Radical Technologies The Design Of Everyday Life

K. Eric Drexler is the founding father of nanotechnology—the science of engineering on a molecular level. In Radical Abundance, he shows how rapid scientific progress is about to change our world. Thanks to atomically precise manufacturing, we will soon have the power to produce radically more of what people want, and at a lower cost. The result will shake the very foundations of our economy and environment. Already, scientists have constructed prototypes for circuit boards built of millions of precisely arranged atoms. The advent of this kind of atomic precision promises to change the way we make things—cleanly, inexpensively, and on a global scale. It allows us to imagine a world where solar arrays cost no more than cardboard and aluminum foil, and laptops cost about the same. A provocative tour of cutting edge science and its implications by the field's founder and master, Radical Abundance offers a mind-expanding vision of a world hurtling toward an unexpected future.

The online economy offers challenges to traditional businesses as well as incredible opportunities. Chris Anderson makes the compelling case that in many instances businesses can succeed best by giving away more than they charge for. Known as "Freemium," this combination of free and paid is emerging as one of the most powerful digital business models. In Free, Chris Anderson explores this radical idea for the new global economy and demonstrates how it can be harnessed for the benefit of consumers and businesses alike. In the twenty-first century, Free is more than just a promotional gimmick: It's a business strategy that is essential to a company's successful future. Download the audiobook of Free for free! Details inside the book.

Since 2012, Public Books has championed a new kind of community for intellectual engagement, discussion, and action. An online magazine that unites the best of the university with the openness of the internet, Public Books is where new ideas are debuted, old facts revived, and dangerous illusions dismantled. Here, young scholars present fresh thinking to audiences outside the academy, accomplished authors weigh in on timely issues, and a wide range of readers encounter the most vital academic insights and explore what they mean for the world at large. Think in Public: A Public Books Reader presents a selection of inspiring essays that exemplify the magazine's distinctive approach to public scholarship. Gathered here are Public Books contributions from today's leading thinkers, including Jill Lepore, Imani Perry, Kim Phillips-Fein, Salamishah Tillet, Jeremy Adelman, N. D. B. Connolly, Namwali Serpell, and Ursula K. Le Guin. The result is a guide to the most exciting contemporary ideas about literature, politics, economics, history, race, capitalism, gender, technology, and climate change by writers and researchers pushing public debate about these topics in new directions. Think in Public is a lodestone for a rising generation of public scholars and a testament to the power of knowledge.

Learning Analytics become the key for Personalised Learning and Teaching thanks to the storage, categorisation and smart retrieval of Big Data. Thousands of user data can be tracked online via Learning Management Systems, instant messaging channels, social networks and other ways of communication. Always with the explicit authorisation from the end user, being a student, a teacher, a manager or a persona in a different role, an instructional designer can design a way to produce a practical dashboard that helps him improve that very user's performance, interaction, motivation or just grading. This book provides a thorough approach on how education, as such, from teaching to learning through management, is improved by a smart analysis of available data, making visible and useful behaviours, predictions and patterns that are hinder to the regular eye without the process of massive data.

Radical Game Design

Practical concepts and techniques for creating mobile sites and web apps

Radical Evolution

Critical Play

The Promise and Peril of Enhancing Our Minds, Our Bodies--and what it Means to be Human

Understanding and Designing the Morality of Things

An Essay on the Pain of Playing Video Games

A "tremendously intelligent and stylish" guide to the new technologies that are transforming our everyday lives, in ways both good and bad (Guardian) Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the Blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront—and offers ways to reclaim our stake in the future.

Many books have covered the topics of architecture, materials and technology. 'New Architecture and Technology' is the first to explore the interrelation between these three subjects. It illustrates the impact of modern technology and materials on architecture. The book explores the technical progress of building showing how developments, both past and present, are influenced by design methods. It provides a survey of contemporary architecture, as affected by construction technology. It also explores aspects of building technology within the context of general industrial, social and economic developments. The reader will acquire a vocabulary covering the entire range of structure types and learn a new approach to understanding the development of design.

For today's organizations, our exponentially changing world has come with great consequences. In this book, Peter Hinssen tells the story of the pioneers who managed to adapt to those changes and who moved beyond today and even tomorrow in their approach of innovation. In doing so, they were able to change the course of entire industries.Peter's book focuses on the business models of these pioneers, on the organizational culture, the talent, the mindset and the technology we should tap into in order to maximize our chances for survival in the 'Day After Tomorrow'. It will shift your perspective on your future, on the future or your company and even that of your grandchildren.

How design for disabled people and mainstream design could inspire, provoke, and radically change each other. Eyeglasses have been transformed from medical necessity to fashion accessory. This revolution has come about through embracing the design culture of the fashion industry. Why shouldn't design sensibilities also be applied to hearing aids, prosthetic limbs, and communication aids? In return, disability can provoke radical new directions in mainstream design. Charles and Ray Eames's iconic furniture was inspired by a molded plywood leg splint that they designed for injured and disabled servicemen. Designers today could be similarly inspired by disability. In Design Meets Disability, Graham Pullin shows us how design and disability can inspire each other. In the Eameses' work there was a healthy tension between cut-to-the-chase problem solving and more playful explorations. Pullin offers examples of how design can meet disability today. Why, he asks, shouldn't hearing aids be as fashionable as eyewear? What new forms of braille signage might proliferate if designers kept both sighted and visually impaired people in mind? Can simple designs avoid the need for complicated accessibility features? Can such emerging design methods as “experience prototyping” and “critical design” complement clinical trials? Pullin also presents a series of interviews with leading designers about specific disability design projects, including stepstools for people with restricted growth, prosthetic legs (and whether they can be both honest and beautifully designed), and text-to-speech technology with tone of voice. When design meets disability, the diversity of complementary, even contradictory, approaches can enrich each field.

Designs for the Pluriverse

Against the Smart City

Radical Markets

Sensemaking

From Control to Design

Design Justice

The Future of a Radical Price

Ubiquitous computing--almost imperceptible, but everywhere around us--is rapidly becoming a reality. How will it change us? how can we shape its emergence? Smart buildings, smart furniture, smart clothing... even smart bathtubs. networked street signs and self-describing soda cans. Gestural interfaces like those seen in Minority Report. The RFID tags now embedded in everything from credit cards to the family pet. All of these are facets of the ubiquitous computing author Adam Greenfield calls "everyware." In a series of brief, thoughtful meditations, Greenfield explains how everyware is already reshaping our lives, transforming our understanding of the cities we live in, the communities we belong to--and the way we see ourselves. What are people saying about the book? "Adam Greenfield is intense, engaged, intelligent and caring. I pay attention to him. I counsel you to do the same." --HOWARD RHEINGOLD, AUTHOR, SMART MOBS: THE NEXT SOCIAL REVOLUTION "A gracefully written, fascinating, and deeply wise book on one of the most powerful ideas of the digital age--and the obstacles we must overcome before we can make ubiquitous computing a reality."--STEVE SILBERMAN, EDITOR, WIRED MAGAZINE "Adam is a visionary. he has true compassion and respect for ordinary users like me who are struggling to use and understand the new technology being thrust on us at overwhelming speed."--REBECCA MACKINNON, BERKMAN CENTER FOR INTERNET AND SOCIETY, HARVARD UNIVERSITY Everyware is an AIGA Design Press book, published under Peachpit's New Riders imprint in partnership with AIGA.

Until now, the literature on innovation has focused either on radical innovation pushed by technology or incremental innovation pulled by the market. In Design-Driven Innovation: How to Compete by Radically Innovating the Meaning of Products, Roberto Verganti introduces a third strategy, a radical shift in perspective that introduces a bold new way of competing. Design-driven innovations do not come from the market; they create new markets. They don't push new technologies; they push new meanings. It's about having a vision, and taking that vision to your customers. Think of game-changers like Nintendo's Wii or Apple's iPod. They overturned our understanding of what a video game means and how we listen to music. Customers had not asked for these new meanings, but once they experienced them, it was love at first sight. But where does the vision come from? With fascinating examples from leading European and American companies, Verganti shows that for truly breakthrough products and services, we must look beyond customers and users to those he calls "interpreters" - the experts who deeply understand and shape the markets they work in. Design-Driven Innovation offers a provocative new view of innovation thinking and practice.

An important and fascinating collection of original projects by unique thinkers in the world of architecture and spatial design Architectural practice today goes far beyond the design and construction of buildings -- the most exciting, forward-thinking architecture is also found in digital landscapes, art, apps, films, installations, and virtual reality. This remarkable book features projects -- surprising, beautiful, outrageous, and sometimes even frightening -- that break rules and shatter boundaries. In this timely book, the work of award-winning architects, designers, artists, photographers, writers, filmmakers, and researchers -- all of whom synthesize and reflect our spatial environments -- comes together for the first time.

Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines,

standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, Mobile Design and Development provides you with the knowledge you need to work with this rapidly developing technology. Mobile Design and Development will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

Radical Solutions and Learning Analytics

Radical Abundance

The Dawning Age of Ubiquitous Computing

Radical Technologies

Practical Innovations and Online Educational Technology

Books for Youth in a Digital Age

Radical Architecture of the Future

An examination of subversive games—games designed for political, aesthetic, and social critique. For many players, games are entertainment, diversion, relaxation, fantasy. But what if certain games were something more than this, providing not only outlets for entertainment but a means for creative expression, instruments for conceptual thinking, or tools for social change? In Critical Play, artist and game designer Mary Flanagan examines alternative games—games that challenge the accepted norms embedded within the gaming industry—and argues that games designed by artists and activists are reshaping everyday game culture. Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of “playing house” include Dadaist puppet shows and The Sims. She looks at artists' alternative computer-based games and explores games for change, considering the way activist concerns—including worldwide poverty and AIDS—can be incorporated into game design. Arguing that this kind of conscious practice—which now constitutes the avant-garde of the computer game medium—can inspire new working methods for designers, Flanagan offers a model for designing that will encourage the subversion of popular gaming tropes through new styles of game making, and proposes a theory of alternate game design that focuses on the reworking of contemporary popular game practices.

Revolutionary ideas on how to use markets to achieve fairness and prosperity for all Many blame today's economic inequality, stagnation, and political instability on the free market. The solution is to rein in the market, right? Radical Markets turns this thinking on its head. With a new foreword by Ethereum creator Vitalik Buterin and virtual reality pioneer Jaron Lanier as well as a new afterword by Eric Posner and Glen Weyl, this provocative book reveals bold new ways to organize markets for the good of everyone. It shows how the emancipatory force of genuinely open, free, and competitive markets can reawaken the dormant nineteenth-century spirit of liberal reform and lead to greater equality, prosperity, and cooperation. Only by radically expanding the scope of markets can we reduce inequality, restore robust economic growth, and resolve political conflicts. But to do that, we must replace our most sacred institutions with truly free and open competition—Radical Markets shows how.

Technology advances are making tech more . . . human. This changes everything you thought you knew about innovation and strategy. In their groundbreaking book, Human + Machine, Accenture technology leaders Paul R. Daugherty and H. James Wilson showed how leading organizations use the power of human-machine collaboration to transform their processes and their bottom lines. Now, as new AI powered technologies like the metaverse, natural language processing, and digital twins begin to rapidly impact both life and work, those companies and other pioneers across industries are tipping the balance even more strikingly toward the human side with technology-led strategy that is reshaping the very nature of innovation. In Radically Human, Daugherty and Wilson show this profound shift, fast-forwarded by the pandemic, toward more human—and more humane—technology. Artificial intelligence is becoming less artificial and more intelligent. Instead of data-hungry approaches to AI, innovators are pursuing data-efficient approaches that enable machines to learn as humans do. Instead of replacing workers with machines, they're unleashing human expertise to create human-centered AI. In place of lumbering legacy IT systems, they're building cloud-first IT architectures able to continuously adapt to a world of billions of connected devices. And they're pursuing strategies that will take their place alongside classic, winning business formulas like disruptive innovation. These against-the-grain approaches to the basic building blocks of business—Intelligence, Data, Expertise, Architecture, and Strategy (IDEAS)—are transforming competition. Industrial giants and startups alike are drawing on this radically human IDEAS framework to create new business models, optimize post-pandemic approaches to work and talent, rebuild trust with their stakeholders, and show the way toward a sustainable future. With compelling insights and fresh examples from a variety of industries, Radically Human will forever change the way you think about, practice, and win with innovation.

… it gives me great pleasure to support the first everpublication to specifically address the area of research, and inparticular its relationship with practice, in the discipline ofarchitectural technology…not only ground breaking because itis the first book of its kind, but also because it provides at longlast one of the accepted foundations needed to underpin theemerging academic discipline, namely a recognised researchbase. CIAT, in supporting this publication, is aware of the needfor books such as this to sustain the process of research informedpractice, as an aid for both students and those practising withinthe discipline of architectural technology. Norman Wienand MCIAT, Vice President Education, CharteredInstitute of Architectural Technologists Architectural technology is the realisation of architecturethrough the application of building science, forming theconstructive link between the abstract and the physical. Architectural Technology: research and practice demonstratesthe importance of research in architectural technology and aims tostimulate further research and debate by enlightening, informingand challenging readers. Chapter authors address the interplay between research andpractice in the field of architectural technology, examining theinfluence of political, economic, social, environmental andtechnological issues. The focus throughout is on creatingsustainable buildings that are

constructed economically andfunction effectively and efficiently within their service lifecycle. The book's mix of chapters and case studies bring togethera number of different themes and provides invaluable insights intothe world of research from the perspective of those working withinthe architectural technology field - practitioners, academics andstudents. The underlying message is that architectural technologyis not just a profession; it is a way of thinking and a way ofacting. This is highlighted by contributions from architects andarchitectural technologists passionate about architecturaltechnology as a field of knowledge. Contributions range from thetheoretical and polemic to the pragmatic and applied, furtherhelping to demonstrate the richness of the field. About the Editor Stephen Emmitt is Professor ofArchitectural Technology at Loughborough University UK and VisitingProfessor of Innovation Sciences at Halmstad University, Sweden anda member of CIAT's Research Group.

Changing the Rules of Competition by Radically Innovating What Things Mean

The Design of Everyday Life

Radical Interdependence, Autonomy, and the Making of Worlds

Speculative Everything

Art in the Age of Planetary Civil War

Radical Technology

Design Meets Disability

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In Mismatch, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his "Wall of Exclusion," which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called "sonification" so she can "listen" to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system.

In Designs for the Pluriverse Arturo Escobar presents a new vision of design theory and practice aimed at channeling design's world-making capacity toward ways of being and doing that are deeply attuned to justice and the Earth. Noting that most design—from consumer goods and digital technologies to built environments—currently serves capitalist ends, Escobar argues for the development of an "autonomous design" that eschews commercial and modernizing aims in favor of more collaborative and placed-based approaches. Such design attends to questions of environment, experience, and politics while focusing on the production of human experience based on the radical interdependence of all beings. Mapping autonomous design's principles to the history of decolonial efforts of indigenous and Afro-descended people in Latin America, Escobar shows how refiguring current design practices could lead to the creation of more just and sustainable social orders.

The Industrial Revolution, powered by oil and other fossil fuels, is spiraling into a dangerous endgame. The price of gas and food are climbing, unemployment remains high, the housing market has tanked, consumer and government debt is soaring, and the recovery is slowing. Facing the prospect of a second collapse of the global economy, humanity is desperate for a sustainable economic game plan to take us into the future. Here, Jeremy Rifkin explores how Internet technology and renewable energy are merging to create a powerful "Third Industrial Revolution." He asks us to imagine hundreds of millions of people producing their own green energy in their homes, offices, and factories, and sharing it with each other in an "energy internet," just like we now create and share information online. Rifkin describes how the five-pillars of the Third Industrial Revolution will create thousands of businesses, millions of jobs, and usher in a fundamental reordering of human relationships, from hierarchical to lateral power, that will impact the way we conduct commerce, govern society, educate our children, and engage in civic life. Rifkin's vision is already gaining traction in the international community. The European Union Parliament has issued a formal declaration calling for its implementation, and other nations in Asia, Africa, and the Americas, are quickly preparing their own initiatives for transitioning into the new economic paradigm. The Third Industrial Revolution is an insider's account of the next great economic era, including a look into the personalities and players — heads of state, global CEOs, social entrepreneurs, and NGOs — who are pioneering its implementation around the world.

The Art of Failure

Uprooting Capitalism and Democracy for a Just Society

How a Revolution in Nanotechnology Will Change Civilization

Free

Think in Public

How Lateral Power Is Transforming Energy, the Economy, and the World

The Blockchain and the Future of Everything

What is the function of art in the era of digital globalization? How can one think of art institutions in an age defined by planetary civil war, growing inequality, and proprietary digital technology? The boundaries of such institutions have grown fuzzy. They extend from a region where the audience is pumped for tweets to a future of "neurocurating," in which paintings surveil their audience via facial recognition and eye tracking to assess their popularity and to scan for suspicious activity. In Duty Free Art, filmmaker and writer Hito Steyerl wonders how we can appreciate, or even make art, in the present age. What can we do when arms manufacturers sponsor museums, and some of the world's most valuable artworks are used as currency in a global futures market detached from productive work? Can we distinguish between information, fake news, and the digital white noise that bombards our everyday lives? Exploring subjects as diverse as video games, WikiLeaks files, the proliferation of freeports, and political actions, she exposes the paradoxes within globalization, political economies, visual culture, and the status of art production.

A Financial Times "Business Book of the Month" Based on his work at some of the world's

largest companies, including Ford, Adidas, and Chanel, Christian Madsbjerg's Sensemaking is a provocative stand against the tyranny of big data and scientism, and an urgent, overdue defense of human intelligence. Humans have become subservient to algorithms. Every day brings a new Moneyball fix--a math whiz who will crack open an industry with clean fact-based analysis rather than human intuition and experience. As a result, we have stopped thinking. Machines do it for us. Christian Madsbjerg argues that our fixation with data often masks stunning deficiencies, and the risks for humankind are enormous. Blind devotion to number crunching imperils our businesses, our educations, our governments, and our life savings. Too many companies have lost touch with the humanity of their customers, while marginalizing workers with liberal arts-based skills. Contrary to popular thinking, Madsbjerg shows how many of today's biggest success stories stem not from "quant" thinking but from deep, nuanced engagement with culture, language, and history. He calls his method sensemaking. In this landmark book, Madsbjerg lays out five principles for how business leaders, entrepreneurs, and individuals can use it to solve their thorniest problems. He profiles companies using sensemaking to connect with new customers, and takes readers inside the work process of sensemaking "connoisseurs" like investor George Soros, architect Bjarke Ingels, and others. Both practical and philosophical, Sensemaking is a powerful rejoinder to corporate groupthink and an indispensable resource for leaders and innovators who want to stand out from the pack.

Swedish designers are noted for producing distinctive and elegant forms; their furniture and household goods have an especially loyal following around the world. Design in Sweden has more than just an aesthetic component, however. Since at least the late nineteenth century, Swedish politicians and social planners have viewed design as a means for advocating and enacting social change and pushing for a more egalitarian social organization. In this book, Keith M. Murphy examines the special relationship between politics and design in Sweden, revealing in particular the cultural meanings this relationship holds for Swedish society. Over the course of fourteen months of research in Stockholm and at other sites, Murphy conducted in-depth interviews with various players involved in the Swedish design industry—designers, design instructors, government officials, artists, and curators—and observed several different design collectives in action. He found that for Swedes design is never socially or politically neutral. Even for common objects like furniture and other household goods, design can be labeled "responsible," "democratic," or "ethical"— descriptors that all neatly resonate with the traditional moral tones of Swedish social democracy. Murphy also considers the example of Ikea and its power to politicize perceptions of the everyday world. More broadly, his book serves as a model for an anthropological approach to the study of design practice, one that accounts for the various ways in which order is purposefully and meaningfully imposed by designers on the domains of human life, and the consequences those impositions have on the social worlds in which they are embedded.

Educational Technology is the right couple to a radical innovation. Thanks to the appropriate technology in the right context with the best fit to the target audience, education can be drastically improved, meaning a better performance, competence achievement, match with the user’s expectations and with the market needs. Serious games, Virtual reality, Augmented reality, Remote labs, Online learning, Blockchain, Mobile learning and many other key technologies allow for a better explanation of so many subjects, and even more: for a complete student involvement and a full teacher engagement into the educational system. Technology gives another angle to the same content, provides the user with a personalised experience and pushes the limits of knowledge a little further, every time. This book presents a number of radical innovations through technology, from experienced cases studies, to be replicated and inspired by; a powerful resource handbook for cutting-edge education.

A Public Books Reader

Future Ethics

An Ethnography

Shaping Things

The Power of the Humanities in the Age of the Algorithm

How Inclusion Shapes Design

Research and Practice

How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, In the Bubble: Designing for a Complex World. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if "tech" ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We

need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? In the Bubble is about a world based less on stuff and more on people. Thackara describes a transformation that is taking place now—not in a remote science fiction future; it's not about, as he puts it, "the schlock of the new" but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. In the Bubble describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of In the Bubble is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without impeding social and technical innovation.

