A new area of design research, study and practice that proposes design-led societal transition toward more sustainable futures.

Current Discussion Topic: What is Design’s Role in Amplifying the Commons?

Short Course & Symposium
Transition Design Short Course and Symposium, June 2016 at Schumacher College’s Dartington Hall, Devon, England.

Transition Design Overview
Download a 32 page monograph that provides an overview of Transition Design, a list of useful resources and teaching materials.

Video Lecture: Transition Design
Terry Irwin, Cameron Tonkinwise and Gideon Kossoff delivered a lecture introducing Transition Design at the AIAGA conference in 2013.
CAPITALISM

TRUE

works for me!

FALSE

502
Design, When Everybody Designs
An Introduction to Design for Social Innovation

Ezio Manzini
Rules:

- The two parties engaging in the relationship will have no prior knowledge of each other.
- After initial contact and agreement, the relationship will begin and end in person.
- Relationship will not exceed 24 hours.
- There is no minimum requirement of time for the relationship.
- Participants are welcome to walk away from friendship during any point.
- Any and all activities performed during the friendship will be agreed upon together and any physical contact must be consensual.
- Participants may be recorded during the friendship but never without the participants consent.
- Participants will be asked not to pursue or maintain a post physical “online” friendship following the in person relationship.
- Participants will be asked to fill out a short survey and/or record their thoughts at the end of the friendship.
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<thead>
<tr>
<th>Question</th>
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<td>How can play be used to communicate values and messages for aesthetic and strategic use?</td>
<td>How can we use the values of the designer to create new kinds of design thinking more appropriate for engaging with deeper systemic issues?</td>
<td>How do beauty standards form and evolve and how can society change to dismantle their power over marginalized people?</td>
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<td>How and why does play manifest outside of leisure time and for non-entertainment purposes?</td>
<td>How can we rethink design conventions to be useful for artists and activist by imagining an alternate history where it was only used for social impact?</td>
<td>How do we dismantle the supremacy of erotic capital in assigning positive value on intimate, social, institutional, public, national, and global scales?</td>
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<td>How is play blocked as a form of communication on both personal and public levels?</td>
<td>How does design thinking deal with varying scales of social problems that other methods lack?</td>
<td>How is erotic capital both sustained and challenged in societies that promote hegemonic and “inner” beauty narratives?</td>
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