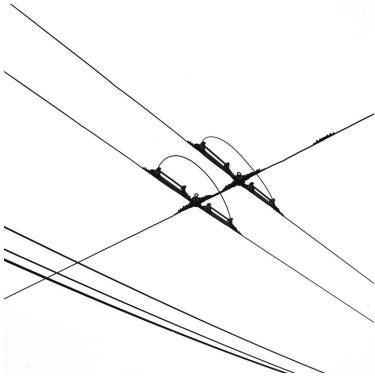


field activity 02

ASSIGNMENT NOIR

3 provocations : 3 designs

due 15 oct



Perhaps all that is left of the world is a wasteland covered with rubbish heaps, and the hanging garden of the Great Khan's palace. It is our eyelids that separate them, but we cannot know which is inside and which outside. - Italo Calvino

Whether we like it or not, as designers and researchers we are contributing in unknown but significant ways in choosing our future technological lives. Are we making it better or worse? For whom? And when? You will undertake this challenge of understanding the relationship between future technology comforts and social discontent. Contrary to the visions of the technology futurists, we claim that beneath and between a happily-ever-after veneer of technologies lurks a dark and strange world driven by very different human needs, values, and desires. Diverse populations not served by “everyman” designs. Places and objects filled with conflict, struggles, mystery, worry, doubt, and deceit our authentic human noir. In addition by brainstorming and designing only good ideas we are unintentionally constraining the full range of potential designs. While our plan is not to design for dark and evil purposes, this assignment stands as an exception to that rule a license to open up your creativity and explore the full range of design territory including design noir.

In this field activity you will be designing three technological objects or mobile phone applications as described below. Bring printouts of results and illustrations to class. Hand in PDF via email capturing your design. Each design must have at least one illustration of the object or application and a one-paragraph text description.

1

Design an object or mobile phone application that facilitates emotions of loss, loneliness, and self-pity associated with a person who has just been dumped by their longtime partner.

2

Design an object or mobile phone application that helps individuals and/or groups become more wasteful. Your design may support collective waste, as a game for example, or simply encourage maximizing individual wastefulness. A short list of potential territories for waste include: garbage, energy, time, other's time, money, environment, natural resources, gas, clothing, heat, recycling (lack of).

3

Design an object or mobile phone application that facilitates and enables lying and deception. Your solution should support elaborate deceitful schemes contrived to deceive individuals and/or groups. Your design context may be usable in office, family, group, or personal contexts.