"Views differ on bitcoin, but few doubt the transformative potential of Blockchain technology. The Truth Machine is the best book so far on what has happened and what may come along. It demands the attention of anyone concerned with our economic future." —Lawrence H. Summers, Charles W. Eliot University Professor and President Emeritus at Harvard, Former Treasury Secretary From Michael J. Casey and Paul Vigna, the authors of The Age of Cryptocurrency, comes the definitive work on the Internet's Next Big Thing: The Blockchain. Big banks have grown bigger and more entrenched. Privacy exists only until the next hack. Credit card fraud is a fact of life. Many of the "legacy systems" once designed to make our lives easier and our economy more efficient are no longer up to the task. Yet there is a way past all this—a new kind of operating system with the potential to revolutionize vast swaths of our economy: the blockchain. In The Truth Machine, Michael J. Casey and Paul Vigna demystify the blockchain and explain why it can restore personal control over our data, assets, and identities; grant billions of excluded people access to the global economy; and shift the balance of power to revive society's faith in itself. They reveal the disruption it promises for industries including finance, tech, legal, and shipping. Casey and Vigna expose the challenge of replacing trusted (and not-so-trusted) institutions on which we've relied for centuries with a radical model that bypasses them. The Truth Machine reveals the empowerment possible when self-interested middlemen give way to the transparency of the blockchain, while highlighting the job losses, assertion of special interests, and threat to social cohesion that will accompany this shift. With the same balanced perspective they brought to The Age of Cryptocurrency, Casey and Vigna show why we all must care about the path that blockchain technology takes—moving humanity forward, not backward.

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In Speculative Everything, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). Speculative Everything offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? "Design justice" is an approach to design that is led by marginalized communities and that aims expilcitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination

(white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to "build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability." Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

Mismatch
Mobile Design and Development
Radical Change
Radically Human
How New Technology Is Transforming Business and Shaping Our Future
New Architecture and Technology
Community-Led Practices to Build the Worlds We Need

Arguing that the acceleration of technological innovation is setting the course for the next stage of human evolution, the author of Edge City raises thought-provoking questions about human culture, society, and the very nature of humankind. Reprint. 15,000 first printing.

Offers a conceptual framework for understanding and evaluating books that appeal to today's youth

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

Radical TechnologiesThe Design of Everyday LifeVerso Books
Design, Fiction, and Social Dreaming
Personalised Learning and Teaching Through Big Data
Lo-TEK
how to survive in times of radical innovation
Architectural Technology
In the Bubble
Designing in a Complex World

In an era of high-tech and climate extremes, we are drowning in information while starving for wisdom. Enter Lo--TEK, a design movement building on indigenous philosophy and vernacular infrastructure to generate sustainable, resilient, nature-based technology. With a foreword by anthropologist Wade Davis and spanning 18 countries from Peru to...

Leading practitioners of parametric and algorithmic design profile the most radical technologies reshaping architecture today, offering insight into their differences, potential and influence on design practice.

A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront —and offers ways to reclaim our stake in the future.

Technology permeates nearly every aspect of our daily lives. Cars enable us to travel long distances, mobile phones help us to communicate, and medical devices make it possible to detect and cure diseases. But these aids to existence are not simply neutral instruments: they give shape to what we do and how we experience the world. And because

technology plays such an active role in shaping our daily actions and decisions, it is crucial, Peter-Paul Verbeek argues, that we consider the moral dimension of technology. Moralizing Technology offers exactly that: an in-depth study of the ethical dilemmas and moral issues surrounding the interaction of humans and technology. Drawing from Heidegger and Foucault, as well as from philosophers of technology such as Don Ihde and Bruno Latour, Peter-Paul Verbeek locates morality not just in the human users of technology but in the interaction between us and our machines. Verbeek cites concrete examples, including some from his own life, and compellingly argues for the morality of things. Rich and multifaceted, and sure to be controversial, Moralizing Technology will force us all to consider the virtue of new inventions and to rethink the rightness of the products we use every day.

Swedish Design

The Truth Machine

Parametric/algorithmic Architecture

Duty Free Art

Design by Radical Indigenism

Moralizing Technology