-design to erotic twenty-first-century needwork and online interior decoration, the book positions itself at the intersections of design, anthropology, material culture, architecture, and sociology.

This books focuses on co-design, and more specifically, on the various forms co-design might take to tackle the most pressing societal challenges, introducing public-interest services as the main application field. To do so, it presents an extensive study conducted within a particular community of residents in Milan: this is a social innovation story integrated into the discipline of service design, which simultaneously deepens the related concepts of co-design, co-production and co-management of services. Drawing upon this experience and further studies, the book presents the idea of a collaborative infrastructure and its related infrastructuring process in ten steps, in order to explore the issues of incubation and replication of services and to extensively investigate the creation of those experimental spaces in which citizen participation is fostered and innovation in the public realm is pursued. Lastly, the book develops other lines of reflection on co-design seen, for example, as a form of cultural activism, as an instrument for building citizenship, and as a key competence for the public administration and thus as a public service itself. The idea of co-design as a way to regenerate the practices of democracy is a recurring theme throughout the book: co-design is a process that seeks to change the state of things and it is intentionally presented as a long and complex path in which the role of designer is not only that of a facilitator, but also that of a cultural operator who contributes with ideas and visions, hopefully fostering a real cultural change.

A Toolbox For Revolution (Pocket Edition)

Beautiful Trouble

Architecture and Design Versus Consumerism

Design, Ecology, Politics

The Designer Activists Handbook

Cross-Cultural Design, Culture and Society

Research, Responsibilities, and Futures

Critical citizenship is a multi-faceted, contemporary social, political and educational issue being discussed from a wide range of disciplines and points of view. Unusually, this collection brings together scholars in the fields of theology, art and design to ponder various levels and forms of education, including early childhood interventions, the rehabilitation of young offenders, and the impact of homosexuality in Malawi on citizenship and the links with theological teachings. The common ground that brought participants together was a mutual, collaborative search for the relevance for the African context of the notion of citizenship education, be it 'critical', 'democratic', 'responsible', 'active' or preferably all of these forms or aspects of citizenship brought together.

This book addresses notions of critique in Design and Technology Education, facilitating a conceptual and practical understanding of critique, and enabling both a personal and pedagogical application to practice. Critique can be a frame of mind, and may be related to a technology, product, process or material. In a holistic sense, critique is an element of a person's technological literacy, a fundamentally critical disposition brought to bear on all things technological. This book provides a reasoned conceptual framework within which to develop critique, and examples of applying the framework to Design and Technology Education. The book builds on The Future of Technology Education published by Springer as the first in the series Contemporary Issues in Technology Education. In the 21st century, an 'age of knowledge', students are called upon to access, analyse and evaluate constantly changing information to support personal and workplace decision making and on-going innovation. A critical Design and Technology Education has an important role to play, providing students with opportunities to integrate economic, environmental, social and technological worlds as they develop and refine their technological literacy. Through the design and development of technology, they collaborate, evaluate and critically apply information, developing cognitive and manipulative skills appropriate to the 21st century. Critique goes beyond review or analysis, addressing positive and negative technological development. This book discusses and applies this deeper perspective, identifying a clear role for critique in the context of Design and Technology Education.

Critical Design is becoming an increasingly influential discipline, affecting policy and practice in a range of fields. Matt Malpass's book is the first to introduce critical design as a field, providing a history of the discipline, outlining its key influences, theories and approaches, and explaining how critical design can work in practice through a range of contemporary examples. Critical Design moves away from traditional approaches that limit design's role to the production of profitable objects, focusing instead on a practice that is interrogative, discursive and experimental. Using a wide range of examples from contemporary practice, and drawing on interviews with key practitioners, Matt Malpass provides an introduction to critical design practice and a manifesto for how a radical and unorthodox practice might provide design answers in an age of austerity and ecological crisis.

This collection of essays brings together discussions arguing that the circular economy must be linked to society and culture in order to create a viable concept for remodelling the economy. Covering a diverse range of topics and regions, including cities and living, food and human waste, packaging and law, fashion, design and art, this book provides a multi-layered examination of circularity. Transitioning to a circular economy, reducing resource input and waste, and narrowing material and energy loops are becoming an increasingly important targets to combat decades of unsustainable models of consumption. However, they will require a significant shift in social and cultural thinking and these dimensions have not yet been factored into policy debates and frameworks. While recognising the key role of individual consumers and their behaviours, the book goes beyond this singular perspective to provide equal focus on institutional and political structures as necessary drivers for real change. Social and Cultural Aspects of the Circular Economy argues for a social and solidarity economy (SSE) to combine individual actions with a wider cultural shift. It will be an important read for scholars, researchers, students and policy-makers in the circular economy, waste studies, consumption and other environmentally focused social sciences.

Toward Solidarity and Inclusivity

The Black Experience in Design

Deviant Design

The Routledge Companion to Design Studies

11th International Conference, CCD 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26-31, 2019, Proceedings, Part II

Urban Informatics, Social Media, Ubiquitous Computing, and Mobile Technology to Support Citizen Engagement

9th International Conference, CCD 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings